

Mathematics is not about numbers, equations, computations, or algorithms: it is about UNDERSTANDING

-William Paul Thurston

Mathematics

Intent and Purpose

Implementation and Pedagogy

Key Concepts

Content Spine

Progression Maps showing progression in calculation strategies

KIRFS (Key Instant Recall Facts)

Mathematics Intent and Purpose

Why do we teach mathematics?

Mathematics is a creative and highly interconnected discipline that has been developed over centuries.

It is essential to everyday life, critical to science, technology and engineering, and necessary for financial literacy and most forms of employment.

A high-quality mathematics education therefore provides a foundation for understanding the world, the ability to reason mathematically, an appreciation of the beauty and power of mathematics, and a sense of enjoyment and curiosity about the subject.

What is the aim of our curriculum for mathematics?

Our curriculum for mathematics aims to ensure that all pupils:

become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language

•can solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

Mathematics is an interconnected subject in which pupils need to be able to move fluently between representations of mathematical ideas. They should also be able to apply their mathematical knowledge to science and other subjects.

Mathematics Implementation and Pedagogy

How is mathematics taught at Shinfield Infant and Nursery School?

- Maths at Shinfield Infant and Nursery School is taught using a 'mastery' approach. Mastering maths means pupils acquiring a deep, long-term, secure and adaptable understanding of the subject and being able to apply concepts in many different contexts. Maths is taught in mixed-ability class groups, where the focus is on all pupils working together on the same lesson content at the same time. This ensures that all can master concepts before moving to the next part of the curriculum sequence. If a pupil fails to grasp a concept or procedure, this is identified quickly, and early intervention ensures the pupil can move forward.
- Teaching is based on the White Rose Maths Hub approach, with lesson design identifying the new mathematics that is to be taught, the key points and potential misconceptions to create a carefully sequenced journey through the learning. Procedural fluency and conceptual understanding are developed in tandem because each supports the development of the other.
- White Rose resources are supplemented where appropriate by additional resources identified by teachers e.g. White Rose planning, Primary Stars, Twinkl 'Diving into Mastery'. Discussion is a key part of teaching, with children being expected to explain their approach to questions; this allows for the development of deeper understanding as well as providing assessment opportunities. Each lesson follows the 'I do, We do, You do' approach with teacher models of the concept being followed by shared work before independent 'Intelligent Practice' that both reinforces pupils' procedural fluency and develops their conceptual understanding.
- Concrete resources are available in all classrooms, with the expectation that children will move from the use of these through pictorial representations to abstract as they gain a secure mental model of the concept. Throughout EYFS and KS1 children are introduced to a range of concrete resources and are strongly encouraged to use these to develop a deeper understanding of concepts by seeing it visually, rather than as an abstract.
- Key facts such as multiplication tables and addition fact are learnt to automaticity to avoid cognitive overload in the working memory and enable pupils to focus on new concepts.
- Instant recall of key number facts is practised to build on a secure and genuine mathematical understanding in order for pupils to move forward and solve increasingly complex problems. Each group is also given a set of KIRFS (Key Instant Recall Facts) to learn every half term with the expectation of instant recall of these facts.





Mathematics Content Spine

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Place value within 10 (5 weeks approx)	Addition and Subtraction within 10 (5 weeks approx) Geometry (1 week)	Place value within 20 (3 weeks approx) Addition and Subtraction within 20 (3 weeks approx)	Place value within 50 (2 weeks approx) Length and height (2 weeks) Mass and Volume (2 weeks)	Multiplication and Division (3 weeks) Fractions (1 week approx) Geometry – position and direction (1 week approx)	Place value within 100 (2 weeks) Money (1week) Measurement-time (2 weeks)
	Place Value (5 weeks approx Addition and Subtraction	Addition and Subtraction Geometry – shape (2 weeks approx)	Money (2 weeks approx) Multiplication and Division (5 weeks approx)	Measurement – Length and Height Mass, capacity and temperature (5 weeks approx)	Number – Fractions (3 weeks) Measurement – time (3 weeks)	Statistics Geometry – position and direction (4 weeks)

Please note that weeks are approximated and time is allowed for consolidation and assessments each term.

