

EYFS						Year 1						Year 2						Skills
T1 Nur	T2 Nur	T3 Nur	T1 Rec	T2 Rec	T3 Rec	1A	1B	2A	2B	3A	3B	1A	1B	2A	2B	3A	3B	
<ul style="list-style-type: none"> Count objects and sounds. Explore numbers and counting. Explore numbers more/ less, big/ small. Recognising numbers. Record how many using marks. 	<ul style="list-style-type: none"> Count and recognise numbers to 5 and 10. Match sort and count. Count to find out how many. Count spots n die. Count number of sounds. 	<ul style="list-style-type: none"> Recognise numeral and count out objects. Count accurately to 6. Recognise and match numbers to 5/10. Count objects in a group. Count and match spots on a die. Count number of sounds. 	<ul style="list-style-type: none"> Count a set of objects. Recognise numbers to 10. Count to 20 (and back) and order numbers. Find and identify a number on a number line. Finding missing numbers on a number line. Identify sports on a die and match the number. Write a number label. 	<ul style="list-style-type: none"> Counting groups of items. Identify missing numbers. Identifying younger and older ages. Use number line to identify bigger number. Ordering numbers. Recording measurements using numerals. Estimate and recording numbers. Move or action to the corresponding number. 	<ul style="list-style-type: none"> Count to 100. Count and label up to 10. Recognise more or less for given number. Estimate, then count and label a number. 	<ul style="list-style-type: none"> Count, read, write numbers to 20 and beyond. Match counting and numeral. Count on and back in 2s to 20. 	<ul style="list-style-type: none"> Recognise 10s and ones in teen number. Read and write to 20. Count in steps of 1 and 2. 	<ul style="list-style-type: none"> Partition 10s and ones. Partition beyond 20. Order 2 digit numbers. Counting in 2s. Identify odd and even numbers to 20. 	<ul style="list-style-type: none"> Find missing number. Recognise pairs of numbers to 10. 	<ul style="list-style-type: none"> Say and recognise number that is one ten more /less than a given number Doubling and adding 1 for near doubles Identifying near doubles. Solving problems using number operations. 	<ul style="list-style-type: none"> Counting in steps of 2, identifying odd and even Count on in tens and back Order numbers from smallest to largest Order ordinal numbers Work out the missing numbers 	<ul style="list-style-type: none"> Read and write numbers to at least 100 (words/ numerals). Use apparatus to support problem solving. Use dienes for partitioning. Ordering and comparing 2-digit numbers. Use words and numerals to read/write numbers above 100. 	<ul style="list-style-type: none"> Using apparatus to solve problems. Partition 2 digit numbers into 10s and units. Use < > to order numbers. Identify all numbers between given numbers. Rounding numbers to nearest 10. Compare and group numbers based on properties. Make estimate based on prior knowledge in relationship to temp. 	<ul style="list-style-type: none"> Describe and extend number sequence. Count on and back in 10s from 2-digit number. Recognise place value up to 3-digit numbers. Use apparatus to partition 3-digit numbers. Recognise 4-digit numbers. Read and write to 100 (words/ numerals). Sort and compare numbers based on properties. Count in steps of 2,3,5,10 to solve multiplication problems. 	<ul style="list-style-type: none"> Use number pairs to find numbers. Count in steps of 2,3,5,10 Partition 2-digit number. Use words and numerals to read/write numbers above 100. Sort numbers from smallest to largest. Choose and use appropriate operations to solve problems. Partition larger 2 digit numbers. 	<ul style="list-style-type: none"> Identify 3-digit numbers. Understanding place value 3-digit numbers. Partition numbers. Using number facts to estimate an answer. 	<ul style="list-style-type: none"> Partitioning 2-digit numbers. Ordering 4 digit numbers. 	<ul style="list-style-type: none"> Number Counting in steps in 2, 3, 5, 0s Identify number Represent a number Compare a number Recognise and use place value Using facts to estimate and answer
