

Curriculum Strand	Learning Objective Curriculum Sub-strand	Year 2 Support Strands	Year 1 Support Strands
<p><b>NUMBER AND PLACE VALUE</b></p>	<ul style="list-style-type: none"> <li>✓ 3N1b - Count from 0 in multiples of 4 and 8.</li> <li>✓ 3N2a - Compare and order numbers up to 1000, Read and write numbers to 1000 in numerals and in words</li> <li>✓ 3N2b - Find 10 or 100 more or less than a given number</li> <li>✓ 3N3 - Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</li> <li>✓ 3N4 - Identify, represent and estimate numbers using different representations</li> <li>✓ 3N6 - Solve number problems and practical problems involving 3N1 – 3N5</li> </ul>	<ul style="list-style-type: none"> <li>✓ 2N1 - Count in steps of 2, 3 and 5 from zero and in tens from any number, forward or backward</li> <li>✓ 2N2a - Read and write numbers to at least 100 in numerals</li> <li>✓ 2N2b - Compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>✓ 2N3 - Recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>✓ 2N4 - Identify, represent and estimate numbers using different representations, including the number line</li> <li>✓ 2N6 - Number and place value problem solving and reasoning</li> </ul>	<ul style="list-style-type: none"> <li>✓ 1N1a - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>✓ 1N1b – Count in multiples of twos, fives and tens</li> <li>✓ 1N2a - Count, read and write numbers to 100 in numerals</li> <li>✓ 1N2b - Given a number, identify one more and one less</li> <li>✓ 1N2c – Read and write numbers from 1 to 20 in numerals and words</li> <li>✓ 1N4 - 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</li> </ul>
<p><b>CALCULATIONS (+ and -)</b></p> <p>...</p>	<ul style="list-style-type: none"> <li>✓ 3C1 - Add and subtract numbers mentally, including:               <ul style="list-style-type: none"> <li>– a three-digit number and ones</li> <li>– a three-digit number and tens</li> <li>– a three-digit number and hundreds</li> </ul> </li> <li>✓ 3C2 – Add and subtract numbers with up to three digits, using formal written methods of column addition</li> <li>✓ 3C3 - Estimate the answer to a calculation and use inverse operations to check answers</li> <li>✓ 3C4 - Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</li> </ul>	<ul style="list-style-type: none"> <li>✓ 2C1 - Recall and use addition and subtraction facts to 20 fluently</li> <li>✓ 2C2a - Add and subtract numbers mentally, including:               <ul style="list-style-type: none"> <li>- A two-digit number and ones</li> <li>- A two-digit number and tens</li> <li>- Two two-digit numbers</li> <li>- Adding three one-digit numbers</li> </ul> </li> <li>✓ 2C2b - Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:               <ul style="list-style-type: none"> <li>- A two-digit number and ones</li> <li>- A two-digit number and tens</li> <li>- Two two-digit numbers</li> </ul> </li> <li>✓ 2C3 – Recognise and use the inverse relationships between addition and subtraction and use this to check calculations and missing number problems</li> <li>✓ 2C4 - Solve problems with addition and subtraction:               <ul style="list-style-type: none"> <li>- using concrete objects and pictorial representations, including those involving numbers, quantities and</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>✓ 1C1 - Represent and use number bonds and related subtraction facts within 20</li> <li>✓ 1C2a – Add and subtract one-digit and two-digit numbers to 20, including zero</li> <li>✓ 1C2b – Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</li> <li>✓ 1C4 - Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as such as <math>7 = \square - 9</math></li> </ul>



<p><b>CALCULATIONS</b> (+ and -)</p>		<p>measures</p> <ul style="list-style-type: none"> <li>- applying their increasing knowledge of mental methods</li> </ul> <p>✓ 2C9a - Show that addition of two numbers can be done in any order (commutative) and subtraction of one number by another cannot</p>	
<p><b>CALCULATIONS</b> (x and ÷)</p>	<p>✓ 3C6 – Recall and use division facts for the 3, 4 and 8 multiplication tables</p> <p>✓ 3C7 - Write and calculate mathematical statements for multiplication and division using the multiplication tables that the children know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods</p> <p>✓ 3C8 – Solve problems including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.</p>	<p>✓ 2C6 - Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</p> <p>✓ 2C7 - Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs</p> <p>✓ 2C8 -Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</p> <p>✓ 2C9b - Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</p>	<p>✓ 1C8 - 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</p>
<p><b>FRACTIONS</b></p>	<p>✓ 3F1a - 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</p> <p>✓ 3F1b - Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</p> <p>✓ 3F1c - Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</p> <p>✓ 3F2 - Recognise and show, using diagrams, equivalent fractions with small denominators</p> <p>✓ 3F3 - Compare and order unit fractions and fractions with the same denominator.</p> <p>✓ 3F4 - Add and subtract fractions with the same denominator within one whole [for example, <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math>]</p> <p>✓ 3F10 – Solve problems that involve 3F1 – 3F4</p>	<p>✓ 2F1a - Recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</p> <p>✓ 2F1b - Write simple fractions for example <math>\frac{1}{2}</math> of <math>6 = 3</math></p> <p>✓ 2F2 - Recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</p>	<p>✓ 1F1a - Recognise, find and name a half as one of two equal parts of an object, shape or quantity</p> <p>✓ 1F1b - Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</p>