Mathematics Progression Map – Number and Place Value

EYFS Goal Number	 Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5 							
 Verbally count beyond 20, recognising the pattern of the counting system; Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally. 								
	Counting and Number Patterns Comparin	g Numbers						
Count toCount, re	 Count to and a cross 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count, read and write numbers to 100 in numerals Use the language of: equal to, more than, less than (fewer), most, least. 							

- Count in multiples of twos, fives and tens.
- Given a number, identify one more and one less.
 - Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward.

- Compare and order numbers from 0 up to 100; use <, > and = signs.

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	Identifying and Representing Numbers	Reading and Writing Numbers and Recognising Place Value	Problem Solving
1	• Identify and represent numbers using objects and pictorial representations including the number line.	• Read and write numbers from 1 to 20 in numerals and words.	
2	 Identify, represent and estimate numbers using different representations, including the number line. 	 Read and write numbers to at least 100 in numerals and in words. Recognise the place value of each digit in a two-digit number (tens, ones). 	• Use place value and number facts to solve problems.

Mathematics Progression Map – Addition and Subtraction

• Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 Goal (including subtraction facts) and some number bonds to 10, including double facts.

	Mental Calculations		Written Calculations	Number Bonds	
1	• Add and subtract one-digit and two-digit numbers to 20, induding zero.	•	Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals.	•	Represent and use number bonds and related subtraction facts within 20.
2	 add and subtract numbers using concrete objects, pictorial representations, and mentally, induding: a two-digit number and ones; a two-digit number and tens; two two-digit numbers; three one-digit numbers. Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. 	•	Add and subtract numbers with up to two digits, using informal and formal written methods of columnar addition and subtraction.	•	Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.
- Problem Solving			Inverse Opera	atio	ns
1	 Solve one-step problems that involve addition and subtraction, using concrete and pictorial representations, and missing number problems such as: 7 = * - 9 	obje	cts		
2	 Solve problems with a ddition and subtraction: using concrete objects and pictorial representations, including those involvenumbers, quantities and measures applying their increasing knowledge of mental and written methods. 	ring	 Recognise and use the inverse relationship bet this to check calculations and solve missing num 	weer nber	n addition and subtraction and use problems.



•	•	
•	•	6 + 4 =
0	•	4+6=
•	•	10 - 6 =
0	•	

++•		Voor 1	Addition					
within 10 and then 20								
Use dienes or base ten (tens rods and ones/units cubes) for number in preparation for Year 2								
	Objective/Strategy	Concrete	Pictorial	Abstract				
064	Combining two parts to make a whole: part-whole model Addition Year 1	Use part-whole model. Use cubes to add two numbers together as a group or in a bar.	Use pictures to add two numbers together as a group or in a bar.	Use the part-whole diagram as shown below to move into the abstract. Include missing number questions to support varied fluency. 8 = 5 + 3 5 + 3 = 8 8 = ? + 3 5 + ? = 8				
	Starting at the bigger number and counting on Addition Year 1	Start with the larger number on the bead string and then count on to the smaller number 1 by 1 to find the answer. Use counters, tens frames or Numicon.	Start at the larger number on the number line and count on in ones or in one jump to find the answer. $\underbrace{10 11 12 13 14 15 16 17 18 19 20}_{12 + 5 = 17}$	Place the larger number in your head and count on the smaller number to find your answer. 5 + 12 = 17				
	Regrouping to make 10 This is an essential skill for column addition later Addition Year 1	6 + 5 = 11 Start with the bigger number and use the smaller number to make 10. Use ten frames.	Use pictures or a number line. Regroup or partition the smaller number using the part-whole model to make 10.	(7 + 4= 11 3+1 I am at seven, how many more do I need to make 10? (3) How many more do I add on now? (1)				

Key Vocabulary : sum, total, parts and wholes, plus, add, altogether, more, 'is equal to' 'is the same as'.

