

# Subject: Mathematics

## Overview for Autumn term in Mathematics using White Rose

### Knowledge & Skills Progression

	Nursery	Reception	Year 1	Year 2
<b>Number, Counting and Place Value</b>	<ul style="list-style-type: none"> <li>• Subitise 1, 2, 3.</li> <li>• Touch count to 3</li> <li>• Recognise the numbers 1 and 2 and match them to the quantity.</li> <li>• Say one number for each item when counting.</li> <li>• Count reliably to 5.</li> <li>• Show finger numbers up to 5.</li> </ul>	<ul style="list-style-type: none"> <li>• Count objects, actions and sounds to 10.</li> <li>• Match numeral and quantity to 10.</li> <li>• Subitise numbers to 5.</li> <li>• Order numbers to 10.</li> </ul>	<ul style="list-style-type: none"> <li>• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</li> <li>• Count numbers to 100 in numerals; count in multiples of twos, fives and tens.</li> <li>• Identify and represent numbers using objects and pictorial representations</li> <li>• Read and write numbers to 100 in numerals.</li> <li>• Read and write numbers from 1 to 20 in numerals and words.</li> <li>• Given a number, identify one more and one less.</li> </ul>	<ul style="list-style-type: none"> <li>• Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.</li> <li>• Read and write numbers to at least 100 in numerals and in words.</li> <li>• Identify, represent and estimate numbers using different representations, including the number line.</li> <li>• Recognise the place value of each digit in a two-digit number (tens, ones).</li> <li>• Compare and order numbers from 0 up to 100; use and = signs.</li> <li>• Use place value and number facts to solve problems.</li> </ul>
<b>Calculating: Addition and Subtraction</b>		<ul style="list-style-type: none"> <li>• Compare quantities with the language more than and fewer than.</li> <li>• Understand the same.</li> <li>• Find one more or one less to 10.</li> <li>• Recall number bonds and corresponding subtraction facts to 5.</li> </ul>	<ul style="list-style-type: none"> <li>• Add and subtract one-digit and two digit numbers to 20, including zero.</li> <li>• Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = \chi - 9</math>.</li> </ul>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures; applying their increasing knowledge of mental and written methods</li> </ul>
<b>Measurement</b>		<ul style="list-style-type: none"> <li>• Compare length, weight and capacity using suitable language.</li> </ul>		
<b>Geometry</b>	<ul style="list-style-type: none"> <li>• Talk about patterns in the environment.</li> <li>• Create ABAB patterns.</li> <li>• Extend ABAB patterns and spot and explain errors.</li> <li>• Explore 2D and 3D shapes.</li> <li>• Select appropriate shapes for a purpose.</li> </ul>	<ul style="list-style-type: none"> <li>• Copy, continue and create a repeating pattern.</li> <li>• Make patterns with varying rules</li> <li>• Name 2D and 3D shapes.</li> <li>• Shapes can be rotated.</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise and name common 2- D shapes, for example, rectangles (including squares), circles and triangles.</li> </ul>	<ul style="list-style-type: none"> <li>• Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.</li> <li>• Identify 2-D shapes on the surface of 3-D shapes, for example, a circle on a cylinder and a triangle on a pyramid</li> <li>• Compare and sort common 2-D shapes and everyday objects</li> </ul>

