First Level: Understand/ Use With Understanding [First **]

	Term 1	Term 2	Term 3	Term 4
Estimating and Rounding	▪ Estimate the total number of objects in a line or a pile ▪ Estimate answers to a calculation (+ and -) ▪ Estimate the place of a number on a number line (blank and marked)	▪ Round numbers to the nearest 10 in context (within 100) ▪ Round any number to the nearest 10 ▪ Round any number to the nearest 10 and 100	▪ Know that + is the opposite of – and vice versa	▪ Undo and check answers to calculations by carrying out inverse operations ▪ Solve missing number equations using inverse operations ▪ Round 3 digit numbers to the nearest 100 in context
Awareness of Number ▪ **Counting** ▪ **Numerals** ▪ **Quantity** ▪ **Place Value**	▪ Place numbers appropriately on a number line ▪ Read and write 2 digit and 3 digit numbers in figures and words ▪ Compare quantities using appropriate vocabulary ▪ Place numbers on marked and blank number lines ▪ Use = (equals) to express comparison between quantities ▪ Recognise the place value of a 3 digit number	▪ Count in steps of 2 from any number ▪ Count objects by grouping in different multiples ▪ Describe and extend number sequences ▪ Recognise odd and even numbers to at least 100 ▪ Partition and recombine 2 and 3 digit numbers in different ways	▪ Count in steps of 5 and 10 from any number ▪ Use > (more than) to express comparison between quantities ▪ Recognise zero as a place holder from 100 – 1,000	▪ Count in steps of 4 from any number ▪ Use < (less than) to express comparison between quantities ▪ Use place value to support problem solving
Addition & Subtraction	▪ Recognise, describe and create part whole relationships ▪ Use number bonds to 20 ▪ To add several single digit numbers use number bonds ▪ To understand commutative law (e.g. 26+13=13+26)	▪ To understand commutative law (e.g. 26+13=13+26) ▪ To add and subtract with tens and units supported by concrete objects and pictorial representations	▪ Use number bonds to 20 to derive related facts to 100 ▪ To understand commutative law (e.g. 26+13=13+26)	▪ To understand commutative law (e.g. 26+13=13+26) ▪ To add/ subtract 2 digit numbers using various strategies (bridging 10)
Multiplication & Division		▪ To understand multiplication and division as equal groups, sharing and grouping ▪ To understand the process of x and ÷ by 2 and 4 ▪ To understand the process of x and ÷ by 5 and 10 ▪ To investigate the links between 2 and 4 and 5 and 10 ▪ To solve problems with x ÷	▪ To understand the process of x by 3 and 6 ▪ To solve problems with x ÷	▪ To understand the process of ÷ by 3 and 6 ▪ To understand the commutative law (e.g. 2x4=4x2) ▪ To understand the links between x and ÷ (inverse) ▪ To solve problems with x ÷
Fractions, Decimals and Percentages	▪ Revise showing and recognise halves and quarters ▪ To name fractions and record using fractional notation ▪ Explain terms numerator and denominator ▪ To understand that larger denominator, smaller part	▪ To show and identify thirds and sixths (shapes) ▪ To name fractions and record using fractional notation ▪ Explain terms numerator and denominator ▪ To compare simple fractions ▪ To understand that larger denominator, smaller part	▪ To show and recognise fifths and tenths ▪ To compare simple fractions ▪ To count wholes and parts (mixed numbers)	▪ To name fractions and record using fractional notation ▪ Explain terms numerator and denominator ▪ To understand that larger denominator, smaller part ▪ Begin to understand equivalence ▪ To find part of a quantity

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	Term 1	Term 2	Term 3	Term 4