	9+3=12 This example shows how bead strings can be used to demonstrate the same method.	9+5=14 1 (1) +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	
Use number bonds to 10 to make number bonds to 20 Addition Year 1	Use 10s frames and coloured counters (1 frame for the number bond to 10 and 2 frames for the number bond to 20) and Numicon. 6+4=10 4+6=10 10-4=6 10-6=4	Colour in dots (2 different colours to make the bonds) on 10s frames (1 frame for the number bond to 10 and 2 frames for the number bond to 20).	7+3=10 so 17+3=20 or 13+7=20

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Year 1 Subtraction							
Use dienes (tens and ones/units) for number in preparation for year 2							
Objective/Strategy	Concrete	Pictorial	Abstract				
Taking away 1-digit then 2-digit	Use physical objects, counters,	Cross out drawn objects to show	7—4 = 3				
numbers up to 20 (start by not	cubes, bead strings, Numicon,	what has been taken away, count	16—9 = 7				
crossing 10, then crossing 10)	etc. to show how objects can be	back on a number line, bar model.	Put 13 in your head, count back				
Subtraction Year 1	taken away. 4-2=2 6-3=3 20-7 =	$\begin{array}{c} & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & &$	4. What number are you at?				
Make 10 when counting back to cross over 10	14—5=	Use a number line, jump back 3 first, then another 4. Use ten as	16—8 How many do we take off first				
	Make 14 on the ten frame with	the stopping point. Use part-	to get to 10?				
Subtraction Year 1	counters. Take 4 away to make ten,	whole model.	How many left to take off?				
	then take one more away so that you have taken 5.						
		17 - 8					
Find the difference (relate to	Compare objects and amounts	Count on using a number line to	Hannah has 12 sweets and her				
addition, counting on as well as	Lay objects to represent bar model.	find the difference.	sister has 5.				
counting back)			How many more does Hannah				
			have than her sister?				

Subtraction Year 1	y 'Seven is 3 more than four' 'I am: 2 years older than my sister' S Fench 3 Brasers 2		
Represent and use number	Link to addition.	Use part-whole model (dienes	Move to using numbers within
forte within 20, Include	12+1=13	in 10- frames	the part-whole model.
facts within 20. Include	13-1=12	In 10s frames.	Include missing number
subtracting zero.	Use 10s frames and 2 different		problems:
	coloured counters to model		12 <u>- ?</u> = 5
Part-whole model	inverse.		7 = 12 - ?
Subtraction Year 1	If 10 is the whole and 6 is one of the parts, what is the other part? 10-6=4		12 7

Year 2 Addition								
Objective/Strategy	Objective/Strategy Concrete Pictorial Abstract							
Adding multiples of ten to make 100 and numbers up to 100. Addition Year 2	Model creating number bonds using a 10s frame to represent 100 and 2 different coloured counters, dienes or Numicon 10s. (Each counter represents 10 in this example) 60 + 40 = 100	Drawing of 10s rods, 10s numberline or 10s place value counters on a 10s frame to represent 100. 60 + 40 = 100	20 + 30 = 50 70 = 50 + 20 $40 + \Box = 60$ Recite number bonds to 100					
Use known addition number facts to make 20 to explore subtraction facts (to make 20 and numbers up to 20) links to Year 2 subtraction Addition Year 2	Children explore ways of making numbers within 20 using part-whole model, counters or cubes and 2 tens frames with 2 different colour counters.	Use bar model, number lines, part- whole model with numbers, drawings of 10s frames with dots.	Explore commutativity of addition and make list. E.g. 12+3=15 15=12+3 3+12=15 15=3+12 Explore the concept of the inverse relationship of addition and subtractions and use this to check calculations. E.g. 12+3=15 So 15-3=12 and 15-12=3					

Key Vocabulary: sum, total, parts and wholes, plus, add, altogether, more, 'is equal to' 'is the same as'.

