Year 1 Core Objectives Maths	Year 1 Core Objectives Maths
• Count to and across 100 • 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. • 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. • Use number bonds and related subtraction facts within 20 • Add and subtract one-digit & two-digit numbers to 20, including zero. • 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. • Read, write & interpret mathematical statements involving addition (+), subtraction (-) & equals (=) signs • Recognise, find and name a half as one of two equal parts of an object, shape or quantity • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. • Measure and begin to record the following: lengths and heights; mass/weight; capacity & volume; time (hours, minutes, seconds) • Recognise and know the value of different denominations of coins and notes. • 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).	• Count to and across 100 • 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. • 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. • Use number bonds and related subtraction facts within 20 • Add and subtract one-digit & two-digit numbers to 20, including zero. • 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. • Read, write & interpret mathematical statements involving addition (+), subtraction (-) & equals (=) signs • Recognise, find and name a half as one of two equal parts of an object, shape or quantity • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. • Measure and begin to record the following: lengths and heights; mass/weight; capacity & volume; time (hours, minutes, seconds) • Recognise and know the value of different denominations of coins and notes. • 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).

Year 2 Core Objectives Maths	Year 2 Core Objectives Maths

• 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).
• Compare and order numbers from 0 up to 100;
• Read and write numbers to at least 100 in numerals and in words.
• Use place value and number facts to solve problems
• Solve problems with addition & subtraction:
  • using concrete objects and pictorial representations, including those involving numbers, quantities and measures
• Know and recall number bonds to 10 & 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 and subtraction of one number from another cannot.
• Recognise and use the inverse relationship between addition & subtraction
• Recall & use multiplication & division facts for 2, 5 & 10 tables, including recognising odd and even numbers
• Calculate mathematical statements for multiplication and division within the multiplication tables; write them using multiplication (x), division (÷) & 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.
• Recognise, find, name and write fractions $^1/_3$, $^1/_4$, $^2/_4$
• Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.
• Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
• Tell and write the time quarter past/to the hour and draw the hands on a clock face to show these times.
• Know the number of minutes in an hour and the number of hours in a day.
• Identify & describe the properties of 2-D shapes, including the number of sides & line symmetry in a vertical line
• Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
	• 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).
	• Compare and order numbers from 0 up to 100;
	• Read and write numbers to at least 100 in numerals and in words.
	• Use place value and number facts to solve problems
	• Solve problems with addition & subtraction:
	  • using concrete objects and pictorial representations, including those involving numbers, quantities and measures
	• Know and recall number bonds to 10 & 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 and subtraction of one number from another cannot.
	• Recognise and use the inverse relationship between addition & subtraction
	• Recall & use multiplication & division facts for 2, 5 & 10 tables, including recognising odd and even numbers
	• Calculate mathematical statements for multiplication and division within the multiplication tables; write them using multiplication (x), division (÷) & 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.
	• Recognise, find, name and write fractions $^1/_3$, $^1/_4$, $^2/_4$
	• Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.
	• Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.
	• Tell and write the time quarter past/to the hour and draw the hands on a clock face to show these times.
	• Know the number of minutes in an hour and the number of hours in a day.
	• Identify & describe the properties of 2-D shapes, including the number of sides & line symmetry in a vertical line
	• Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces

Year 3 Core Objectives Maths	Year 3 Core Objectives Maths
• Read and write numbers up to 1000 in numerals and in words. • Recognise the place value of each digit in a three-digit number (hundreds, tens, ones). • Add and subtract numbers mentally, including: a three-digit number and ones, a three-digit number and tens, a three-digit number and hundreds • Recall & use x and ÷ facts for the 3, 4 and 8 tables. • Write and calculate statements for x and ÷ using tables they know, • 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 • Recognise and use fractions as numbers: • 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 • Recognise and use fractions as numbers: use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight • Know the number of seconds in a minute and the number of days in each month, year and leap year • 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, • Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; • Interpret data using bar charts, pictograms and tables • Solve one and two step questions [For example: "How many more?" and "How many fewer?"]… using information presented in scaled bar charts and pictograms and tables.	• Read and write numbers up to 1000 in numerals and in words. • Recognise the place value of each digit in a three-digit number (hundreds, tens, ones). • Add and subtract numbers mentally, including: a three-digit number and ones, a three-digit number and tens, a three-digit number and hundreds • Recall & use x and ÷ facts for the 3, 4 and 8 tables. • Write and calculate statements for x and ÷ using tables they know, • 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 • Recognise and use fractions as numbers: • 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 • Recognise and use fractions as numbers: use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight • Know the number of seconds in a minute and the number of days in each month, year and leap year • 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, • Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; • Interpret data using bar charts, pictograms and tables • Solve one and two step questions [For example: "How many more?" and "How many fewer?"]… using information presented in scaled bar charts and pictograms and tables.

