Number and place value:

- count in multiples of 6, 7, 9, 25 and 1000
 - count in multiples of 6 and 9 A1/C1
 - count in multiples of 7 and 11 A2/C2
 - count in multiples of 6, 7, 9, 11, 12, 25 and 1000 A3/C3
- find 1000 more or less than a given number
 - add and subtract a 4 digit number and hundreds mentally using jottings to support me A1
 - find 100 more or less than a given number A2
 - add and subtract a 4 digit number and hundreds mentally, finding 100 or 1000 more or less than a given number A3
- count backwards through zero to include negative numbers
 - count backwards through zero to include negative numbers A3
- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
 - recognise the place value of each digit in 4 digit numbers up to 10 000 A1/A2 begin to understand the place value of decimals to one decimal place A3 read and write numbers to 10 000 in numerals and words A2/E2
- order and compare numbers beyond 1000
 - order 4 digit numbers A1
 - begin to compare and order numbers beyond 1000 A2
 - compare and order numbers up to 10 000 A3
- identify, represent and estimate numbers using different representations
 - identify, represent and estimate numbers using different representations A1/A2
- round any number to the nearest 10, 100 or 1000
 - round any number to the nearest 10 A1
 - round any number to the nearest 10 or 100 A2
 - round any number to the nearest 10, 100 or 1000 A3
- solve number and practical problems that involve all of the above and with increasingly large positive numbers
 - solve number and practical problems that involve all of the skills in this unit with increasingly large positive numbers A1/A2/A3
 - work out how to solve problems with one or two steps A3
- read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value
 - read Roman numerals 1-10 (I-X) A1
 - read Roman numerals 1-50 (I-L) A2
 - read Roman numerals to 100 (I-C) A3
 - know that over time the numeral system changed to include the concept of zero and place value A3

Addition and subtraction:

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate \succ add and subtract numbers with up to 2 digits using the formal written methods of columnar addition and subtraction where
 - add and subtract numbers with up to 3 digits using the formal written methods of columnar addition and subtraction where appropriate C2
 - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate C3
- estimate and use inverse operations to check answers to a calculation
 - estimate and check the result of a calculation A1/A2/A3
 - estimate and use inverse operations to check answers to a calculation C1/C2/C3
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why > explain how I add and subtract two-digit numbers in my head A1

 - explain how I solve problems, using diagrams and symbols to help me A2
 - solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why C1/C2/C3

Multiplication and division:

- recall multiplication and division facts for multiplication tables up to 12 × 12
 - recall multiplication and division facts for the 6 and 9 multiplication tables A1/C1
 - recall multiplication and division facts for the 7 and 11 multiplication tables A2/C2
 - recall multiplication and division facts up to 12x12 A3/C3
- use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers
 - derive facts linked to the multiplication tables that I know (e.g. If I know that 4x6=24, I also know that 24÷6=4 and 240÷6=40) A3/B3
 - use place value, known and derived facts to multiply and divide mentally, including multiplying by 0 and 1C1

 - use place value, known and derived facts to multiply and divide mentally, including dividing by 1C2 use place value, known and derived facts to multiply and divide mentally, including multiplying together three numbers (e.g. know and can use the associative law $2 \times (3 \times 4) = (2 \times 3) \times 4$ & know $2 \times 6 \times 5 = 10 \times 6$) C3
- recognise and use factor pairs and commutativity in mental calculations
 - identify factor pairs A1
 - recognise and use factor pairs and commutativity in mental calculation A2/B2
- multiply two-digit and three-digit numbers by a one-digit number using formal written layout
 - multiply two-digit numbers by a one-digit number C1

- multiply two-digit numbers by a one-digit number using formal written layout C2
- multiply two-digit and three-digit numbers by a one-digit number using formal written layout C3
- solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as nobjects are connected to mobjects
 - solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one-digit (e.g. distributive law $39 \times 7 = 30 \times 7 + 9 \times 7$) C1/C2/C3
 - solve integer scaling problems & harder correspondence problems such as n objects are connected to m objects C3

Fractions (including decimals and percentages):

- recognise and show, using diagrams, families of common equivalent fractions recognise and show, using diagrams, families of common equivalent fractions (using factors and multiples to help me) D1
 - use the number line to connect fractions, numbers and measures with numbers less than one D1
 - use the number line to connect fractions, numbers and measures with numbers up to 10 D2
 - use the number line to connect fractions, numbers and measures with numbers beyond 10 D3
 - understand that fractions and decimals are a way of expressing proportions D1/D2/D3
- count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten
 - count up and down in hundredths D1
 - count forwards and backwards using simple fractions and decimal fractions D1
 - recognise that hundredths are made by dividing an object by a hundred D1
 - recognise that hundredths are made by dividing tenths by 10 D2
- recognise that hundredths are made by dividing an object by a hundred and dividing tenths by 10 D3 solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
 - solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including nonunit fractions where the answer is a whole number D1/D2/D3
- add and subtract fractions with the same denominator
 - add and subtract several fractions with the same denominator (answers less than 1) D1
 - add and subtract two fractions with the same denominator, even if the answer is more than one D2
 - add and subtract several fractions with the same denominator, even if the answer is more than one D3
- recognise and write decimal equivalents of any number of tenths or hundredths
 - recognise and write decimal equivalents of any number of tenths or hundredths D2
- recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$
 - recognise and write the decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ D3
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths; round decimals with one decimal place to the nearest whole number
 - round decimals with one decimal place to the nearest whole number D2
 - find the effect of dividing a one- or two-digit number by 10 and $\frac{100}{200}$, identifying units, tenths and hundredths D3
 - ⊳ understand the place value of decimals to two decimal places E3
- compare numbers with the same number of decimal places up to two decimal places
 - compare numbers with the same decimal places up to 2 decimal placesA3 compare and order decimal amounts and quantities (with one decimal place)D1 $\,$