<ul style="list-style-type: none"> Counting objects, identifying how many. Count and move the correct number of spaces. 	<ul style="list-style-type: none"> Count objects to 10. Count and find out how many. 	<ul style="list-style-type: none"> Count objects in a set. Count objects from a group. 	<ul style="list-style-type: none"> Count sets of objects and say which is more or less. Talk about what number comes before or after a given number. Starting to add one more. Counting two groups to find how many. Count how many mice have been taken away. Identify which group has more or less/ fewer. 	<ul style="list-style-type: none"> Identify one more and less. Work out how many left when taking away. Count forwards and backwards. Identifying what number comes next. Make different numbers by counting on. Adding two numbers together. 	<ul style="list-style-type: none"> Add 2 numbers together counting on.. Count on 2 from given number. Subtract by counting back. I can make numbers to 10 or 20. Take away and count back using number line. Beginning to record number sentence. Solve addition and subtraction using money. Add shopping and wok out if I have enough money. 	<ul style="list-style-type: none"> Begin to recognise addition can be done in any order. Begin to use + and = signs. Add by starting with the largest. Use – sign and fingers to take away. Applying operation to solve problem. 	<ul style="list-style-type: none"> Take away by counting back using number line. Use – sign when recording take away. Use adding facts for 5 to take away. Add 10 to 1 digit number. Choose strategies and operations to solve problems. Recognise addition pairs to 5 and 10. 	<ul style="list-style-type: none"> Add pairs of doubles using known doubles. Recognise addition pairs 8, 9, 10. Add three numbers making 10. Identify addition pairs to 10. Solve problems using addition pairs. Investigate patterns in number bond sums. 	<ul style="list-style-type: none"> Solve one-step problems (addition and subtraction). Use number bonds for take-away. Recognise inverse for subtraction facts using addition facts. 	<ul style="list-style-type: none"> Add 10 to a one-digit number Subtract 10 from a teen number Add 9 to a single digit number by adding 10 then subtracting 1 Choose and use appropriate number operations and mental strategies Know addition pairs that totals 10 Add or subtract from 10. 	<ul style="list-style-type: none"> Add 2 one-digit numbers that cross 10 Subtract from a number by taking away and using place value. Subtract 10 from a 2 digit number 	<ul style="list-style-type: none"> Use + and = to record addition sentences. Use repeat addition in a different order. Use mental addition and subtraction to solve problems. Add 10,20, 30,11,12 to a 2-digit number. 	<ul style="list-style-type: none"> Use signs to record mental addition. Adding by bridging. Using materials to subtract in steps of 10 and 1. Adding 11, 12, and multiples of 10 to 2 digit number by counting in steps. Using number square to support calculation. 	<ul style="list-style-type: none"> Using number squares for addition and subtraction. 	<ul style="list-style-type: none"> Use mental calculation to solve 2-digit addition and subtraction. Adding two 2-digit numbers together. Solving missing number problems using inverse. Solve 2 step addition and subtraction problems. Add three small numbers by putting the largest first. Find difference using number bonds. 	<ul style="list-style-type: none"> Add and subtract 2-digit numbers. Find the difference, using number pairs (number bonds). Using + and - to solve real life problems. Counting-on to find the difference. 	<ul style="list-style-type: none"> Add 3 numbers together Using inverse to solve more complex problems. 	<ul style="list-style-type: none"> Using addition and subtraction (up to two two-digit numbers) to solve problems Recognising inverse relationship between addition and subtraction
			<ul style="list-style-type: none"> Counting groups or sets of objects. 	<ul style="list-style-type: none"> Making numbers by adding together. 	<ul style="list-style-type: none"> Recognise groups of items. Knowing 2 groups that are the same is a double. Count how many in a set. 		<ul style="list-style-type: none"> Use repeated addition to work out multiples of 2. Choose strategies and operations to solve problems. 	<ul style="list-style-type: none"> Count in 2s. Choose strategies and operations to solve problems. 	<ul style="list-style-type: none"> Find half and quarter of an amount. Count on and back in 10s. Recognise half and quarters of shape. 	<ul style="list-style-type: none"> Add multiples of 10. Know doubles up to multiples of 10. Record multiplication for mental calculations. Add on 2 to calculate lots of 2 sums. 	