# Subject: Mathematics

## Overview for Spring term in Mathematics using White Rose

### Knowledge & Skills Progression

	Nursery	Reception	Year 1	Year 2
<b>Number, Counting and Place Value</b>	<ul style="list-style-type: none"> <li>• Subitise 1, 2, 3.</li> <li>• Say one number for each item when counting.</li> <li>• Count reliably to 5.</li> <li>• Show finger numbers up to 5.</li> <li>• Link the numerals 1-5 to a quantity</li> <li>• Understand the cardinal principle.</li> </ul>	<ul style="list-style-type: none"> <li>• Count objects, actions and sounds to 10.</li> <li>• Match numeral and quantity to 10.</li> <li>• Count verbally beyond 10.</li> <li>• Order numbers to 10.</li> </ul>	<ul style="list-style-type: none"> <li>• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</li> <li>• Count numbers to 100 in numerals; count in multiples of twos, fives and tens.</li> <li>• Identify and represent numbers using objects and pictorial representations. Read and write numbers to 100 in numerals.</li> <li>• Read and write numbers from 1 to 20 in numerals and words.</li> <li>• Given a number, identify one more and one less.</li> </ul>	
<b>Calculating: Addition and Subtraction</b>	<ul style="list-style-type: none"> <li>• Know the composition of numbers to 4.</li> <li>• Solve real world math problems with numbers to 5.</li> </ul>	<ul style="list-style-type: none"> <li>• Compare quantities with the language more than and fewer than.</li> <li>• Understand the same.</li> <li>• Find one more or one less to 10.</li> <li>• Recall number bonds and corresponding subtraction facts to 5.</li> <li>• Recall number bonds and corresponding subtraction facts to 10.</li> <li>• Know the composition of numbers to 10.</li> <li>• Solve real world maths problems within 10 and explain my reasoning.</li> </ul>	<ul style="list-style-type: none"> <li>• Add and subtract one-digit and two digit numbers to 20, including zero.</li> <li>• Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = \chi - 9</math>.</li> </ul>	
<b>Calculating: Multiplication and Division</b>	<ul style="list-style-type: none"> <li>• Solve real world math problems with numbers to 5.</li> </ul>			<ul style="list-style-type: none"> <li>• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.</li> <li>• Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.</li> <li>• Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (<math>=</math>) signs.</li> <li>• Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</li> </ul>

<p style="text-align: center;"><b>Measurement</b></p>	<ul style="list-style-type: none"> <li>• Compare objects according to their size, length, weight and capacity.</li> <li>• Develop simple ways of comparing objects.</li> </ul>	<ul style="list-style-type: none"> <li>• Compare length, weight and capacity using suitable language.</li> </ul>	<ul style="list-style-type: none"> <li>• Compare, describe and solve practical problems for: lengths and heights mass/weight capacity and volume time</li> <li>• Measure and begin to record the following: lengths and heights mass/weight capacity and volume time (hours, minutes, seconds)</li> </ul>	<ul style="list-style-type: none"> <li>• 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. Compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =.</li> <li>• Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.</li> <li>• Find different combinations of coins that equal the same amounts of money.</li> <li>• Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.</li> </ul>
<p style="text-align: center;"><b>Geometry</b></p>	<ul style="list-style-type: none"> <li>• Explore 2D and 3D shapes.</li> <li>• Select appropriate shapes for a purpose.</li> <li>• Talk about 2D and 3D shapes.</li> <li>• Begin to use mathematical language to describe shape.</li> </ul>	<ul style="list-style-type: none"> <li>• Copy, continue and create a repeating pattern.</li> <li>• Make patterns with varying rules</li> <li>• Name 2D and 3D shapes.</li> <li>• Shapes can be rotated.</li> <li>• Explore the composition of shapes.</li> <li>• Use my shape knowledge to investigate and solve problems.</li> <li>• Use shape to investigate rotating shapes to make new shapes</li> </ul>		

