Place Value	1800	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)	compare and order numbers up to 1000	identify, represent and estimate numbers using different representations including those related to measure	count in ones, tens and hundreds, and are fluent in the order and place value of numbers to 1000.	find 10 or 100 more or less than a given number	count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing onedigit numbers or quantities by 10	connect tenths to place value, decimal measures and to division by 10	solve number problems and practical problems involving these ideas.	count from 0 in multiples of 4, 8, 50 and 100;
Addition and Subtraction		recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (Y2)	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 (Y2)	show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot (Y2)	add and subtract numbers mentally with increasingly large numbers using Year 3 mental calculation strategies	add and subtract numbers mentally, including:     a three-digit number and ones     a three-digit number and tens     a three-digit number and hundreds	add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction	add and subtract amounts of money to give change, using both £ and p in practical contexts	estimate the answer to a calculation and use inverse operations to check answers	solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.	

Multiplication and Division	recall and use multiplicatio n and division facts for the 2, 5 and 10 multiplicatio n tables, including recognising odd and even numbers (Y2)	multiplication and division facts for the 3, 4 and 8 multiplication tables	write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	develop efficient mental methods, for example, using commutativity and associativity (for example, 4 x 12 x 5 = 4 x 5 x 12 = 20 x 12 = 240) and multiplication and division facts (for	multiplication and division, including			
Fractions	count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing onedigit numbers or quantities by 10 (PV)	recognise, find and write fractions of a discrete set of objects: unit fractions and nonunit fractions with small denominators	recognise and use fractions as numbers: unit fractions and non- unit fractions with small denominators	compare and order unit fractions, and fractions with the same denominators	recognise and show, using diagrams, equivalent fractions with small denominators	add and subtract fractions with the same denominator within one whole [for example, 5/7 + 1/7 = 6/7 ]	recognise fractions in the context of parts of a whole, numbers, measurements, a shape, and unit fractions as a division of a quantity.	
lgebra	N/A							

Measurement	measure the perimeter of simple 2-D shapes	measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	continue to become fluent in recognising the value of coins, by adding and subtracting amounts, including mixed units, and giving change using manageable amounts. They record £ and p separately	**tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12- hour and 24-hour clocks (**Ongoing throughout the year)	**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, a.m./p.m., morning, afternoon, noon and midnight (**Ongoing throughout the year)	know the number of seconds in a minute and the number of days in each month, year and leap year	compare durations of events [for example to calculate the time taken by particular events or tasks].
Ratio and Proportion	N/A						
Geometry	draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3- D shapes in different orientations and describe them	identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	recognise angles as a property of shape or a description of a turn	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			