

Number & Place Value	Addition & Subtraction	Multiplication & Division	Measurement	Geometry: Properties of Shapes
<ul style="list-style-type: none"> <li>Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.</li> <li>Recognise the place value of each digit in a two-digit number (tens, ones).</li> <li>Identify, represent and estimate numbers using different representations, including the number line.</li> <li>Compare and order numbers from 0 up to 100; use <math>&lt;</math>, <math>&gt;</math> and <math>=</math> signs.</li> <li>Read and write numbers to at least 100 in numerals and in words.</li> <li>Use place value and number facts to solve problems.</li> </ul>	<p><i>Solve problems with addition and subtraction:</i></p> <ul style="list-style-type: none"> <li>Using concrete objects and pictorial representations, including those involving numbers, quantities and measures;</li> <li>Applying their increasing knowledge of mental and written methods.</li> </ul> <p><i>Recall and use addition and subtraction facts to 20 and 100:</i></p> <ul style="list-style-type: none"> <li>fluently up to 20;</li> <li>related facts to 100.</li> </ul> <p><i>Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</i></p> <ul style="list-style-type: none"> <li>a two-digit number and ones;</li> <li>a two-digit number and tens;</li> <li>two two-digit numbers;</li> <li>adding three one-digit numbers.</li> </ul> <ul style="list-style-type: none"> <li>Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.</li> <li>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</li> </ul>	<ul style="list-style-type: none"> <li>Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.</li> <li>Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (<math>=</math>) signs.</li> <li>Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.</li> <li>Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</li> </ul>	<p><i>Choose and use appropriate standard units to estimate and measure to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels:</i></p> <ul style="list-style-type: none"> <li>length/height in any direction (m/cm);</li> <li>mass (kg/g);</li> <li>temperature (<math>^{\circ}\text{C}</math>);</li> <li>capacity (litres/ml).</li> </ul> <ul style="list-style-type: none"> <li>Compare and order lengths, mass, volume/capacity and record the results using <math>&gt;</math>, <math>&lt;</math> and <math>=</math>.</li> <li>Recognise and use symbols for pounds (£) and pence (p);</li> <li>Combine amounts to make a particular value.</li> <li>Find different combinations of coins that equal the same amounts of money.</li> <li>Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.</li> <li>Compare and sequence intervals of time.</li> <li>Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.</li> <li>Know the number of minutes in an hour and number of hours in a day.</li> </ul>	<ul style="list-style-type: none"> <li>Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.</li> <li>Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>Identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid].</li> <li>Compare and sort common 2-D and 3-D shapes and everyday objects.</li> </ul>
		<b>Fractions</b>		<b>Geometry: Position &amp; Direction</b>
		<ul style="list-style-type: none"> <li>Recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math>, and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity.</li> <li>Write simple fractions for example, <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</li> </ul>		<ul style="list-style-type: none"> <li>Order and arrange combinations of mathematical objects in patterns and sequences.</li> <li>Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).</li> </ul>
				<b>Statistics</b>
				<ul style="list-style-type: none"> <li>Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.</li> <li>Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.</li> <li>Ask and answer questions about totalling and comparing categorical data.</li> </ul>

End of key stage 1: Know number bonds to 20; be precise in using place value; read and spell mathematical vocabulary at a level consistent with their increasing work reading and spelling knowledge at key stage 1.