Bassingbourn Community Primary School Curriculum: Mathematics

Fluency in manipulating numbers, reasoning and problem solving underpin all learning in mathematics.

Year					
	Number and place value	Addition and subtraction	Multiplication and division	Fractions	Algebra
Y1	count, read and write nos. from 0 to 100 in numerals, and numbers 0 to 20 in words, count in 2s, 5s and 10s, identify and represent numbers using objects and pictorial representations	represent and use number bonds and related subtraction facts within 20, add and subtract one-digit and two-digit numbers to 20, including zero, solve one-step problems that involve addition and subtraction	count in multiples of twos, fives and tens, solve one-step problems involving multiplication and division	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	solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = □ - 9 (copied from Addition and Subtraction)
Y2	Read and write numbers from 0 to 100 in numerals and words, recognise place value of each digit in a 2-digit number, count in steps of 2, 3, 5 from 0 and in 10s from any number, forwards and backward, identify, represent and estimate numbers, use place value and number facts to solve problems	recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100, add and subtract numbers including: * a two-digit number and ones * a two-digit number and tens * two two-digit numbers recognise and use the inverse relationship between addition and subtraction	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 another cannot, solve problems involving multiplication and division	recognise, find, name and write fractions $\begin{pmatrix} 1 & 1 & 2 & 3 \\ 1 & 1 & 2 & 4 \\ 1 & 1 & 2 & 4 \end{pmatrix}$ of a length, shape, set of objects or quantity, recognise the equivalence of $\begin{pmatrix} 2 & 1 & 4 \\ 4 & 4 & 4 \\ 4 & 4 & 4 \end{pmatrix}$ and $\begin{pmatrix} 1 & 1 & 4 \\ 4 & 4 & 4 \\ 4 & 4 & 4 \end{pmatrix}$	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems. (copied from Addition and Subtraction), order and arrange combinations of mathematical objects in patterns (copied from Geometry: position and direction)
		Measurement	Geometry		Statistics
		Measure	Properties of shapes	Position and direction	Data
Y1		compare, measure and solve practical problems for: lengths, weight, capacity and time	recognise and name common 2-D and 3-D shapes	describe position, direction and movement, including half, quarter and three-quarter turns	
Y2		use standard units to estimate and measure length/height, mass, capacity and time	identify and describe the properties of 2-D and 3-D shapes, compare and sort common 2-D and 3-D shapes and everyday objects	order 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	interpret and construct simple pictograms, tally charts, block diagrams and simple tables, ask and answer questions about totalling and comparing categorical data