<ul style="list-style-type: none"> Divide by sharing objects equally and using sign Add 10 to calculate lots of 10s. Use repeated addition to work out multiples of 5 and calculate lots of 5 sums. Use x and equal signs to record mental calculations. 	<ul style="list-style-type: none"> Count by grouping in 1, 2, 5, 10s. 	<ul style="list-style-type: none"> Write repeated addition as multiplication sums. Solving multiplication word problems. Sharing to find half, third and quarter of amounts. Using multiples of 5 in frequency chart. Counting in steps of 2, 5, 10 when solving repeating addition. 	<ul style="list-style-type: none"> Count on and back on 10s from 2-digit number. Count in steps of 2,3,5,10 to solve multiplication problems. Solve division problems by sharing. 	<ul style="list-style-type: none"> Find and compare fractions and multiple fractions by sharing method. Count in steps of 2,3,5,10 to solve division sums. Solving fraction investigations. Show equivalent fractions of shapes. Partition then multiply larger numbers. Multiply 3 numbers together using 2 steps. 	<ul style="list-style-type: none"> Using x and ÷ to solve real life problems. Using double facts to solve number problems. Identify near doubles. Compare set of numbers based on ÷ facts. Use multiplication facts to solve ÷ facts. 	<ul style="list-style-type: none"> Use 2,5,10 facts to solve 'lots of' sums. Comparing fractions of an amount. Double 2-digit numbers within 100. Use double facts to calculate near doubles. 	<ul style="list-style-type: none"> Solving problems using multiplication and division Calculate using multiplication and division Recognising commutative relationship between numbers Recognise and find fractions

<ul style="list-style-type: none"> • Compare heavy/ light, more/ less, full/ empty. • Adding ingredients when cooking. 	<ul style="list-style-type: none"> • Use language to describe size. • Sort different sizes. • Sort and match shapes and objects. 	<ul style="list-style-type: none"> • Use language like full and empty. • Measure ingredients. • Use language like full and empty. • 	<ul style="list-style-type: none"> • Identify and order events from different times of the day. • Ordering days of the week. • Counting pennies to buy a toy. • Identify long and short snakes. • Talk about and sort long and short. • Make long and short snakes. • Exploring containers. 	<ul style="list-style-type: none"> • Identify long and short. • Compare longest to shortest. • Identifying younger and older ages. • Using bricks to make longest, shortest. • Sequence events from a story. • Order objects by size and explain why. • Use hands and feet to measure objects. • Recording measurements using numerals. • Estimating a number of objects. • I can use time sequence vocabulary. • Exploring filling and empty containers. 	<ul style="list-style-type: none"> • Recognise coins. • Solve addition and subtraction using money. • Add coins to buy. • Add shopping and work out if I have enough money. • Ordering daily events. • Orders days of the week • Identify quick and slow movements. • Differentiate week days and weekend. • Tell the time on the hour. • Compare morning and afternoon. • Experimenting with heavy and light. • Identify objects that float and sink. 	<ul style="list-style-type: none"> • Use vocab related to length and height. • Explore uniform non standard to estimate and measure length and height. • Recognise coins of different value. • Add money by counting on starting with largest coin. • Estimate and check by counting. 	<ul style="list-style-type: none"> • Develop concept of buying and selling using coins. • Work out how to pay up to 10p. • Recognise amounts that total 10p. • Sorting coins into groups. • Work out change from 10p. • Add coins up to 10p counting on. • Count in 2s using 2p coins. • Recognise coins of different values. 	<ul style="list-style-type: none"> • Estimate number of objects. • Use balance to measure weight. • Use correct vocabulary when talking about weight. • Make a sensible guess, check by weighing. 	<ul style="list-style-type: none"> • Find half and quarter of shape. • Work out change. • Measure using regular non standard units. • Compare length or mass by direct comparison. • Estimate length and mass. 	<ul style="list-style-type: none"> • Find different ways of making 10p using 1p,2p,5p and 10p coins. • Use number bonds to work out change • Recognise relationship between coins. • Use capacity vocabulary. • Compare capacities/ volume. • Measure capacities using non standard units. • Calculate change using number line. • Find different ways to pay given amount. • Pay exact amount using smaller coins. • Solve money problems. 	