

Mathematics

- 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
 - 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.
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- add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens and 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 and place value
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- recall and use multiplication and division facts for the 3, 4 and 8 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.
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- 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
 - 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
 - add and subtract fractions with the same denominator within one whole
 - compare and order unit fractions, and fractions with the same denominators
 - solve problems that involve all of the above.
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- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
 - measure the perimeter of simple 2-D shapes
 - add and subtract amounts of money to give change, using both £ and p in practical contexts
 - tell and write the time from an analogue clock, and 12-hour and 24-hour clocks
 - 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
 - know the number of seconds in a minute and the number of days in each month, year and leap year
 - compare durations of events
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- draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
 - recognise angles as a property of shape or a description of a turn
 - identify right angles, recognise that two right angles make a half-turn, 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.
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- interpret and present data using bar charts, pictograms and tables

- solve one-step and two-step questions