

Key Stage 1 Curriculum Progression Overview	Year 1	Year 2
Number and Place Value	<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, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s</li> <li>-Given a number, identify 1 more and 1 less</li> <li>-Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least</li> <li>-Read and write numbers from 1 to 20 in numerals and words</li> </ul>	<ul style="list-style-type: none"> <li>-Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward</li> <li>-Recognise the place value of each digit in a two-digit number (10s, 1s)</li> <li>-Identify, represent and estimate numbers using different representations, including the number line</li> <li>-Compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>-Read and write numbers to at least 100 in numerals and in words</li> <li>-Use place value and number facts to solve problems</li> </ul>
Number- Addition & Subtraction	<ul style="list-style-type: none"> <li>-Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</li> <li>-Represent and use number bonds and related subtraction facts within 20</li> <li>-Add and subtract one-digit and two-digit numbers to 20, including 0</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 = ? - 9</math></li> </ul>	<ul style="list-style-type: none"> <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> <li>-Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</li> <li>-Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> <li>a two-digit number and 1s</li> <li>a two-digit number and 10s</li> <li>2 two-digit numbers</li> <li>adding 3 one-digit numbers</li> </ul> </li> <li>-Show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 number from another cannot</li> <li>-Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems</li> </ul>
Number- Multiplication and Division	<p>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</p>	<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> </ul>

		<p>-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 (=) signs</p> <p>-Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot</p> <p>-Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</p>
Number-Fractions	<p>-Recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity</p> <p>-Recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity</p>	<p>-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</p> <p>-Write simple fractions, for example <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></p>
Measurement	<p>-Compare, describe and solve practical problems for:</p> <p>lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</p> <p>mass/weight [for example, heavy/light, heavier than, lighter than]</p> <p>capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]</p> <p>time [for example, quicker, slower, earlier, later]</p> <p>-Measure and begin to record the following:</p> <p>lengths and heights</p> <p>mass/weight</p> <p>capacity and volume</p> <p>time (hours, minutes, seconds)</p> <p>recognise and know the value of different denominations of coins and notes</p> <p>sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</p> <p>-Recognise and use language relating to dates, including days of the week, weeks, months and years</p>	<p>-Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (<math>^{\circ}</math>C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</p> <p>-Compare and order lengths, mass, volume/capacity and record the results using <math>&gt;</math>, <math>&lt;</math> and <math>=</math></p> <p>-Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</p> <p>-Find different combinations of coins that equal the same amounts of money</p> <p>-Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</p> <p>-Compare and sequence intervals of time</p> <p>-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</p> <p>-Know the number of minutes in an hour and the number of hours in a day</p>

	-Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	
Geometry- Properties of 2d and 3d shapes	-Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	-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, [for example, a circle on a cylinder and a triangle on a pyramid] -Compare and sort common 2-D and 3-D shapes and everyday objects
Geometry- Position and Direction	-Describe position, direction and movement, including whole, half, quarter and three-quarter turns	-Order and arrange combinations of mathematical objects in patterns and sequences -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-clockwise)