Year 4 Core Objectives Maths	Year 4 Core Objectives Maths
• Interpret data using bar charts, pictograms and tables • Solve one and two step questions [For example: "How many more?" and "How many fewer?"]… using information presented in scaled bar charts and pictograms and tables. • Round any number to the nearest 10, 100 or 1000. • Recognise the place value of each digit in a four-digit number (THTU, HTU, TU, and U). • Count in multiples of 6, 7, 9, 25 and 1000. • Find 1000 more or less than a given number. • Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. • Estimate and use inverse operations to check answers to a calculation. • Recognise and use factor pairs and commutativity in mental calculations. • Multiply two-digit and three-digit numbers by a one-digit number using formal written layout. • Recall multiplication and division facts up to 12 x 12. • Recognise and show using diagrams, families of common equivalent fractions • Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. • Find the effect of dividing a one or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths • Round decimals with one decimal place to the nearest whole number • Compare numbers with the same number of decimal places up to two decimal places • Convert between different units of measure (e.g. kilometre to metre; hour to minute) • Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. • Find the area of rectilinear shapes by counting squares. • calculate different measures, including money in pounds and pence. • Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes • Identify acute and obtuse angles and compare and order angles up to two right angles by size • Identify lines of symmetry in 2-D shapes presented in different orientations • Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs • Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	• Interpret data using bar charts, pictograms and tables • Solve one and two step questions [For example: "How many more?" and "How many fewer?"]… using information presented in scaled bar charts and pictograms and tables. • Round any number to the nearest 10, 100 or 1000. • Recognise the place value of each digit in a four-digit number (THTU, HTU, TU, and U). • Count in multiples of 6, 7, 9, 25 and 1000. • Find 1000 more or less than a given number. • Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate. • Estimate and use inverse operations to check answers to a calculation. • Recognise and use factor pairs and commutativity in mental calculations. • Multiply two-digit and three-digit numbers by a one-digit number using formal written layout. • Recall multiplication and division facts up to 12 x 12. • Recognise and show using diagrams, families of common equivalent fractions • Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. • Find the effect of dividing a one or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths • Round decimals with one decimal place to the nearest whole number • Compare numbers with the same number of decimal places up to two decimal places • Convert between different units of measure (e.g. kilometre to metre; hour to minute) • Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. • Find the area of rectilinear shapes by counting squares. • calculate different measures, including money in pounds and pence. • Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes • Identify acute and obtuse angles and compare and order angles up to two right angles by size • Identify lines of symmetry in 2-D shapes presented in different orientations • Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs • Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Year 5 Core Objectives Maths

- Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero.
- Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000.
- Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit .
- Add and subtract whole numbers with more than 4 digits, including using formal methods (columnar + & -)
- Add and subtract numbers mentally with increasingly large numbers.
- Identify multiples & factors; find all factor pairs of a number & common factors of 2 numbers.
- Multiply numbers up to 4 digits by a one or two-digit number using a formal method, including long multiplication for two-digit numbers.
- Multiply and divide numbers mentally drawing upon known facts
- Divide numbers up to 4 digits by a one-digit number using the formal written method of short division; interpret remainders appropriately for the context
- Multiply and divide whole numbers and those involving decimals by 10, 100 & 1000.
- Identify, name & write equivalent fractions of a given fraction, represented visually, inc. $^1/_{10}$ & $^1/_{100}$
- Read and write decimal numbers as fractions [e.g. 0.71 = $^{71}/_{100}$]
- Recognise and use $^1/_{1000}$ and relate them to $^1/_{10}$, $^1/_{100}$ & decimal equivalents.
- Round decimals with two decimal places to the nearest whole number and to one decimal place.
- Read, write, order and compare numbers with up to three decimal places
- Recognise the per cent symbol (%) and understand that per cent relates to 'the number of parts per 100' and write percentages as a fraction with denominator hundred; and as a decimal fraction
- Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres.
- Calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm^2) & square metres (m^2) and estimate the area of irregular shapes
- Convert between different units of metric measure [e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre]
- Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero.
- Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000.
- Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit .
- Add and subtract whole numbers with more than 4 digits, including using formal methods (columnar + & -)
- Add and subtract numbers mentally with increasingly large numbers.
- Identify multiples & factors; find all factor pairs of a number & common factors of 2 numbers.
- Multiply numbers up to 4 digits by a one or two-digit number using a formal method, including long multiplication for two-digit numbers.
- Multiply and divide numbers mentally drawing upon known facts
- Divide numbers up to 4 digits by a one-digit number using the formal written method of short division; interpret remainders appropriately for the context
- Multiply and divide whole numbers and those involving decimals by 10, 100 & 1000.
- Identify, name & write equivalent fractions of a given fraction, represented visually, inc. $^1/_{10}$ & $^1/_{100}$
- Read and write decimal numbers as fractions [e.g. 0.71 = $^{71}/_{100}$]
- Recognise and use $^1/_{1000}$ and relate them to $^1/_{10}$, $^1/_{100}$ & decimal equivalents.
- Round decimals with two decimal places to the nearest whole number and to one decimal place.
- Read, write, order and compare numbers with up to three decimal places
- Recognise the per cent symbol (%) and understand that per cent relates to 'the number of parts per 100' and write percentages as a fraction with denominator hundred; and as a decimal fraction
- Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres.
- Calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm^2) & square metres (m^2) and estimate the area of irregular shapes
- Convert between different units of metric measure [e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre]
- Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.
- Identify: angles at a point and one whole turn (total 360°); angles at a point on a straight line and ½ a turn (total 180°); other multiples of 90°
- Identify 3-D shapes, including cubes and other cuboids, from 2-D representations.
- Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.