

Y1 Maths Curriculum Content

Numbers & the number system	Calculation~ addition & subtraction	Calculation~ multiplication & division	Calculation~ Fractions, Decimals & Percentages	Measures	Shape & Space	Statistics
<ul style="list-style-type: none"> • Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. • Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens. • Given a number, identify one more and one less. • Identify and represent numbers using objects & pictorial representations including the number line, and use the language of equal to, more than, less than (fewer), most, least. • Read and write numbers from 1 to 20 in numerals and words. 	<ul style="list-style-type: none"> • Read, write & interpret mathematical statements involving addition (+), subtraction (-) & equals (=) signs • Represent and use number bonds and related subtraction facts within 20 • Add and subtract one-digit & two-digit numbers to 20, including zero. • Solve one-step problems that involve addition and subtraction, using concrete objects & pictorial representations, and missing number problems such as $7 = [] - 9$. 	<ul style="list-style-type: none"> • Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. 	<ul style="list-style-type: none"> • Recognise, find and name a half as one of two equal parts of an object, shape or quantity. • Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. 	<ul style="list-style-type: none"> • Compare, describe and solve practical problems for: <ul style="list-style-type: none"> - lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half] - mass or weight [e.g. heavy/light, heavier than, lighter than] - capacity/volume [full/ empty, more than, less than, half, half full, quarter] - time [e.g. quicker, slower, earlier, later] • Measure and begin to record the following: lengths and heights; mass/weight; capacity & volume; time (hours, minutes, seconds) • Recognise and know the value of different denominations of coins and notes. • Sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. • Recognise and use language relating to dates, including days of the week, weeks, months and years. • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. 	<p>Geometry: Properties of shapes</p> <ul style="list-style-type: none"> • Recognise and name common 2-D and 3-D shapes, including: <ul style="list-style-type: none"> 2-D shapes (e.g. rectangles (including squares), circles and triangles) 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres). <p>Position and direction</p> <ul style="list-style-type: none"> • Describe position, directions and movements, including whole, half, quarter and three-quarter turns. 	<p>Non included in Year 1</p>

Y2 Maths Curriculum Content

Numbers & the number system	Calculation~ addition & subtraction	Calculation~ multiplication & division	Calculation~ Fractions, Decimals & Percentages	Measures	Shape & Space	Statistics
<ul style="list-style-type: none"> • Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or 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. 	<ul style="list-style-type: none"> • Solve problems with addition & subtraction: <ul style="list-style-type: none"> • 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: <ul style="list-style-type: none"> <i>a two-digit number and ones,</i> <i>a two-digit number and tens,</i> <i>two two-digit numbers,</i> <i>adding three one-digit numbers,</i> • Show that addition of two numbers can be done in any order and subtraction of one number from another cannot. • Recognise and use the inverse relationship between addition & subtraction and use this to check calculations and missing number problems. 	<ul style="list-style-type: none"> • Recall & use multiplication & division facts for 2, 5 & 10 tables, including recognising odd and even numbers • Calculate mathematical statements for multiplication and division within the multiplication tables; write them using multiplication (\times), division (\div) & 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 in contexts. 	<ul style="list-style-type: none"> • Recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ & $\frac{1}{4}$ of a length, shape, set of objects or quantity • Write simple fractions e.g. $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{1}{4}$ and $\frac{2}{8}$ 	<ul style="list-style-type: none"> • Choose and use appropriate standard units to estimate and measure: <ul style="list-style-type: none"> - length/height in any direction (m/cm); - mass (kg/g); - temperature ($^{\circ}\text{C}$); - capacity (litres/ml) to the nearest appropriate unit... <i>using rulers, scales, thermometers and measuring vessels</i> • 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 change. • Compare and sequence intervals of time. • 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. • Know the number of minutes in an hour and the number of hours in a day. 	<ul style="list-style-type: none"> • Identify & describe the properties of 2-D shapes, including the number of sides & line 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, [e.g. a circle on a cylinder & a triangle on a pyramid.] • Compare and sort common 2-D and 3-D shapes and everyday objects. • Order and arrange combinations of mathematical objects in patterns and sequences. • Use mathematical vocabulary to describe position, direction and movement including movement in a straight line, distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise) 	<ul style="list-style-type: none"> • 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 totaling and comparing categorical data.