

Term 1	Term 2	Term 3	Working towards objective	Working just below objective	Working at level of objective	Exceeding level of objective
					NUMBER- Number and Place Value	
					Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	
					Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	
					Compare and order numbers up to 1000	
					Identify, represent and estimate numbers using different representations	
					Read and write numbers up to 1000 in numerals and in words	
					Solve number problems and practical problems involving these ideas.	
					NUMBER- addition and subtraction	
					Add and subtract numbers mentally, including: a three-digit number and ones a three-digit number and tens	

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			 a three-digit number and hundreds 	
			Add and subtract numbers with up to	
			three digits, using formal written	
			methods of columnar addition and	
			subtraction	
			Estimate the answer to a calculation	
			and use inverse operations to check	
			answers	
			Solve problems, including missing	
			number problems, using number facts,	
			place value, and more complex	
			addition and subtraction.	
			NUMBER- multiplication and	
			division	
			Recall and use multiplication and	
			division facts for the 3, 4 and 8	
			multiplication tables	
			Write and calculate mathematical	
			statements for multiplication and	
			division using the multiplication tables	
			that they know, including for two-	
			digit numbers times one-digit	
			numbers, using mental and	
			progressing to formal written	
			methods	
-			Solve problems, including missing	
			Solve problems, including missing	

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	number problems, involving	
	multiplication and division, including	
	positive integer scaling problems and	
	correspondence problems in which n	
	objects are connected to m objects.	
	NUMBER- Fractions (including	
	decimals)	
	Count up and down in tenths;	
	recognise that tenths arise from	
	dividing an object into 10 equal parts	
	and in dividing one-digit numbers or	
	quantities by 10	
	Recognise, find and write fractions of	
	a discrete set of objects: unit	
	fractions and non-unit fractions with	
	small denominators	
	Recognise and use fractions as	
	numbers: unit fractions and non-unit	
	fractions with small denominators	
	Recognise and show, using diagrams,	
	equivalent fractions with small	
	denominators	
	Add and subtract fractions with the	
	same denominator within one whole	
	eg. five sevenths + one seventh= six	
	sevenths (using fraction terminology)	

	Compare and order unit fractions, and fractions with the same denominators Solve problems that involve all of the above.	
	MEASUREMENT	
	Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	
	Measure the perimeter of simple 2-D shapes	
	Add and subtract amounts of money to give change, using both £ and p in practical contexts	
	Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks	
	Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight	
	Know the number of seconds in a	

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	minute and the number of days in each month, year and leap year	
	Compare durations of events for	
	example to calculate the time taken	
	by particular events or tasks	
	GEOMETRY- Properties of shapes	
	Draw 2-D shapes and make 3-D	
	shapes using modelling materials;	
	recognise 3-D shapes in different	
	orientations and describe them	
	Recognise angles as a property of	
	shape or a description of a turn	
	Identify right angles, recognise that	
	two right angles make a half-turn,	
	three make three quarters of a turn	
	and four a complete turn; identify	
	whether angles are greater than or	
	less than a right angle	
	Identify horizontal and vertical lines	
	and pairs of perpendicular and parallel	
	lines.	
	STATISTICS	
	Interpret and present data using bar	
	charts, pictograms and tables	
	Solve one-step and two-step	

			questions for example, 'How many more?' and 'How many fewer?' using information presented in scaled bar charts and pictograms and tables.	