## Reception (Also see DfE Development Matters non-statutory guidance 2021)

Number:

- Count objects, actions and sounds.
- Subitise.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten. (Verbally beyond 20).
- Compare numbers. (Vocabulary: more than, less than, fewer, same as, equal to).
- Understand the 'one more than/one less than' relationship between consecutive numbers.
- Explore the composition to numbers to 10.
- Automatically recall number bonds for numbers 0-5 and some to 10.


## Shape, Space and Measure:

- Select, rotate and manipulate shapes to develop spatial reasoning skills.
- Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.
- Continue, copy and create repeating patterns.
- Compare length, weight and capacity.


## Year1 (Also see DfE/NCETM Mathematics year 1 guidance document 2020 + Ready to Progress Criteria)

## Number:

- Counting and Place Value (Within 100)
- Addition and Subtraction (within 20 + number bonds to 20)
- Multiplication and division (2,5,10s + arrays)
- Fractions (half, quarters of shapes and numbers)


## Geometry:

- Geometry: Shape (2D, 3D)
- Geometry: Position and Direction (full, half, quarter and three-quarter turns)


## Measurement:

- Measurement: Length \& Height (non-standard and standard measures)
- Measurement: Weight \& Volume (non-standard and standard measures)
- Measurement: Money (coins and notes)
- Measurement: Time (o'clock and half past).
$\mathrm{GD}=$ to solve unfamiliar problems and to use reasoning and apply prior learning to new contexts (varied fluency) within the areas of maths listed above.


## Year 2 (Also see DfE/NCETM Mathematics year 2 guidance document 2020 + Ready to Progress Criteria)

## Number:

- Counting and Place Value (Within 100)
- Addition and Subtraction (within 100 + number bonds to 20 + use to solve unfamiliar word problems and use reasoning about numbers and relationships to solve more complex problems)
- Multiplication and division (use 2,5,10 facts for problem solving and understand commutativity and make deductions)
- Fractions (halves, thirds, quarters, three quarters, two quarters)


## Geometry:

- Geometry: Shape (properties of 2D and 3D shapes - sides, vertices, edges, faces and lines of symmetry, describing similarities and differences)
- Geometry: Position and Direction (full, half, quarter and three-quarter turns)


## Measurement:

- Measurement: Length \& Height (read scales when given and requiring estimation)
- Measurement: Weight \& Volume (read scales when given and requiring estimation)
- Measurement: Money (use coins to make amounts)

Measurement: Time (to nearest 5 or 15 minutes).
GD = to solve unfamiliar problems and to use reasoning and apply prior learning to new contexts (varied fluency) within the areas of maths listed above.