<ul style="list-style-type: none"> • Make a given amount in different ways • Recognise coins up to £2 • Work out change by counting on and solve money problems • Use addition and subtraction to solve money problems • Order days of the week • Read o'clock, half-past times times on analogue and digital clocks • Order 4 seasons of the year by naming them. 	<ul style="list-style-type: none"> • Use fewest coins to buy object. • Solve money problem. • Use vocabulary related to length. • Measure length and height using standardised equipment (cm, m). • Estimate and compare length using standard units. • Use and read vocabulary related to temperature. • Use mental addition and subtraction to solve measures problems 	<ul style="list-style-type: none"> • Using the fewest coins to buy object. • Exchanging groups of coins for same amount. • Recognising relationship between sets of coins. • Reading a scale in divisions of 1, 2, 5 where not all numbers are shown. • Make decisions on drawing accurate scale – increments 2, 5, 10. • Use and read vocab related to time. • Read the time to hour, half and quarter past on analogue and digital. • Count on and back in 5s to support time telling. • Solving time word problems. • Read scale on thermometer to nearest degree – increments 1, 2, 5, when not all numbers are shown. Read temps in negative form. • Order temp to coldest to warmest. • Make estimate based on prior knowledge in relationship to temp. • Finding change in £1 using subtraction. • Finding total of set of coins starting with largest amount. 	<ul style="list-style-type: none"> • Sort and order ordinal numbers. • Measuring weight and non-standard units. • Estimate, measure and compare mass. • Ordering weight from lightest to heaviest. • Estimate, order, measure and compare capacities. 	<ul style="list-style-type: none"> • Use, read and write vocabulary related to time (analogue/digital). • Make decisions about problem solving. 	<ul style="list-style-type: none"> • Count on calculating change (from £1, £2, £5). • Solve real life time problems. • Read a scale to nearest labelled division. • Make reasoned judgements on what has been found. 	<ul style="list-style-type: none"> • Explain reason for problem solving. • Solving fractions of amounts of money. • Use, read and write vocabulary related to time (digital and analogue). • Order measurements using symbols. • Ordering intervals of time (shortest to longest) using symbols. 	<p>Measurement</p> <ul style="list-style-type: none"> • Choosing and using units, estimating, measuring: length, height, temp, mass, capacity • Comparing and ordering measurements • Recording measurements (>,<=) • Recognising money symbols, combining amounts. • Solving money problems (addition/subtraction) including giving change • Compare intervals and sequence time
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<ul style="list-style-type: none"> Identify and sort objects and shapes. Make shapes and pattern using playdough. Recognise and select 2D shapes. Matching objects and shapes. Begin to use positional language. 	<ul style="list-style-type: none"> Recognise colours and shapes. Matching pairs. Make repeating pattern. Name and describe 2D shapes. Cut shapes in playdough. Use directional language. Programme Beebot to move to a different position. Continue a pattern. Make a picture using shapes. 	<ul style="list-style-type: none"> Matching pairs. Order using positional language. Recognise shapes in environment. Match objects by colour and shape. Use positional language to support building. Follow a map around the setting. Make a simple patter. 	<ul style="list-style-type: none"> Sort shapes by properties. Identify shapes in a pattern. Make and remember a pattern. Use positional language to direct my friends. Use pegs to make a pattern. Use shapes to make a picture. Describe properties of a 2D shape. Completing puzzle matching shapes or pattern. 	<ul style="list-style-type: none"> Sorting shapes using properties. Investigate and find shapes in everyday items. Sort heavy and light objects. Using balance/ scale to make heavy/ lighter. Sort 3D shapes, describe properties. Match objects and shapes and explain why. Play game using positional language. Sequence story events. Make a shape picture. Describe position of object. Use Beebot to programme directions. Matching silhouette shapes. Making patterns using pegs, objects or shapes. 	