## Year 3

## Numeracy Support Strands

<p><b>MEASUREMENT</b></p>	<ul style="list-style-type: none"> <li>✓ 3M1a – Compare lengths (m/cm/mm)</li> <li>✓ 3M1b – Compare mass (kg/g)</li> <li>✓ 3M1c – Compare volume (l/ml)</li> <li>✓ 3M2a - Measure lengths (m/cm/mm)</li> <li>✓ 3M2b – Measure Mass (kg/g)</li> <li>✓ 3M2c – Measure volume (l/ml)</li> <li>✓ 3M7– Measure the perimeter of simple 2d shapes</li> <li>✓ 3M9b – Add and subtract lengths (m/cm/mm)</li> <li>✓ 3M9c – Add and subtract mass (kg/g)</li> <li>✓ 3M9d – Add and subtract volume/capacity (l/ml)</li> </ul>	<ul style="list-style-type: none"> <li>✓ 2M1 - Compare and order lengths, mass, volume / capacity</li> <li>✓ 2M2 - 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</li> </ul>	<ul style="list-style-type: none"> <li>✓ 1M1 - Compare, describe and solve practical problems for: <ul style="list-style-type: none"> <li>- lengths and heights [for example, long / short, longer / shorter, tall / short, double / half]</li> <li>- mass or weight [for example, heavy / light, heavier than, lighter than]</li> <li>- capacity / volume [for example, full / empty, more than, less than, half, half full, quarter]</li> </ul> </li> <li>✓ 1M2 - Measure and begin to record the following: <ul style="list-style-type: none"> <li>– lengths and heights</li> <li>– mass/weight</li> <li>– capacity and volume</li> </ul> </li> </ul>
<p><b>MEASUREMENT (MONEY)</b></p>	<ul style="list-style-type: none"> <li>✓ 3M9a - Add and subtract amounts of money to give change, using both £ and p in practical contexts</li> </ul>	<ul style="list-style-type: none"> <li>✓ 2M3a – Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li>✓ 2M3b – Find different combinations of coins that equal the same amounts of money</li> <li>✓ 2M9 – Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> </ul>	<ul style="list-style-type: none"> <li>✓ 1M3 - Recognise and know the value of different denominations of coins and notes.</li> </ul>
<p><b>MEASUREMENT (TIME)</b></p>	<ul style="list-style-type: none"> <li>✓ 3M4a - Tell and write the time from an analogue clock; 12-hour clocks</li> <li>✓ 3M4b - Tell and write the time from an analogue clock; 24 hour clocks</li> <li>✓ 3M4c - Tell and write the time from an analogue clock, including using Roman numerals from I to XII</li> <li>✓ 3M4d - 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, am/pm, morning, afternoon, noon and midnight</li> <li>✓ 3M4e - Know the number of seconds in a minute and the number of days in each month, year and leap year</li> <li>✓ 3M4f - Compare durations of events, [for example, to calculate the time taken by particular events or tasks]</li> </ul>	<ul style="list-style-type: none"> <li>✓ 2M4a - 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</li> <li>✓ 2M4b – Compare and sequence intervals of time</li> <li>✓ 2M4C - Know the number of minutes in an hour and the number of hours in a day.</li> </ul>	<ul style="list-style-type: none"> <li>✓ 1M1 - Compare, describe and solve practical problems for time [e.g. quicker, slower, earlier, later]</li> <li>✓ 1M2 - Measure and begin to record time</li> <li>✓ 1M4a - Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> <li>✓ 1M4b - Sequence events in chronological order using language [for example, before and after, next, first, today,</li> <li>✓ 1M4c - Recognise and use language relating to dates, including days of the week, weeks, months and years.</li> </ul>



<p><b>GEOMETRY (SHAPE)</b></p>	<ul style="list-style-type: none"> <li>✓ 3G2 – Identify horizontal , vertical lines and pairs of perpendicular and parallel lines</li> <li>✓ 3G3a -Draw 2-d shapes</li> <li>✓ 3G3b – Make 3d shapes using modelling materials; recognise 3d shapes in different orientations and describe them</li> <li>✓ 3G4a - Recognise that angles are a property of shape or a description of a turn</li> <li>✓ w3G4b - 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</li> </ul>	<ul style="list-style-type: none"> <li>✓ 2G1a - Compare and sort common 2-D and 3-D shapes and everyday objects</li> <li>✓ 2G1b – Compare and sort common 3d shapes and everyday objects</li> <li>✓ 2G2a - identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</li> <li>✓ 2G2b- identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>✓ 2G3 - identify 2-D shapes on the surface of 3-D shapes, e.g. a circle on a cylinder and a triangle on a pyramid</li> </ul>	<ul style="list-style-type: none"> <li>✓ 1G1a - Recognise and name common 2-D and 3-D shapes [e.g. rectangles (including squares), circles and triangles]</li> <li>✓ 1G1b- Recognise and name common 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres]</li> </ul>
<p><b>GEOMETRY (POSITION/ DIRECTION)</b></p>		<ul style="list-style-type: none"> <li>✓ 2P1 - order and arrange combinations of mathematical objects in patterns and sequences</li> <li>✓ 2P2 - use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)</li> </ul>	<ul style="list-style-type: none"> <li>✓ 1P2 - Describe position, direction and movement, including half, quarter and three-quarter turn</li> </ul>
<p><b>STATISTICS</b></p>	<ul style="list-style-type: none"> <li>✓ 3S1 - Interpret and present data using bar charts, pictograms and tables</li> <li>✓ 3S2 - Solve one-step and two-step questions (eg: 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables</li> </ul>	<ul style="list-style-type: none"> <li>✓ 2S1 – Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>✓ 2S2a – Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>✓ 2S2b - Ask and answer questions about totalling and comparing categorical data.</li> </ul>	