Year 1 Maths Objectives	Year 2 Maths Objectives
· Count, read and write numerals to 100 · 1 more or less than a given number to 100 · Begin to know place value in numbers beyond 20 · Number bonds within 20 · Add and subtract one-digit and two-digit numbers to 20 · Adding and subtracting zero · Use the terms: put together, add, altogether, total, take away, distance between, difference between, more than and less than to develop the concept of addition and subtraction · Counting in twos, fives and tens · Multiplication and division problems using concrete objects and arrays (grouping and sharing) · Finding halves and quarters or objects, numbers and quantities · Move from measuring using non-standard units to common standard units · Recognise and know the value of coins and notes · Tell the time to the hour and half past the hour · Recognise and name common 2D and 3D shapes, e.g. rectangles (including squares), circles and triangles, cuboids (including cubes), pyramids and spheres · Describe position, directions and movements—make whole, half, quarter and three-quarter turns · **Solve number problems and practical problems involving these ideas**	· Count in 2s, 3s and 5s from 0 and 10s from any number · Read, write, compare and order numbers to at least 100 · Know the place value of each digit in two-digit numbers · Recall and use facts to 20 and derive related facts to 100 · Using concrete objects, pictorial representations and mentally, add and subtract ones, tens and two-digit numbers to and from two-digit numbers · Add several single digits · Tables and division facts for x2, x5 and x10 · Use commutativity for addition and multiplication · Check answers to calculations using inverse relationships · Recognise, find, name and write fractions 1/2, 1/3, 1/4, 2/4, 3/4 · Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value; add and subtract money of the same unit, including giving change · Identify, compare and sort 2D and 3D shapes based on their properties (including symmetry in a vertical line) and use vocabulary, such as sides, edges, vertices and faces · Identify 2D shapes on the surface of 3D shapes · Right angle turns clockwise and anti-clockwise · Interpret and construct simple pictograms, tally charts, block diagrams and simple tables · **Solve number problems and practical problems involving these ideas**

Year 3 Maths Objectives	Year 4 Maths Objectives
· Count in 4s, 8s, 50s, 100s and tenths from zero	· Count in 6s, 7s, 9s, 25s, 1000s and hundredths; count backwards through zero to include negative numbers
· Read, write, compare and order numbers to at least 1000	· Read, write, compare, order and know place value of numbers to at least 10000 and numbers with the same number of decimal places up to two decimal places
· Know the place value of each digit in three-digit numbers	
· Find 10 or 100 more or less than a given number	
· Add and subtract ones, tens and hundreds to or form three-digit numbers mentally, two two-digit numbers where the answers could exceed 100	· Round any number to the nearest 10, 100 or 1000 and decimals with 1 decimal place to the nearest whole number
· Add and subtract three-digit numbers using formal written columnar methods	· Add and subtract up to four-digit numbers mentally and using formal written columnar methods
· Tables and division facts for x3, x4 and x8	· Tables and division facts 12 x 12, including 0 and 1
· Add and subtract fractions with the same denominator	· Multiply three numbers
· Develop formal written multiplication and division methods for two-digit by one-digit numbers	· Multiply two and three digit numbers by a one-digit number using formal written layout
· Begin to understand unit and non-unit fractions as numbers on a number line, and deduce relations between them, such as size and equivalence	· Dividing a one or two-digit number by 10 and 100, identifying value of digits
	· Add and subtract fractions with the same denominator
· Measure the perimeter of simple shapes	· Measure and calculate perimeter of rectilinear shapes in metres and centimetres
· Tell the time to the nearest minute using analogue clocks	
· Add and subtract amounts of money to give change, using both £ and p in practical contexts	· Find the area of rectilinear shapes by counting squares
	· Read, write and convert time between analogue and digital 12 and 24 hour clocks
· Draw 2D ad make 3D shapes	· Conversion between units of measure
· Recognise and describe 3D shapes in different orientations	· Sorting and classifying quadrilaterals and triangles
· Recognise that angles are a property of shape or a description of turn, using right angles as a marker	· Identify lines of symmetry in 2D shapes presented in different orientations
· Horizontal and vertical lines and pairs of perpendicular and parallel lines	· Identify acute and obtuse angles and compare and order angles up to two right angles by size
· Understand and use simple scales (e.g. 2, 5, 10 units per cm) in pictograms and bar charts	· Describing positions and translations (movement) within the first quadrant
· **Solve number problems and practical problems involving these ideas**	· **Solve number and practical problems involving these ideas**

Year 5 Maths Objectives	Year 6 Maths Objectives
· Read, write, order and compare numbers to at least 1 million and numbers with up to three decimal places, determine the value of each digit	· Read, write, order and compare numbers up to 10 million and determine the value of each digit
· Interpret negative numbers in context, counting backwards and forwards	· Short and long multiplication and division using numbers up to four digits; multiply one-digit numbers with up to two decimal places by whole numbers
· Round any number up to a million to a power of 10 and decimals with two decimal places to the nearest whole or tenth	· Mental calculations, including with mixed operations and large numbers
· Add and subtract whole numbers with more than four digits, including using formal written methods	· Multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places
· Identify prime numbers to 100 and recall those to 19, awareness of prime factors and non-prime numbers	· Add and subtract fractions with different denominators and mixed numbers
· Short multiplication and division of four-digit by a one-digit and long multiplication of four-digit by two-digit number	· Multiply simple pairs of proper fractions and divide proper fractions by whole numbers
· Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	· Recall and use equivalences between simple fractions, decimals and percentages
· Compare, order, add and subtract fractions whose denominators are all multiples of the same number	· Solve problems involving ratio and proportion
· Understand that per cent relates to "number of parts per 100", and write percentages as a fraction with denominator 100, and as a decimal	· Use algebra in terms of formula, sequences, variables and unknowns
· Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	· Recognise and use the formula for volume and area including parallelograms and triangles
· Convert different units of metric measures	· Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
· Understand and use equivalence between metric and imperial units	· Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
· Calculate the perimeter of composite rectilinear shapes and the area of rectangles using standard units	· Draw and translate simple shapes on the coordinate plane, and reflect them in the axes
· Measure angles in degrees including acute, obtuse and reflex angles	· Construct pie charts
· Distinguish between regular and irregular polygons based on reasoning about equal sides and angles	· Calculate and interpret the mean as an average
· **Solve number and practical problems involving these ideas**	· **Solve number and practical problems involving these ideas**