

New Mathematics Curriculum Progression Overview – Key Stage 1

Subject Area	Focus	Reception	Year 1	Year 2
Number	<i>Number and Place Value</i>	<ul style="list-style-type: none"> • Count reliably with numbers from 1 to 20. • Place them in order. • Say which is one more/less than a given number. 	<ul style="list-style-type: none"> • Count to and across 100, forwards and backwards from any given number. • Count, read and write numbers to 100 in numerals. • Count in multiples of twos, fives and tens. • Identify one more or less from a given number. • Identify and represent numbers using objects and pictorial representations including a number line. • Use the language: equal to, more than, less than, fewer, most, least. • Read and write numbers from 1 to 20 in numerals and words. 	<ul style="list-style-type: none"> • Count in steps of 2, 3 and 5 from 0. • Count in tens from any number forward and backward. • Recognise the place value of each digit in a two-digit number (tens,ones) • Identify, represent and estimate numbers using different representations, including the number line. • Compare and order numbers from) up to 100; use <, > and = signs. • Read and write numbers to at least 100 in numerals and words. • Use place value and number facts to solve problems..
	<i>Addition and Subtraction</i>	<ul style="list-style-type: none"> • Using quantities and objects, add and subtract two single digit numbers. • Count on or back to find the answer. 	<ul style="list-style-type: none"> • Read, write and interpret mathematical statements involving addition, subtraction and equals including their signs. • Represent and use number bonds and related subtraction facts to 20. • Add and subtract one-digit and two-digit numbers to 20. • Solve one-ste problems that involve addition and subtraction, using objects and pictorial representations and missing number problems. 	<ul style="list-style-type: none"> • Solve problems with addition and subtraction: using objects and pictorial representations, including those involving numbers, quantities and measures and to apply increasing knowledge of mental and written methods. • Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. • Add and subtract numbers using objects, pictorial representations and mentally including: <ul style="list-style-type: none"> -a two-digit number and ones -a two-digit number and tens. -two two-digit numbers -adding 3 one digit numbers • Show that addition of two numbers can be done in any order and subtraction of one number from another can not. • Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

	<p><i>Multiplication and Division</i></p>		<ul style="list-style-type: none"> Solve one step problems involving multiplication and division, by calculating the answer using objects, pictorial representations and arrays with the support of the teacher. 	<ul style="list-style-type: none"> Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables including recognising odd and even numbers. Calculate mathematical statements for multiplication and division and write them using the appropriate signs. Show that multiplication of two numbers can be done in any order and division of one number by another can not. Solve problems involving multiplication and division using materials, arrays, repeated addition, mental methods, and multiplication and division facts.
	<p><i>Fractions (including Decimals and Percentages)</i></p>	<ul style="list-style-type: none"> Solve problems, including doubling, halving and sharing. 	<ul style="list-style-type: none"> Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. 	<ul style="list-style-type: none"> Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, and $\frac{3}{4}$ of a length, shape, set of objects or quantity. Write simple fractions ($\frac{1}{2}$ of 6=3)

Measurement		<ul style="list-style-type: none"> Use everyday language to talk about: <ul style="list-style-type: none"> - Size - Weight - Capacity - Position - Distance - Time - Money To compare quantities and objects to solve problems. Recognise, create and describe patterns. 	<ul style="list-style-type: none"> Compare, describe and solve practical problems for: <ul style="list-style-type: none"> - Length and height (long/short, double/half, tall/short) - Mass/weight (heavy/light) - Capacity and volume (full/empty, half/quarter) - Time (quicker, slower, earlier, later) Measure and begin to record: <ul style="list-style-type: none"> -length and height -mass/weight -capacity and volume -time (hours, minutes, seconds) Recognise and know the value of different denominations of coins and notes. Sequence events in chronological order using language (before, after, next, today, yesterday, tomorrow, morning, afternoon, evening.) Recognise and use language relating to dates including days of the week, weeks, months of the year. Tell the time to the hour and half past and draw the hands on a clock face to show these times. 	<ul style="list-style-type: none"> 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 with appropriate equipment. Compare and order length, mass, volume/capacity and record using <, >. Recognise and use symbols for pounds and pence; combine amounts to make a particular value. Find different combinations of coins that equal the same amount of money. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. Compare and sequence intervals of time. Tell and write the time to five minutes, including quarter past/to the hour and draw hands on a clock face to show these. Know the number of minutes in a hour and hours in a day.
Geometry	<i>Properties of Shapes</i>	<ul style="list-style-type: none"> Explore characteristics of everyday objects and shapes and use mathematical language to describe them. 	<ul style="list-style-type: none"> Recognise and name common 2D shapes (rectangle, square, circle, triangle) Recognise and name common 3D shapes (cuboids, cube, pyramids, sphere) 	<ul style="list-style-type: none"> Identify and describe the properties of 2D shapes including number of sides and line of symmetry. Identify and describe the properties of 3D shapes including number of edges, vertices and faces. Identify 2D shapes on the surface of 3D shapes Compare and sort common 2D and 3D shapes and everyday objects.
	<i>Position and Direction</i>		<ul style="list-style-type: none"> Describe position, direction and movement including whole, half, quarter and three quarter turns. 	<ul style="list-style-type: none"> Order and arrange combinations of mathematical objects in patterns and sequence. Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns.

Statistics			<ul style="list-style-type: none">• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.• Ask and answer questions by counting the number of objects in each category and sorting the categories by quantity.• Ask and answer questions about totalling and comparing categorical data.
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