

## First Level: Aware/ Understand **[First \*]**

	Term 1	Term 2	Term 3	Term 4
<b>Estimating and Rounding</b>	<ul style="list-style-type: none"> <li>▪ Estimate the number of objects (same objects in a row)</li> <li>▪ Estimate the number of objects (different objects in a row)</li> <li>▪ Estimate the number of objects (same objects in pile)</li> <li>▪ Estimate the number of objects (different objects in pile)</li> </ul>	<ul style="list-style-type: none"> <li>▪ Estimate the total and check by counting all</li> <li>▪ Estimate the difference and check by counting all</li> </ul>	<ul style="list-style-type: none"> <li>▪ Estimate the total &amp; difference by counting on/ from</li> </ul>	<ul style="list-style-type: none"> <li>▪ Round to the nearest 10 (from 0-100)</li> </ul>
<b>Awareness of Number</b> <ul style="list-style-type: none"> <li>▪ Counting</li> <li>▪ Numerals</li> <li>▪ Quantities</li> <li>▪ Place value</li> </ul>	<ul style="list-style-type: none"> <li>▪ Give more or less than a given number</li> <li>▪ Count forward and backwards to and from at least 100</li> <li>▪ Read and write numerals from 0-20 and then beyond</li> <li>▪ Identify most and more from objects and pictures</li> <li>▪ Identify least and fewer from objects and pictures</li> <li>▪ Use objects/ tens frames to represent different numbers – up to 2 digit numbers</li> </ul>	<ul style="list-style-type: none"> <li>▪ Skip count in 2s to 100 (rote counting)</li> <li>▪ Understand and give examples of the number before and after any given number to 100</li> <li>▪ Use knowledge of place value to place numerals on a number line</li> <li>▪ Compare quantities using language such as most and least</li> </ul>	<ul style="list-style-type: none"> <li>▪ Skip count in 5s and 10s to 100 (rote counting)</li> <li>▪ Use language of 'equal to' when comparing quantities</li> <li>▪ Demonstrate the use of zero as a placeholder to at least 100</li> <li>▪ Recognise tens and units in numbers</li> </ul>	<ul style="list-style-type: none"> <li>▪ Skip count in 4s to 100 (rote counting)</li> <li>▪ Recognise the place value of numerals in 2 digit numbers</li> <li>▪ Solve a mathematical number sentence/ problem using symbols</li> </ul>
<b>Addition &amp; Subtraction</b>	<ul style="list-style-type: none"> <li>▪ Partition single digit numbers in different ways</li> <li>▪ Recognise and describe part-whole relationships</li> </ul>	<ul style="list-style-type: none"> <li>▪ Demonstrate the use of zero as a place holder</li> <li>▪ Match numerals to pictorial representation or objects</li> <li>▪ Add/ subtract using number bonds</li> <li>▪ Add/ subtract by counting on/ back</li> </ul>	<ul style="list-style-type: none"> <li>▪ Use number bonds to create problems to 20</li> <li>▪ Read and arrange a number sentence using objects and pictures</li> </ul>	<ul style="list-style-type: none"> <li>▪ Solve missing number problems</li> <li>▪ Use appropriate vocabulary to create addition and subtraction stories</li> </ul>
<b>Multiplication &amp; Division</b>	<ul style="list-style-type: none"> <li>▪ To make equal groups</li> </ul>	<ul style="list-style-type: none"> <li>▪ To add equal groups (repeated addition)</li> <li>▪ To find doubles understand x facts</li> </ul>	<ul style="list-style-type: none"> <li>▪ To make equal rows (arrays)</li> <li>▪ To multiply by 2</li> <li>▪ To divide by 2</li> </ul>	<ul style="list-style-type: none"> <li>▪ To multiply by 4</li> <li>▪ To divide by 4</li> <li>▪ To solve problems – multiply an divide by 2 and 4</li> </ul>
<b>Fractions, Decimals and Percentages</b>		<ul style="list-style-type: none"> <li>▪ To make and identify halves</li> <li>▪ To make and identify quarters</li> <li>▪ To understand that quarter is half of a half</li> </ul>	<ul style="list-style-type: none"> <li>▪ To share and group equally</li> </ul>	

