



St. Cuthbert's Catholic Primary Schools

MATHEMATICS: CURRICULUM



	YEAR 1	YEAR 2
AUTUMN TERM	<u>Number & Place Value</u> *count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number *count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens *given a number, identify one more and one less *identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least *read and write numbers from 1 to 20 in numerals and words. <u>Addition & Subtraction</u> *read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs *represent and use number bonds and relate subtraction facts within 20 *add and subtract one-digit and two-digit numbers to 20, including zero *solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$.	<u>Number & Place Value</u> *count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward *recognise the place value of each digit in a two-digit number (tens, ones) *identify, represent and estimate numbers using different representations, including the number line *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 *use place value and number facts to solve problems. <u>Addition & Subtraction</u> *solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental and written methods *recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 *add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding 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 ($\times$), division ($\div$) 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	<u>Measurement</u> *choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}\text{C}$); 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

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