Add a two-digit number and ones (not bridging 10s, so no exchanging) Addition Year 2 See also Empty Number line method as an alternative (below)	Use dienes and place value chart. Add ones/units first.	Use part-whole model or number track to model. When bridging 10s use a number line, draw dienes in place value chart. Add ones/units first.	Lead into recording in column format, to reinforce place value and prepare children for formal written methods with larger values. $2 \ 0 \ + \ 3$ $+ \ 3 \ 0 \ + \ 4$ $5 \ 0 \ + \ 7$
Add a 2-digit number and tens Addition Year 2	25 + 10 = 35 Explore that the ones digit does not change. Use dienes in a place value chart. Add ones/units first.	Draw dienes in the place value chart to help to lead into column addition. Look at ones/ <u>units</u> column first to see if there's anything to add.	27 + 10 = 37 27 + 20 = 47 27 + □ = 57
Add two, 2-digit numbers (no exchanging) Addition Year 2	45 + 23 = Use dienes in a place value chart. Add ones/units first.	Draw dienes in the place value chart to help to lead into column addition. Add ones then add tens.	27 + 31 = 58 31 + 🗌 = 58

Key Vocabulary : sum, total, parts and wholes, plus, add, altogether, more, 'is equal to' 'is the same as'.

Regrouping to make 10 <i>This is an essential skill for</i> <i>column addition</i> Addition Year 2	Add the ones then add the tens. Start with the bigger number and use the smaller number to make 10. Use ten frames. 17 + 5 = 22 17 + 3 = 20	Regroup or partition the smaller number using the part-whole model to make 10, a number line, 10s frames. 17 + 5 = 22	Regroup to make other multiples of 20 + E.g. 33+9= 33+7+2=
	20 + 2 = 22 Explore the pattern 17 + 5 = 22 27 + 5 = 32		
Add two numbers exchanging 1s for 10s Addition Year 2	Model using dienes on a place value chart, exchange ten 1s for a tens rod and move that with the 10s. Add ones/units first. 28+7= Tens Ones	Model drawing dienes on a place value chart, exchange ten 1s for a tens rod and move that with the 10s by crossing out the ten 1s and drawing the exchanged 10 under the tens column. 28+7= Tens Ones	Use expanded column addition format. $5 \circ + 8$ $4 \circ + 3$ $9 \circ + 1 1$ $= 1 \circ 1$

Key Vocabulary: sum, total, parts and wholes, plus, add, altogether, more, 'is equal to' 'is the same as'.



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Year 2 Subtraction					
	Subtraction number facts included in Year 2 Addition				
Objective/Strategy	Concrete	Pictorial	Abstract		
Subtracting multiples of	Model using a 10s frame to	Drawing of 10s rods and cross out 10s,	30 - 20= 10		
ten to make 100 and	represent 100 and 2	10s numberline or 10s place value	70 = 100 - 30		
numbers up to 100	different coloured counters	counters on a 10s frame to represent	90 - 🗆 = 60		
	to create number bonds,	100.	Recite subtraction number bonds to 100		
Subtraction Year 2	dienes or Numicon 10s.				
Subtract multiples of 10	Use a place value chart with	Use a place value chart and draw			
from numbers to 100	dienes (start to lead into	dienes (start to lead into column			
	column subtraction).	subtraction).	Subtract multiples of ten		
Subtraction Year 2	Subtract ones/units first.	38 - 10 =	47 – 30 =		
See also Empty Number line method as an alternative (below)	38-10=	Tens Ones/units			
Make 10 when counting	Use 10s frames to subtract	Use number line and part-whole	Use the strategy mentally e.g. 23 – 5 =		
back to cross over 10	back to the 10 by	model to subtract back to the 10 by so $23 - 3 = 20$, then there's 2 left to			
	partitioning the second	titioning the second partitioning the second number. subtract (because 3 + 2 = 5) so 20 - 2			
Subtraction Year 2	number.		18		
	12 -5=				







Mathematics Progression Map – Multiplication and Division

EYFS Goal • Automatically recall some double facts to 10.

• Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

	Multiplication and Division Facts	Order of Operations	Mental Calculations
1			
2	 Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, 		 Show that multiplication of two numbers can be done in any order (commutative) and division of one number by a nother cannot.

		Problem Solving
1	•	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.
2	•	Solve problems involving multiplication and division, using materials, a rrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

	Written Calculations
1	
2	• Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.