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	Term 1	Term 2	Term 3	Term 4
<b>Measurement:</b> <ul style="list-style-type: none"> <li>▪ Money</li> <li>▪ Time</li> <li>▪ Length</li> <li>▪ Mass</li> <li>▪ Volume</li> <li>▪ Area</li> <li>▪ Patterns and Relationships</li> <li>▪ Expressions and Equations</li> <li>▪ Impact of Maths</li> </ul>	<ul style="list-style-type: none"> <li>▪ Can sequence days of the week and knows before and after</li> <li>▪ Describe and continues patterns for shapes, pictures, symbols and numbers</li> <li>▪ Understands the terms equal to, not equal to and the appropriate symbols</li> <li>▪ Investigate importance of numbers in learning, life and work (throughout year)</li> </ul>	<ul style="list-style-type: none"> <li>▪ Understands and connects months to each season</li> </ul>	<ul style="list-style-type: none"> <li>▪ Recognise, name and order coins to £1</li> <li>▪ Investigate using different combinations of coins and notes to make the same amounts of money to £1</li> <li>▪ Knows 100p = £1</li> <li>▪ Introduce the number of days in each month</li> <li>▪ Read analogue &amp; digital o'clock times and represent this to a digital display and clock face</li> <li>▪ Compare 2 objects and describe using: longer and shorter than, lighter and heavier</li> <li>▪ Estimate, compare and order length/ mass of everyday objects</li> <li>▪ Use non-standard units to measure length/ mass</li> <li>▪ Describe using empty, full, half full, nearly empty</li> <li>▪ Compare the volume of different containers</li> <li>▪ Understand that different shaped containers can have the same volume</li> <li>▪ Creates patterns for shapes, pictures, symbols and numbers</li> </ul>	<ul style="list-style-type: none"> <li>▪ Making totals and giving change within a £1</li> <li>▪ Use analogue and digital clocks to tell time: half past</li> <li>▪ Comparing the size of different surfaces</li> <li>▪ Covering various surfaces with different materials to order areas</li> <li>▪ Measure area of simple 2D shapes by counting whole squares</li> <li>▪ Create squares and rectangles with different areas and compare sizes</li> <li>▪ Solves simple equations to solve a problem, e.g. <math>\blacksquare + 5 = 7</math></li> <li>▪ Investigate variety of number systems used throughout history</li> </ul>
<b>Shape, Position and Movement</b> <ul style="list-style-type: none"> <li>▪ 2D and 3D Shape</li> <li>▪ Angles and Symmetry</li> <li>▪ Transformation</li> </ul>		<ul style="list-style-type: none"> <li>▪ Name, identify, classify 2D shapes and 3D objects, introducing new polygons, cylinder, cone and pyramid</li> </ul>	<ul style="list-style-type: none"> <li>▪ Recognise 2D shapes and 3D objects in different environments and sizes</li> <li>▪ Describe directions using appropriate language, e.g. full, half, quarter turn, north, south, east and west</li> <li>▪ Follow and record directions using appropriate language</li> <li>▪ Intro grid references</li> <li>▪ Understand the purpose of a grid</li> </ul>	<ul style="list-style-type: none"> <li>▪ Describe properties of 2D shapes and 3D objects, e.g. sides, faces, edges</li> <li>▪ Identify right angles in the environment</li> <li>▪ Identify lines of symmetry in 2D shapes by folding and drawing one line of symmetry</li> <li>▪ Use 2 figure grid reference to describe positions on the grid</li> <li>▪ Demonstrate a knowledge of horizontal and vertical location</li> <li>▪ Plot 2 figure grid references</li> </ul>
<b>Information Handling:</b> <ul style="list-style-type: none"> <li>▪ Data Handling and Analysis</li> <li>▪ Ideas of Chance and Uncertainty</li> </ul>			<ul style="list-style-type: none"> <li>▪ Ask and answer questions to extract key information from a variety of data sets</li> </ul>	<ul style="list-style-type: none"> <li>▪ Know and select the most effective way to gather data for a particular purpose</li> <li>▪ Use a variety of methods including digital technology to display gathered data</li> <li>▪ Present information appropriately including title, labelling and an appropriate scale</li> <li>▪ Use and understand vocabulary of probability</li> <li>▪ Interpret data to make reasonable predictions of probability</li> </ul>