<ul style="list-style-type: none"> Distinguish between different shapes. I can use a map. Remember a sequence and copy it. Move by following and giving instructions. Use positional language to describe position. Making a map and talking about directions. 	<ul style="list-style-type: none"> Name and sort 2d shapes based on properties. Follow instructions for moving. Use language to describe position direction and movement. 	<ul style="list-style-type: none"> Tell o'clock and half past times on analogue. Recognise half quarters of shapes and objects. 	<ul style="list-style-type: none"> Recognise half and quarters of shape. Name, describe and sort 2d and 3d shapes. Investigate statements about shapes. 	<ul style="list-style-type: none"> Recognise and use language of position and movement. Follow instructions for moving. 	<ul style="list-style-type: none"> Identify the shape of a face. Identify 3D shapes using properties. Investigate shapes using examples. Create symmetrical patterns. 	<ul style="list-style-type: none"> Use vocabulary for 2D and 3D shapes (regular and irregular polygons). Sort shapes, describe properties. Investigate and sort statements about shapes. Use vocabulary to describe position and movement. 	<ul style="list-style-type: none"> Recognising 2D shapes. Recognising quarters and thirds of a 2D shape. 	<ul style="list-style-type: none"> Describe and extend number sequence. 	<ul style="list-style-type: none"> Properties of common regular and irregular polygons 2D and 3D shapes. Construct 3D shapes based on properties. Use mirror to locate lines of symmetry. Sort and order patterns in shapes through reflection. Reflecting a pattern in 4 quadrant axis. Recognising and making a right measure. Arrange objects to make a pattern. Show equivalent fractions of shapes. 	<ul style="list-style-type: none"> Describe and extend number sequences (50s, 100s). Compare properties of 2D and 3D shapes. Give directions to find object on grid. Read coordinates, finding on a grid. 	<ul style="list-style-type: none"> Sorting and comparing properties and 2D and 3D shapes. Give and follow a set of directions. 	<p>Geometry</p> <ul style="list-style-type: none"> Identify and describe 2D and 3D shapes Sort and describe properties of shapes Order and arrange combinations of patterns and sequences Use mathematical language to describe position, direction and movement
<ul style="list-style-type: none"> Count objects and sounds. Record how many using marks. 	<ul style="list-style-type: none"> Match sort and count. 	<ul style="list-style-type: none"> Record using tally marks. 	<ul style="list-style-type: none"> Counting how many and writing a number. Counting sounds. 	<ul style="list-style-type: none"> Counting objects, sounds, movements. Recording measurements using numerals. 	<ul style="list-style-type: none"> Counting objects and recording numeral. Writing down (record) ingredients to make mud kitchen recipes. 		<ul style="list-style-type: none"> Sort items and numbers into groups using Venn diagrams. 		<ul style="list-style-type: none"> Solve problem by sorting, classifying and organising in simple ways. Construct and interpret block graph. 		<ul style="list-style-type: none"> Begin to read, sort data into a table 	<ul style="list-style-type: none"> Solving a problem using statistics. Collecting data using frequency chart. Presenting data in bar chart. Analyse data displayed in different forms, explain what it shows. Draw and interpret a pictogram. Answer questions about statistics. Use a Carroll diagram to sort numbers. 	<ul style="list-style-type: none"> Using a Carroll and Venn to sort and compare numbers. 	<ul style="list-style-type: none"> Solve real life problems using statistics. Sort and compare numbers using Carroll and Venn diagrams. 	<ul style="list-style-type: none"> Collecting data using frequency chart. Presenting data – bar chart. Reading a scale on a bar chart. Analyse data in different forms. Sorting and comparing properties and 2D and 3D shapes using Carroll and Venn diagrams. Read scale in divisions of 1, 5, 10. Sort data by listing on a table. Answer data handling questions. 	<p>Statistics</p> <ul style="list-style-type: none"> Interpreting and constructing pictograms, tally charts, block diagrams, tables Ask and answer questions on data Sorting, comparing, totalling data 	