 - compare and order decimal amounts and quantities (where all numbers have two decimal places) D2 compare and order decimal amounts and quantities (with the same number of decimal places) D3
- solve simple measure and money problems involving fractions and decimals to two decimal places
 - solve simple measure and money problems D1
 - solve simple measure and money problems involving fractions and decimals to one decimal place D2
 - solve simple measure and money problems involving fractions and decimals to two decimal places D3

Measurement

- convert between different units of measure [for example, kilometre to metre; hour to minute]
 - convert between different units of measure (e.g. kilometre to metre; hour to minute) E2/E3
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
 - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres E1
 - measure & calculate the perimeter of a rectilinear figure (including squares) in centimetres & metres & begin to record this in algebra (e.g. 2(a + b) where a & b are the dimensions in the same unit E3
- find the area of rectilinear shapes by counting squares
 - find the area of rectilinear shapes by counting squares E2/E3
- estimate, compare and calculate different measures, including money in pounds and pence
 - estimate and calculate different measures including money in pounds and pence E1/E2
 - compare different measures including money in pounds and pence E1
 - estimate, calculate and compare different measures including money in pounds and pence E3
- read, write and convert time between analogue and digital 12- and 24-hour clocks
 - read and write time in both analogue and digital 12 and 24 hour clocks E1
 - convert time between analogue and digital 12 and 24 hour clocks E1/E3
 - read and write time in both analogue and digital 12 and 24 hour clocks (using Roman numerals from I to XII) E2/E3
- solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days
 - solve problems involving converting from hours to minutes; minutes to seconds E1

 - solve problems involving converting from hours to minutes; minutes to seconds; years to months E2 solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days E3

Properties of shape

- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
 - know and identify isosceles, equilateral and scalene triangles B1

- compare & classify geometric shapes, including triangles, based on their properties and sizes B1
- record my sorting and classifying in appropriate tables and charts B1/B2/B3
- use ICT to help me solve problems B1/B2/B3
- compare & classify geometric shapes, including quadrilaterals, based on their properties and sizes B2
- compare lengths and angles in order to identify if shapes are regular or irregular B1/B2
- know and identify the quadrilaterals; parallelogram, rhombus and trapezium B2
- know and identify; isosceles, equilateral and scalene triangles and the quadrilaterals; parallelogram, rhombus and trapezium B3
- identify acute and obtuse angles and compare and order angles up to two right angles by size
 - identify acute angles B1
 - use a protractor to measure angles B1
 - identify obtuse angles B2
 - identify acute and obtuse angles B3
 - compare and order angles up to two right angles by size B3
- identify lines of symmetry in 2-D shapes presented in different orientations
- complete a simple symmetric figure with respect to a specific line of symmetry
 - complete a simple symmetric figure with respect to a specific line of B2/B3
 - solve problems involving symmetry and coordinates in the first quadrant B1/B2/B3
 - complete a simple symmetric figure with respect to a specific line of symmetry B2/B3
 - recognise line symmetry in a variety of diagrams, including where the line of symmetry does not dissect the reflected shape B3

Position and direction:

- describe positions on a 2-D grid as coordinates in the first quadrant
 - describe positions on a 2-D grid as coordinates in the first quadrant B1
 - draw a pair of axes in one quadrant, with equal scales and integer labels B2
- describe movements between positions as translations of a given unit to the left/right and up/down
 - describe movements between positions as translations of a given unit to the left/right and up/down B1
- plot specified points and draw sides to complete a given polygon.
 - plot specified points and draw sides to complete a given polygon B1
 - read, write and use pairs of coordinates (2,5) including using coordinate-plotting ICT tools B2

Statistics

- interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.
 - present discrete and continuous data using appropriate graphical methods E1
 - present discrete and continuous data using appropriate graphical methods, including bar charts E2
 - present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs E3
 - interpret discrete and continuous data using appropriate graphical methods E1
 - interpret discrete and continuous data using appropriate graphical methods, including bar charts E2
 - interpret discrete and continuous data using appropriate graphical methods, including bar charts and time graphs E3 use an increasing range of scales in my representations E3
- solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
 - solve comparison, sum and difference problems using information presented in bar charts, pictograms and tables E1
 - solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs E2/E3