

Maths Curriculum

Year 1 Key Objectives Summarised form

1

Count to and across 100 from any number

2

Count, read and write numbers to 100 in numerals

3

Read and write mathematical symbols: +, - and =

4

Identify "one more" and "one less"

5

Use number bonds and subtraction facts within 20

6

Add and subtract 1-digit and 2-digit numbers to 20, including zero

7

Recognise, find and name a half

8

Recognise, find and name a quarter

9

Measure and begin to record length, mass, volume and time

10

Recognise and know the value of all coins and notes

11

Use language to sequence events in chronological order

12

Recognise and use language relating to dates

13

Tell the time to the half-hour, including drawing clocks

14

Recognise and name common 2-D shapes

15

Recognise and name common 3-D shapes

Year 2 Key Objectives Summarised form

1

Count in steps of 2s, 3s and 5s, and steps of 10

2

Recognise place value in two-digit numbers

3

Compare and order numbers up to 100 using $<$, $>$ and $=$

4

Recall and use number addition/subtraction facts to 20, and derive related facts

5

Add and subtract mentally and with objects one- and two-digit numbers

6

Understand and use the inverse relationship between addition and subtraction

7

Know $2\times$, $5\times$ and $10\times$ tables, including recognising odd & even numbers

8

Calculate mathematical statements using \times and \div symbols

9

Recognise, find, name and write $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ of size, shape or quantity

10

Write simple fraction facts, e.g. $\frac{1}{2}$ of 6 = 3

11

Combine amounts of money to make a value, including using \pounds and p symbols

12

Tell the time to the nearest 5 minutes, including drawing clocks

13

Describe properties of 2-D shapes, including number of sides and symmetry

14

Describe properties of 3-D shapes, including number of edges, vertices and faces

15

Interpret and construct simple tables, tally charts and

Year 3 Key Objectives Summarised form

1

Count in multiples of 4, 8, 50 and 100

2

Compare and order numbers up to 1000

3

Add and subtract numbers mentally, including round numbers to HTU

4

Add and subtract using standard column method

5

Estimate answers to calculations and use the inverse to check answers

6

Know 3×, 4× and 8× tables

7

Count up and down in tenths

8

Understand that tenths are objectives or quantities divided into ten equal parts

9

Compare and order simple fractions

10

Recognise and show equivalent fractions

11

Find and write fractions of a set of objects

12

Add and subtract fractions with common denominators (less than one)

13

Measure, compare and calculate measures using standard units

14

Measure the perimeter of simple 2-D shapes

15

Add and subtract money, including giving change

16

Tell and write the time from an analogue clock, including using Roman numerals

17

Estimate and read time to the nearest minute

18

Identify horizontal, vertical, parallel and perpendicular lines

19

Identify whether angles are greater or less than a right angle

20

Interpret and present data using bar charts, pictograms and tables

Year 4 Key Objectives Summarised form

1

Count backwards through zero, including negative numbers

2

Recognise place value in four-digit numbers

3

Round any number to the nearest 10, 100 or 1000

4

Know tables up to 12×12

5

Use place value and number facts to carry out mental calculations

6

Use factor pairs and commutativity in mental calculations

7

Use short multiplication method

8

Recognise and use hundredths

9

Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$

10

Divide one- or two-digit numbers by 10 and 100, using tenths and hundredths

11

Round decimals with one decimal place to the nearest whole number

12

Compare numbers up to two decimal places

13

Convert between different units of metric measurement, including money

14

Find the area of rectilinear shapes by counting squares

15

Solve problems converting units of time

16

Compare and classify shapes, including quadrilaterals and triangles

17

Complete a simple symmetric figure with respect to a specific line of symmetry.

18

Describe positions on a 2-D grid using co-ordinates

19

Describe translations using a given unit to the left/right and up/down

20

Interpret and present discrete and continuous data on appropriate graphs

Year 5 Key Objectives Summarised form

1

Interpret negative numbers in context

2

Read Roman numerals to 1000, including years

3

Recognise and use square and cube numbers, and know the notation

4

Use rounding to check answers and determine accuracy

5

Identify multiples and factors, including finding factor pairs and common factors

6

Use vocabulary: prime numbers, prime factors and composite numbers

7

Know prime numbers up to 19

8

Multiply and divide numbers by 10, 100 or 1000, including decimals

9

Use long multiplication for multiplying numbers of up to 4 digits by one or two digits

10

Divide numbers using standard written short division

11

Convert between mixed numbers and improper fractions

12

Compare and order fractions whose denominators are multiples of the same number

13

Identify, name and write equivalent fractions including tenths and hundredths

14

Add and subtract fractions with denominators that are multiples of the same number

15

Multiply proper fractions and mixed numbers by whole numbers with support

16

Read and write decimal numbers as fractions

17

Round decimals with 2 decimal places to whole number or to one decimal place

18

Read, write, order and compare numbers with up to 3 decimal places

19

Recognise % symbol and explain as a fraction with denominator 100 (parts out of 100)

20

Understand and use common approximate conversions between metric and imperial

21

Measure and calculate the perimeter of composite rectilinear shapes

22

Calculate the area of rectangles, and estimate the area of irregular shapes

23

Use the properties of rectangles to find missing lengths and angles

24

Distinguish between regular and irregular polygons

25

Identify 3-d shapes from 2-d representations

26

Know angles are measured in degrees and compare acute, obtuse and reflex angles

27

Draw and measure angles to the nearest degree

28

Identify angles at a point, in a turn and on a straight line

29

Describe and represent the result of a reflection or translation

30

Complete, read and interpret information in tables, including timetables

Year 6 Key Objectives Summarised form

- 1
Use negative numbers to calculate intervals across zero
- 2
Divide numbers using long division, interpreting the remainders as appropriate
- 3
Use order of operations to carry out calculations
- 4
Use common factors to simplify fractions
- 5
Compare and order fractions of any size
- 6
Add and subtract fractions with different denominators and mixed numbers
- 7
Multiply simple pairs of proper fractions
- 8
Divide proper fractions by whole numbers
- 9
Calculate decimal fraction equivalents for simple fractions
- 10
Multiply a number with up to two decimal places by whole numbers
- 11
Use written division with answers of up to two decimal places
- 12
Solve problems involving the calculation of percentages
- 13
Recall and use equivalences between fractions, decimals and percentages
- 14
Solve problems using ratio using multiplication and division facts
- 15
Solve problems involving similar shapes where the scale factor is known
- 16
Solve problems involving proportion, using knowledge of fractions and multiples
- 17
Use simple formulae
- 18
Generate and describe linear number sequences
- 19

Express missing number problems algebraically

20

Convert units of measure between smaller and larger units

21

Convert between miles and kilometres

22

Calculate the area of parallelograms and triangles

23

Calculate and compare volume of cubes and cuboids

24

Illustrate and name parts of a circle

25

Finding missing angles in triangles, quadrilaterals and regular polygons

26

Recognise vertically opposite angles and find missing angles

27

Describe positions on the full co-ordinate grid

28

Translate shapes on a co-ordinate grid and reflect in the axes

29

Construct and interpret pie charts

30

Calculate the mean as an average