Properties of shapes of common 2-0 and 3-D shapes, for example a circle on a cylinder and a triangle on a pyramid - common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and direction - compare and sort common 2-D and 3-D shapes and everyday objects Position and division objects in patterns - use place and the position and division objects in patterns - use place and the position and division objects in patterns - use place and the position and division objects in patterns - use place and the position and the pos		Geometry	number	Addition and subtraction	Multiplying and dividing	Fractions	Measuring	Statistics
	Year 2	describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces identify 2-D shapes on the surface of 3-D shapes, for example a circle on a cylinder and a triangle on a pyramid compare and sort common 2-D and 3-D shapes and everyday objects Position and direction order and arrange combinations of mathematical objects in patterns use mathematical vocabulary to describe position, direction and movement including distinguishing between rotation as a turn and in terms of right angles for	steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward recognise the place value of each digit in a two- digit number (tens, ones) identify, represent and estimate numbers using different representations, including the number line compare and order numbers from 0 up to 100; use <, > and = signs read and write numbers to at least 100 in numerals and in words use place value and number facts to solve	problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures applying their increasing knowledge of mental and written methods recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones a two-digit number and tens two two-digit numbers adding three one-digit numbers show that	use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers - calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs - show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems	find, name and write fractions 1/3	use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels • compare and order lengths, mass, volume/capacity and record the results using >, < and = • recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value • find different combinations of coins that equal the same amounts of money • solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving	and construct simple pictograms, tally charts, block diagrams and simple tables - ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity - ask and answer questions about totalling and comparing categorical data - interpret and construct simple pictograms, tally charts, block diagrams and simple tables - ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity - ask and answer questions about totalling and comparing

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	clockwise), and	(commutative) and		intervals of time	
	movement in a	subtraction of one		• tell and	
	straight line	number from another		write the time to five	
		cannot		minutes, including	
		 recognise 		quarter past/to the	
		and use the inverse		hour and draw the	
		relationship between		hands on a clock face	
		addition and		to show these times	
		subtraction and use		 know the 	
		this to check		number of minutes in	
		calculations and		an hour and the	
		missing number		number of hours in a	
		problems		day	
		Problems		aay	