Measurement: ▪ **Money** ▪ **Time** ▪ **Length** ▪ **Mass** ▪ **Volume** ▪ **Area** ▪ **Patterns and Relationships** ▪ **Expressions and Equations** ▪ **Impact of Maths**	▪ Order months of year, relate to seasons and key annual events ▪ Record dates in a variety of formats ▪ Introduce am and pm notation ▪ Estimate lengths, mass and volume of objects ▪ Know appropriate units for short/ long, light/ heavy objects ▪ Know larger volume in litres, small volumes in ml ▪ Describes and continues patterns for shapes, pictures, symbols and number ▪ Understands the terms equal to and not equal to and the appropriate symbols ▪ Investigate importance of numbers in learning, life and work (throughout year)	▪ Use analogue and digital clocks to tell time: half past ▪ Estimate lengths, mass and volume of objects ▪ Know appropriate units for short/ long, light/ heavy objects ▪ Know larger volume in litres, small volumes in ml ▪ Measure mass accurately in kg/ g ▪ Creates patterns for shapes, pictures, symbols and number ▪ Investigate variety of number systems used throughout history	▪ Records amounts in different ways 149p = £1 and 49p ▪ Identify coins and notes to make £20 ▪ Use analogue and digital clocks to tell time: quarter past ▪ Know that there are 24 hours in a day ▪ Know there are 60 minutes in an hour ▪ Estimate lengths, mass and volume of objects ▪ Know appropriate units for short/ long, light/ heavy objects ▪ Know larger volume in litres, small volumes in ml ▪ Use rulers/ metre sticks accurately to measure using cm/m ▪ Compare measures with estimates ▪ Know that there is 100cm in a metre ▪ Measure area of squares/ rectangles using square cm grids ▪ Understand that shapes with larger areas have larger perimeters ▪ Understands the term greater than and the appropriate symbol ▪ Understand = as a balance ▪ Investigate variety of number systems used throughout history	▪ Can pay for goods and give change to within £5 ▪ Identify coins and notes to make the same amounts ▪ Select and use appropriate timers to time activities ▪ Estimate lengths, mass and volume of objects ▪ Know appropriate units for short/ long, light/ heavy objects ▪ Know larger volume in litres, small volumes in ml ▪ Know that there is 1,000g in a kg ▪ Measure volume accurately in litres/ ml ▪ Compare measures with estimates ▪ Know that there are 1,000ml in a litre ▪ Measure area of squares/ rectangles using square cm grids ▪ Introduce units cm^2 and m^2 ▪ Create shapes with given area to nearest square cm using tiles or grids ▪ Can make the link between multiplication arrays to visualise areas ▪ Understands the term less than and the appropriate symbol ▪ Solves simple equations to solve a problem ■ + 15 = 17 and ■ x 2 = 8
Shape, Position and Movement ▪ **2D and 3D Shape** ▪ **Angles and Symmetry** ▪ **Transformation**	▪ Identify examples of tiling in the environment and create simple tiling patterns ▪ Recognise symmetrical patterns and shapes in the environment, patterns and pictures	▪ Name, identify, classify 2D shapes and 3D objects including new polygons, cylinder, cone and pyramid – including right angled triangles ▪ Identify examples of tiling in the environment and create simple tiling patterns ▪ Recognise symmetrical patterns and shapes in 2D shapes	▪ Recognise 2D shapes within 3D objects ▪ Know and use the compass points N, S, E, W ▪ Use the terms clockwise and anticlockwise ▪ Describes and plots 2 figure grid references introducing horizontal and vertical language ▪ Understand the purpose of a grid ▪ Use 2 figure grid references to describe positions on the grid ▪ Demonstrate a knowledge of horizontal and vertical location	▪ Recognise 3D shapes from 2D drawings ▪ Find right angles in environment and 2D shapes ▪ Knows a right angle is 90 degrees ▪ Compare and describe angles in relation to a right angle ▪ Plot 2 figure grid references
Information Handling: ▪ **Data Handling and Analysis** ▪ **Ideas of Chance and Uncertainty**		▪ Use and understand vocabulary of probability	▪ Ask and answer questions to extract key information from a variety of data sets ▪ Interpret data to make reasonable predictions of probability	▪ Know and select the most effective way to gather data for a particular purpose ▪ Use a variety of methods including digital technology to display gathered data ▪ Present information appropriately including title, labelling and an appropriate scale