| Term 1 | Term 2 |
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| Number and place value <br> - count from 0 in multiples of 100 ; find 10 or 100 more or less than a given number <br> - recognise the place value of each digit in a three-digit number (hundreds, tens, ones) <br> - compare and order numbers up to 1000 <br> - identify, represent and estimate numbers using different representations <br> - read and write numbers up to 1000 in numerals and in words <br> - solve number problems and practical problems involving these | Addition and subtraction <br> - add and subtract numbers mentally, including: <br> - a three-digit number and ones <br> - a three-digit number and tens <br> - a three-digit number and hundreds <br> - add and subtract numbers with up to three digits <br> - estimate the answer to a calculation and use inverse operations to check answers <br> - solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction |

## Addition and subtraction

- add and subtract numbers mentally, including:
- a three-digit number and ones
- a three-digit number and tens
- a three-digit number and hundreds
- add and subtract numbers with up to three digits
- estimate the answer to a calculation and use inverse operations to check answers
- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction


## Measurement

- measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm} /$ mm ); mass ( $\mathrm{kg} / \mathrm{g}$ ); volume / capacity ( $\mathrm{I} / \mathrm{ml}$ )
- add and subtract amounts of money to give change, using both $£$ and $p$ in practical contexts


## Statistics

- interpret and present data using bar charts, pictograms and tables
- solve one-step and two-step questions ffor example,
'How many more?' and 'How many fewer?'] using
information presented in scaled bar charts and pictograms and tables.


## Number and place value

- count from 0 in multiples of 4, 8, 50 and 100


## Multiplication and division

- recall and use multiplication and division facts for the 3 ,

4 and 8 multiplication tables

- add and subtract numbers mentally, incurding:
- a three-digit number and ones
- a the-dgi number and tens
- add and subtract numbers with up to three digits
estimate the answer to a calculation and use inverse
- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction


## Measurement

- measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm}$ / $m \mathrm{~m}$ ); mass ( $\mathrm{kg} / \mathrm{g}$ ); volume / capacity ( $\mathrm{I} / \mathrm{ml}$ )
- add and subtract amounts of money to give change, using both $£$ and $p$ in practical contexts


## Statistics

- interpret and present data using bar charts, pictograms and tables
- solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.


## Number and place value

- identify, represent and estimate numbers using different representations


## Fractions

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10
- recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators
- add and subtract fractions with the same denominator within one whole [for example, $5 / 7+1 / 7=6 / 7]$
- compare and order unit fractions and fractions with the same denominator
- solve problems that involve all of the above.

Number and place value

- count from 0 in multiples of 4,8,50 and 100

Addition and subtraction

- add and subtract numbers mentally, including
- a three-digit number and ones
- a three-digit number and tens
- a three-digit number and hundreds
- add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction
- estimate the answer to a calculation and use inverse operations to check answers
- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction


## Measurement

- measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm}$ / $\mathrm{mm})$; mass ( $\mathrm{kg} / \mathrm{g}$ ); volume / capacity ( $1 / \mathrm{ml}$ )
- add and subtract amounts of money to give change, using both $£$ and $p$ in practical contexts
- record and compare time in terms of seconds, minutes and hours, use vocabulary such as o'clock, a.m. / p.m., morning, afternoon, noon and midnight
- know the number of seconds in a minute and the number of days in each month, year and leap year
- compare durations of events, [for example, to calculate the time taken by particular events or tasks]


## Statistics

- interpret and present data using bar charts, pictograms and tables
- solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.


## Number and place value

- identify, represent and estimate numbers using different representations


## Fractions

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and dividing one-digit numbers or quantities by 10
- recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators
- recognise and show, using diagrams, equivalent fractions with small denominators
- write and calculate mathematical statements for multiplication and division using the multiplication tables that they know
- solve problems, including missing number problems, involving multiplication and division including positive integer scaling problems and correspondence problems in which $n$ obiects are connected to $m$ objects.


## Geometry: properties of shapes

- draw 2-D shapes, and make 3-D shapes using modeling materias; 3-D shapes in different orientations and describe them


## Geometry: position and direction

- recognise that angles are a property of shape or a description of a turn
- identify right angles, recognise that two right angles make a halfturn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle


## Number and place value

- count from 0 in multiples of 4, 8,50 and 100; find 10 or 100 more or less than a given number
- recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- compare and order numbers up to 1000
- identify, represent and estimate numbers using different representations
- read and write numbers up to 1000 in numerals and in words
- solve number problems and practical problems involving these ideas


## Measurement

- tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks
- measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm}$ / mm ); mass ( $\mathrm{kg} / \mathrm{g}$ ); volume / capacity (I / ml)


## Fractions

- count up and down in tenths, recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.


## Multiplication and division

- recall and use multiplication and division facts for the 3 , 4 and 8 multiplication tables
- write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers
- solve problems, including missing number problems, involving multiplication and division including positive integer scaling problems and correspondence problems in which n objects are connected to m objects


## Fractions

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10
- recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators
- solve problems that involve all of the above.

Geometry: properties of shapes

- draw 2-D shapes, and make 3-D shapes using modeling materials; recognise 3-D shapes in different orientations and describe them
- recognise that angles are a property of shape or a description of a turn
- identify right angles, recognise that two right angles make a halfturn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle
- identify horizontal and vertical lines and pairs of perpendicular and parallel lines.


## Number and place value

- count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number
- recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- compare and order numbers up to 1000
- identify, represent and estimate numbers using different representations
- read and write numbers up to 1000 in numerals and in words
- solve number problems and practical problems involving these ideas
add and subtract fractions with the same denominator within one whole [for example, $5 / 7+1 / 7=6 / 7$ ]
- compare and order unit fractions and fractions with the same denominator.
- solve problems that involve all of the above.


## Number and place value

- count from 0 in multiples of 4, 8,50 and 100


## Multiplication and division

- recall and use multiplication and division facts for the 3,4 and 8 multiplication tables
- write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods
- solve problems, including missing number problems, involving multiplication and division; solve positive integer scaling problems and correspondence problems in which n objects are connected to m objects.


## Fractions

- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10
- recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators
- solve problems that involve all of the above.


## Measurement

- know the number of seconds in a minute and the number of days in each month, year and leap year.


## Geometry: properties of shape

- recognise that angles are a property of shape or a description of a turn
- identify right angles, recognise that two right angles make a halfturn, three make three quarters of a turn and four a complete turn identify whether angles are greater than or less than a right angle
- identify horizontal and vertical lines and pairs of
perpendicular and parallel lines
- measure the perimeter of simple 2-D shapes.

|  | - tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks <br> - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m. / p.m., morning, afternoon, noon and midnight <br> - know the number of seconds in a minute and the number of days in each month, year and leap year <br> - compare durations of events, [for example, to calculate the time taken by particular events or tasks] <br> Statistics <br> - interpret and present data using bar charts, pictograms and tables. |  |
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