# Subject: Mathematics

## Overview for Summer term in Mathematics using White Rose

### Knowledge & Skills Progression

	Nursery	Reception	Year 1	Year 2
Number, Counting and Place Value	<ul style="list-style-type: none"> <li>Count reliably to 5.</li> <li>Show finger numbers up to 5.</li> <li>Link the numerals 1-5 to a quantity</li> <li>Order numbers to 5.</li> <li>Beginning to record the numerals to 5.</li> <li>Verbally rote count to 10.</li> <li>Understand the cardinal principle.</li> </ul>	<ul style="list-style-type: none"> <li>Count to 20 and beyond.</li> <li>Identify odd and even numbers.</li> <li>Make teen numbers with tens and ones.</li> <li>Count on and back from different numbers beyond 10</li> <li>Find missing numbers within 20.</li> <li>Identify numbers beyond 20</li> </ul>	<ul style="list-style-type: none"> <li>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</li> <li>Count numbers to 100 in numerals; count in multiples of twos, fives and tens.</li> <li>Identify and represent numbers using objects and pictorial representations.</li> <li>Read and write numbers to 100 in numerals.</li> <li>Read and write numbers from 1 to 20 in numerals and words.</li> <li>Given a number, identify one more and one less.</li> </ul>	
Calculating: Addition and Subtraction	<ul style="list-style-type: none"> <li>Know the composition of numbers to 4.</li> <li>Solve real world math problems with numbers to 5.</li> </ul>	<ul style="list-style-type: none"> <li>Compare quantities with the language more than and fewer than.</li> <li>Understand the same.</li> <li>Find one more or one less to 10.</li> <li>Recall number bonds and corresponding subtraction facts to 10.</li> <li>Know the composition of numbers to 10.</li> <li>Solve real world maths problems within 10 and explain my reasoning.</li> </ul>		
Calculating: Multiplication and Division	<ul style="list-style-type: none"> <li>Solve real world math problems with numbers to 5.</li> </ul>	<ul style="list-style-type: none"> <li>Recall my double facts within 10.</li> <li>Solve real world maths problems within 10 and explain my reasoning.</li> <li>Share a number within 10.</li> <li>Understand groups of 10.</li> <li>Find half of a set of objects</li> <li>Share between 2/3/4/5</li> <li>Investigate problems by exploring different possibilities.</li> <li>Count in two's.</li> </ul>	<ul style="list-style-type: none"> <li>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.</li> </ul>	
Fractions	<ul style="list-style-type: none"> <li>Solve real world math problems with numbers to 5 - finding half.</li> </ul>	<ul style="list-style-type: none"> <li>Share a number within 10.</li> <li>Find half of a set of objects</li> <li>Share between 2/3/4/5</li> </ul>	<ul style="list-style-type: none"> <li>Recognise, find and name a half as one of two equal parts of an object, shape or quantity.</li> <li>Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</li> </ul>	<ul style="list-style-type: none"> <li>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.</li> <li>Recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</li> <li>Write simple fractions for example, <math>\frac{1}{2}</math> of 6 = 3</li> </ul>

Measurement			<ul style="list-style-type: none"> <li>• Compare, describe and solve practical problems for: lengths and heights; mass/weight; capacity and volume; time</li> <li>• Measure and begin to record the following: lengths and heights; mass/weight; capacity and volume; time (hours, minutes, seconds)</li> <li>• Recognise and know the value of different denominations of coins and notes.</li> <li>• Sequence events in chronological order using language, for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.</li> <li>• Recognise and use language relating to dates, including days of the week, weeks, months and years.</li> <li>• Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> </ul>	<ul style="list-style-type: none"> <li>• Compare and sequence intervals of time.</li> <li>• 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>• Know the number of minutes in an hour and the number of hours in a day.</li> </ul>
Geometry	<ul style="list-style-type: none"> <li>• Talk about patterns in the environment.</li> <li>• Create ABAB patterns.</li> <li>• Extend ABAB patterns and spot and explain errors.</li> <li>• Explore 2D and 3D shapes.</li> <li>• Select appropriate shapes for a purpose.</li> <li>• Talk about 2D and 3D shapes.</li> <li>• Begin to use mathematical language to describe shape.</li> <li>• Combine shapes to make new ones.</li> <li>• Understand positional language.</li> <li>• Beginning to use vocabulary to sequence of events using words such as first or then.</li> <li>• Use positional language to describe the location of objects.</li> <li>• Describe a familiar route.</li> </ul>	<ul style="list-style-type: none"> <li>• Name 2D and 3D shapes.</li> <li>• Shapes can be rotated.</li> <li>• Explore the composition of shapes.</li> <li>• Use my shape knowledge to investigate and solve problems.</li> <li>• Use shape to investigate rotating shapes to make new shapes</li> <li>• Give and follow directions.</li> </ul>	<ul style="list-style-type: none"> <li>• Describe position, direction and movement, including whole, half, quarter and three-quarter turns.</li> </ul>	<ul style="list-style-type: none"> <li>• Order and arrange combinations of mathematical objects in patterns and sequences.</li> <li>• 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 (clockwise and anticlockwise).</li> </ul>
Statistics				<ul style="list-style-type: none"> <li>• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>• Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.</li> <li>• Ask and answer questions about totalling and comparing categorical data</li> </ul>