Key Vocabulary : double, times, multiplied by, the product of, groups of, lots of, equal groups.

Making equal groups and counting the total Multiplication Year 1	Use different objects to add equal groups.	Draw and make representations. Draw 4 to show 2 x 3 = 6	4x2=8
Repeated addition Multiplication Year 1	Use different objects to add equal groups e.g. Numicon, cubes, counters, bead strings.	Draw pictures to show solutions. Jump in steps on a number line. There are 3 sweets in one bag. How many sweets are in 5 bags altogether?	Write addition sentences to describe objects and pictures.
Understanding Arrays Multiplication Year 1	Use objects laid out in arrays to find the answers to 2 lots 5, 3 lots of 2 etc.	Draw representations of arrays to show understanding.	3 x 2 = 6 2 x 3 = 6

Key Vocabulary : double, times, multiplied by, the product of, groups of, lots of, equal groups.

	Year 1 Division			
Objective/Strategy	Concrete	Pictorial	Abstract	
Division as sharing (children do not need to be familiar with the symbol yet) Division Year 1	I have 10 <u>cubes</u> , can you share them equally in 2 groups?	Children use pictures and bar models to share quantities. E.g draw pictures of sharing 10 muffins between 2 plates. B B B B B B B B B B B B B B B B B B B	12 shared between 3 is 4. (12 ÷ 3 = 4)	
Introduce division as grouping (children do not need to be familiar with the symbol yet) Division Year 1	Divide quantities into equal groups e.g. 20 counters in total how many equal groups of <u>2</u> can you make? Use cubes, counters, objects or place value counters to aid understanding.	If you have a total of 12, how many equal groups of 3 will you have? Use a number line or a bar model.	Divide 28 into 4s. How many equal groups do you get? (28 ÷ 4 <u>=</u>)	

Key language: share, group, divide, divided by, half.

Year 2 Multiplication Children should be able to recall and use the multiplication and division facts for 2, 5 and 10 x table Links between multiplication and division in the division section Objective/Strategy Pictorial Abstract Concrete Counting in multiples of 3 (recap Count the groups of 2, 5, 10 and Draw number lines counting in Count in multiples of a number 2, 5 and 10) 3s using bead strings, number groups for hops. aloud. Write sequences with multiples of numbers (fill in lines, 100 square, Numicon, Multiplication Year 2 looking at images of groups. missing numbers from pattern). 0, 3, 6, 9, 12, 15 15 18 Write different calculations for Using arrays to solve Use objects including dienes laid Draw representations of arrays to solve multiplication calculations. multiplication calculations out in arrays to find the answers an image of an array including + to 3 x 5, 3 x 12 etc. and x. Multiplication Year 2 5 + 5 + 5 + 5 = 204 + 4 + 4 + 4 + 4 = 20 $4 \times 5 = 20$ $5 \times 4 = 20$

Key Vocabulary : double, times, multiplied by, the product of, groups of, lots of, equal groups.

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Year 2 Division			
Objective/Strategy	Concrete	Pictorial	Abstract
Division as sharing (with ÷ symbol) Division Year 2	15 Use a bar model or draw groups to solve division calculations with counters, cubes or dienes.	Draw a bar model/draw pictures to solve division calculations.	How many different ways can you divide/share equally 203 20 ÷ 1 = 20 20 ÷ 20 = 1 20 ÷ 2 = 10 20 ÷ 10 = 2 20 ÷ 4 = 5 20 ÷ 5 = 4
	$40 \div 2 = 20$	60 ÷ 4 = Children will need to exchange 2 tens for 20 ones/units so they can put 1 ten and 5 ones in each group.	
Division as grouping (with ÷ symbol) Division Year 2	Divide quantities into equal groups e.g. 12÷3 <u>=</u> ; get 12 counters/cubes divide them into 3s. How many groups are there? 3 6	Use bar modelling and a number line to aid solving division problems by grouping.	How many groups of 4 in 24? 24 ÷ 4 <u>= ?</u> 24 <u>÷ ?</u> = 4
	9 12		

Key language: share, group, divide, divided by, half.



Key language: share, group, divide, divided by, half.

