

Strands	Autumn 1 Summary
<ul style="list-style-type: none"> • NPV Number and place value; MAS Mental addition and subtraction • MAS Mental addition and subtraction; PRA Problem solving, reasoning and algebra • MMD Mental multiplication and division; MAS Mental addition and subtraction • GPS Geometry: properties of shapes; STA Statistics • NPV Number and place value; MAS Mental addition and subtraction 	<ul style="list-style-type: none"> • Count up to 20 objects (match number to object); estimate and count up to 30 objects; count on and back and order numbers to 10; recognise domino/dice arrays without counting; identify a number 1 more (next number in count) • Find pairs that make 5; subitise to 5; find pairs that make 6; subitise to 6; find pairs that make 10; subitise fingers to 10; match pairs to 5, 6 and 10 to number sentences; find missing numbers in number sentences • Double numbers 1 to 5; find 1 and 2 more; count back 1 and begin to find 1 less • Recognise, name and describe squares, rectangles, circles and triangles; recognise basic line symmetry; sort 2D shapes according to their properties, using Venn diagrams and Carroll diagrams • Read and write numbers and number-names to 20; compare and order numbers to 20; identify 1 more and 1 less; estimate sets of objects, count to check and order sets according to size; understand 0 as the empty set

Strands	Autumn 2 Summary
<ul style="list-style-type: none"> • NPV Number and place value • MAS Mental addition and subtraction; PRA Problem solving, reasoning and algebra • GPD Geometry: position and direction; MEA Measurement • MAS Mental addition and subtraction; MMD Mental multiplication and division • NPV Number and place value; MEA Measurement 	<ul style="list-style-type: none"> • Understand and then make teen numbers (10 and some 1s); compare and order numbers to 20, then 30; find the number between two numbers with a difference of 2; understand and use ordinal numbers • Revise bonds to 5, 6 and 10; find pairs which make 7; use addition facts for 5, 6 and 10 to solve subtractions; use number facts for 5, 6 and 10 to solve word problems • Describe position and direction using common words (including half turns); compare lengths and heights; estimate, compare and measure lengths using uniform non-standard and standard units • Add 1, 2 and 3 by counting on; subtract 1, 2, 3 or more by counting back; begin to add three small numbers by spotting bonds to 10 or doubles (1-6)

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	<p>from 2-digit numbers; add a 1-digit number to a 2-digit number</p> <ul style="list-style-type: none"> Name, recognise and know the properties of 3D shapes: cube, cuboid, cone, cylinder and sphere; begin to sort 3D shapes according to properties; order and name the days of the week and months of the year; recognise and name the seasons Count on and back in tens from any number; begin to count in 5s and 2s recognising multiples of 5 end in 5 and 0; chn begin to count in 2s; estimate a number of objects within a range and count by grouping into 10s or 5s
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Strands	Spring 2 Summary
<ul style="list-style-type: none"> NPV Number and place value; MMD Mental multiplication and division; FRP Fractions, ratio and proportion MAS Mental addition and subtraction; MMD Mental multiplication and division; PRA Problem solving, reasoning and algebra MEA Measurement MAS Mental addition and subtraction NPV Number and place value; MAS Mental addition and subtraction 	<ul style="list-style-type: none"> Recognise odd and even numbers; count objects in 5s and 10s and begin to say 5 lots and 10 lots; find half, quarter and three quarters of shapes; begin to know that two halves and four quarters are a whole and that two quarters is a half Find and begin to know doubles to double 10; revise pairs to 5, 6, 7, 8, 9 and 10 and derive related subtraction facts; use knowledge of pairs of 10 to make pairs to 20; use number facts to solve word problems Relate units of time weeks, days, hours; divide the days up into parts; read and write times to the hour; begin to have a notion of how long an hour is and how long a minute is; tell the time (o'clock and half past) on analogue and digital clocks; measure using uniform units (cubes and rulers) Add a 1-digit number by counting on from a 2-digit number, not crossing 10s at first, then beginning to cross 10s; subtract a 1-digit number by counting back initially from numbers up to 30 (not crossing 10s) and then generally from a 2-digit number (not crossing 10s) and from multiples of 10 Locate 2-digit numbers on a 100-square; begin to recognise 2-digit numbers as some 10s and 1s; make 2-digit numbers using 10p and smaller coins; find 1 more or 1 less than any number to 100; find 10 more than any number to 90; find 10 less than any number to 100

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	<p>graphs, recording results and information; make and use a measuring vessel for capacity</p> <ul style="list-style-type: none"> Find half of all numbers to 10 and then to 20; identify even numbers and begin to learn halves; recognise halves and quarters of shapes and begin to know $2/2=1$, $4/4=1$ and $2/4=1/2$; recognise, name and know value of coins 1p–£2 and £5 and £10 notes; solve repeated addition problems using coins; make equivalent amounts using coins
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