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| **Number – number and place value** | **Number – addition and subtraction** | **Number – multiplication and division** |
| * Count in multiples of 6, 7, 9, 25 and 1000.
* Count backwards through zero to include negative numbers.
* Count up and down in hundredths.
* *Read and write numbers to at least 10 000.*
* *Read and write numbers with up to two decimal places.*
* Recognise the place value of each digit in a four-digit number.
* *Identify the value of each digit to two decimal places.*
* *Partition numbers in different ways (e.g. 2.3 = 2+0.3 & 1+1.3).*
* Identify, represent and estimate numbers using different representations *(including the number line).*
* Order and compare numbers beyond 1000.
* *Order and* compare numbers with the same number of decimal places up to two decimal places.
* Find *0.1, 1, 10, 100 or* 1000 more or less than a given number.
* Round any number to the nearest 10, 100 or 1000.
* Round decimals (one decimal place) to the nearest whole number.
* Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer.
* *Describe and extend number sequences involving counting on or back in different steps, including sequences with multiplication and division steps.*
* Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of zero and place value.
* Solve number and practical problems that involve all of the above and with increasingly large positive numbers.
 | * *Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method).*
* *Select a mental strategy appropriate for the numbers involved in the calculation.*
* *Recall and use addition and subtraction facts for 100.*
* *Recall and use +/- facts for multiples of 100 totalling 1000.*
* *Derive and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place).*
* *Add and subtract mentally combinations of two and three digit numbers and decimals to one decimal place.*
* Add and subtract numbers with up to 4 digits *and decimals with one decimal place* using the formal written methods of columnar addition and subtraction where appropriate.
* Estimate; use inverse operations to check answers to a calculation.
* Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
* *Solve addition and subtraction problems involving missing numbers.*
 | * *Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method).*
* Recognise and use factor pairs and commutativity in mental calculations.
* Recall multiplication and division facts for multiplication tables up to 12 × 12.
* *Use partitioning to double or halve any number, including decimals to one decimal place.*
* Use place value, known and derived facts to multiply and divide mentally, including:

- multiplying by 0 and 1.- dividing by 1.- multiplying together three numbers.* Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.
* *Divide numbers up to 3 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context.*
* *Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.*
* Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, *division (including interpreting remainders),* integer scaling problems and harder correspondence problems such as n objects are connected to m objects.
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| **Number – fractions, decimals and percentages** | **Geometry – properties of shapes** | **Measurement** |
| * *Understand that a fraction is one whole number divided by another (e.g.* $\frac{3}{4}$ *can be interpreted as 3 ÷ 4).*
* *Recognise, find and write fractions of a discrete set of objects including those with a range of numerators and denominators.*
* Recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
* *Count on and back in steps of unit fractions.*
* *Compare and order unit fractions and fractions with the same denominators (including on a number line).*
* Recognise and show, using diagrams, families of common equivalent fractions.
* Recognise and write decimal equivalents of any number of tenths or hundredths.
* Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$.
* Add and subtract fractions with the same denominator *(using diagrams).*
* Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number.
* Solve simple measure and money problems involving fractions and decimals to two decimal places.
 | * Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
* Identify lines of symmetry in 2-D shapes presented in different orientations.
* Complete a simple symmetric figure with respect to a specific line of symmetry.
* *Continue to identify horizontal and vertical lines and pairs of perpendicular and parallel lines.*
* Identify acute and obtuse angles and compare and order angles up to two right angles by size.
 | * Estimate, compare and calculate different measures, including money in pounds and pence.
* *Order temperatures including those below 0°C.*
* Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres.
* *Know area is a measure of surface within a given boundary.*
* Find the area of rectilinear shapes by counting squares.
* Convert between different units of measure [e.g. kilometre to metre; hour to minute].
* Read, write and convert time between analogue and digital 12- and 24-hour clocks.
* *Write amounts of money using decimal notation.*
* *Recognise that one hundred 1p coins equal £1 and that each coin is* $\frac{1}{100}$ *of £1.*
* Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days *and problems involving money and measures.*
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| **Geometry – position and direction** |
| * Describe positions on a 2-D grid as coordinates in the first quadrant.
* Plot specified points and draw sides to complete a given polygon.
* Describe movements between positions as translations of a given unit to the left/right and up/down.
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|  |  | **Statistics** |
|  |  | * *Use a variety of sorting diagrams to* compare and classify *numbers and* geometric shapes based on their properties and sizes.
* Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts, time graphs.
* Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
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