Mathematics Progression Map – Fractions

EYFS Goal • Automatically recall some double facts to 10.

• Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

	Counting in Fractions	Recognising Fractions	Comparing Fractions (Equivalence)
1		 Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. 	
2	 Pupils should count in halves and quarters up to 10. 	 Recognise, find, name and write fractions ¹/₃, ¹/₄, ²/₄ and ³/₄ of a length, shape, set of objects or quantity. 	• Write simple fractions e.g. $1/2$ of 6 = 3 and recognise the equivalence of $2/4$ and $1/2$.

Mathematics Progression Map – Measures

Reception Development Matters Compare length, weight and capacity Statement

Comparing and Estimating

- Compare, describe and solve practical problems for: lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half); mass/weight (e.g. heavy/light, heavier than, lighter
- than); capacity and volume (e.g. full/empty, more than, less than, half, half full, quarter); time (e.g. quicker, slower, earlier, later).
- Sequence events in chronological order using language.
- Compare and order lengths, mass, volume/capacity and record the results using >, < and =.
- 2 . Compare and sequence intervals of time.

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Measuring and Calculating

- Measure and begin to record the following: lengths and heights; mass/weight; capacity and volume; time (hours, minutes, seconds).
- Recognise and know the value of different denominations of coins and notes.
- 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).
- 2 Recognise and use symbols for pounds (£) and pence (p); combine a mounts to make a particular value.
 - Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

Mathematics Breadth and Progression Map – Measures

Telling the Time

- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- 2 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.
 - Know the number of minutes in an hour and the number of hours in a day.

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Converting Units of Measurement

2 • Know the number of minutes in an hour and the number of hours in a day.

Mathematics Progression Map – Geometry : Properties of Shapes

ReceptionSelect, rotate and manipulate shapes to develop spatial reasoning skills.Development MattersCompose and decompose shapes so that children recognise a shape can have other shapes within
it, just as numbers can.

	Identifying and Drawing Shapes and their Properties	Comparing and Classifying Shapes
1	 Recognise and name common 2-D and 3-D shapes, including: 2-D shapes e.g. rectangles (including squares), circles and triangles; 3-D shapes e.g. cuboids (including cubes), pyramids and spheres. 	
2	 Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. identify 2-D shapes on the surface of 3-D shapes. 	• Compare and sort common 2-D and 3-D shapes and everyday objects.

Mathematics Breadth and Progression Map – Geometry : Position and Direction

	Position, Direction and Movement	Pattern
1 '	 Describe position, direction and movement, including half, quarter and three-quarter turns. 	
2	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 anti-dockwise).	Order and arrange combinations of mathematical objects in patterns and sequences.



Autumn Term 1 - I can say the numbers from 0 to 5 and back from 5 to 0 in order.

Autumn Term 2 - I can say the numbers from 0 to 10 and back from 10 to 0 in order.

Spring Term 1 - I can partition numbers to 5, into two groups.

Spring Term 2 - I can partition numbers, to 10, into two groups.

Summer Term 1 - I can count, read and write numbers to 20.

Summer Term 2 - I can use physical representations to add and subtract two single digit numbers and count on or back to find the answer.

YEAR 1 Mathematics Key Instant Recall Facts KIRFs

Autumn Term 1 - I know one more and one less with numbers up to 20.
Autumn Term 2 - I know number bonds for each number to 6.
Spring Term 1 - I know number bonds for each number up to 10.
Spring Term 2 - I know doubles and halves of numbers to 10
Summer Term 1 - I can tell the time using o'clock and half past.
Summer Term 2 - I know number bonds for each number from 6 to 9.

YEAR 2 Mathematics Key Instant Recall Facts KIRFs

Autumn Term 1 - I know number bonds to 20.

Autumn Term 2 - I know doubles and halves of numbers to 20.

Spring Term 1 - I know the multiplication and division facts for the 2 times table.

Spring Term 2 - I know the multiplication and division facts for the 10 times table.

Summer Term 1 - I can tell the time using quarter past and quarter to.

Summer Term 2 - I know the multiplication and division facts for the 5 times table.