

Federation of St. Cuthbert's and St. Sebastian's Catholic Primary Schools

MATHEMATICS: CURRICULUM



	YEAR 1	YEAR 2
AUTUMN	Number & Place Value	Number & Place Value
TERM	*count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	*count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward
	*count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	*recognise the place value of each digit in a two-digit number (tens, ones)
	*given a number, identify one more and one less *identify and represent numbers using objects and pictorial	*identify, represent and estimate numbers using different representations, including the number line
	representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least	*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
	*read and write numbers from 1 to 20 in numerals and words.	*use place value and number facts to solve problems.
	Addition & Subtraction	Addition & Subtraction
	*read, write and interpret mathematical statements	*solve problems with addition and subtraction: using concrete objects
	involving addition (+), subtraction (-) and equals (=) signs	and pictorial representations, including those involving numbers,
	*represent and use number bonds and relate subtraction facts within	quantities and measures
	20 *add and subtract one-digit and two-digit numbers to 20, including	applying their increasing knowledge of mental and written methods
	zero	*recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
	*solve one-step problems that involve addition and subtraction, using	*add and subtract numbers using concrete objects, pictorial
	concrete objects and pictorial representations, and missing number	representations, and mentally, including: a two-digit number and
	problems such as	ones, a two-digit number and tens, two two-digit numbers, adding
	7 = ? - 9.	three one-digit numbers
		*show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot

		*recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems
		<u>Multiplication & Division</u> *recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers *calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and 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
		<u>Fractions</u> * recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ 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 $\frac{1}{2}$ and $\frac{2}{4}$
SPRING TERM	<u>Multiplication & Division</u> *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 <u>Fractions</u> *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	Measurement *choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels *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

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	Measurement	*compare and sequence intervals of time
	*compare, describe and solve practical problems for: 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, quarter) time	Geometry
	(quicker, slower, earlier, later)	Properties of Shape
	*Measure and begin to record the following: lengths and heights,	*identify and describe the properties of 2-D shapes, including the
	mass/weight, capacity and volume, time (hours, minutes, seconds)	number of sides and symmetry in a vertical line
	*recognise and know the value of different denominations of coins	*identify and describe the properties of 3-D shapes, including the
	and notes	number of edges, vertices and faces
	*sequence events in chronological order using language such as:	*identify 2-D shapes on the surface of 3-D shapes, for example a circle
	before and after, next, first, today, yesterday, tomorrow, morning,	on a cylinder and a triangle on a pyramid
	afternoon and evening	*compare and sort common 2-D and 3-D shapes and everyday
	*recognise and use language relating to dates, including days of the	
	week, weeks, months and years	Position and Direction
	*tell the time to the hour and half past the hour and draw the hands	
	on a clock face to show these times.	*use mathematical vocabulary to describe position, direction and
		movement including distinguishing between rotation as a turn and in
		terms of right angles for quarter, half and three-quarter turns
		(clockwise and anticlockwise), and movement in a straight line.
SUMMER	Gaamatru	Statistics
TERM	<u>Geometry</u> Bronortics of Shana	
	Properties of Shape	*interpret and construct simple pictograms, tally charts, block
	*recognise and name common 2-D and 3-D shapes, including:	diagrams and simple tables
	*2-D shapes (e.g. rectangles (including squares), circles and triangles)	*ask and answer simple questions by counting the number of objects
	*3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).	in each category and sorting the categories by quantity
		*ask and answer questions about totalling and comparing categorical
		data.
	Position and Direction	Revisited Knowledge
	*describe position, directions and movements, including half, quarter	
	and three-quarter turns	
	Revisited Knowledge	