

Place Value	Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward.	Whack a mole	Count small objects (eg, pasta, Lego bricks) in 2s, 3s & 5s. Count in 10s using no square		
	Partition 2-digit numbers into different combinations of 10s and 1s. (e.g., 23 is the same as 2 tens and 3 ones which is the same as 1 ten and 13 ones).	Shark Numbers	Place value charts	Use arrow cards to partition 2-digit nos.	
	Identify, represent and estimate numbers using different representations, inc. the number line.	Number line	Estimate & count sets of objects.	Maths Frame	
	Compare and order numbers from 0 up to 100; use <, > and = signs.	Caterpillar-ordering	Ordering games	Order digit cards or playing cards.	
	Read and write numbers to at least 100 in numerals and in words.	Number games	Read & write nos on digit cards .	Read nos seen when driving or walking.	
Add and Sub	Solve problems with addition and subtraction: using concrete objects and pictorial representations; applying their increasing knowledge of mental and written methods.		Add & subtract groups of objects (pasta, Lego etc)	Quick fire questions using wide range of vocab , eg: What's 8 more than 12? 14 subtract 6?	
	Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.	Games			
	Add & subtract two 2-digit numbers (mentally when no regrouping req., e.g. 74-33) or three 1-digit nos. (showing method with concrete objects & pics.)	Addition-and-subtraction Add 10	Take turns to turn over 3 playing cards and add the numbers together. Picture cards = 10. Roll 3 dice and add the numbers.		
	Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.		Demo. with sets of objects and/or digit cards.		
	Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.	Number fact families			
Mult and Div	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.	Chant/test times tables (in car).	Multiplication & Division games	Multiplication & Division problems	
	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs.	Write number 'sentences' based on real-life probs.			
	Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.	Arrays demo			
	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	Calc. methods videos			
Fract	Find, name, write & identify: 1/3, 1/4, 1/2, 2/4 & 3/4 of a length, shape, set of objects or quantity; know all parts must be equal parts of the whole.	Fold piece of paper in half several times and shade fractional amounts.	Find fractions of amounts of objects (Lego, matches) or cut fruit/pizza etc.	BBC Bitesize Fraction	
	Write simple fractions e.g. 1/2 of 6 = 3. Recognise equivalence of 2/4 & 1/2.				
MEASURE	Choose/use appropriate stand. units to estimate/measure length/height (m/cm); mass (kg/g); temp (°C); cap (litres/ml) to nearest unit, using rulers, scales, thermometers and measuring vessels.	Measure & compare items around the home. Recording comparison with <, > and = .	Cooking activities.	Water / sand play with measuring jugs etc.	
	Compare and order lengths, mass, volume/capacity and record the results using >, < and = .				
	Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money.	Shopping – in reality or role-play.	Money games	Toy shop	
	Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.				
	Compare and sequence intervals of time. Know the number of minutes in an hour and the number of hours in a day.	Talk about how long activities take.	Time games	Telling the time	
	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.	Interactive clock		Wear and use a watch and have clock in bedroom.	
GEOMETRY	Identify and describe the properties of 2D shapes, including the number of sides and symmetry in a vertical line.	BBC shapes	Look for and discuss 2D & 3D shapes around the home. Play guess the shape (with yes / no answers about properties).	Shapes games	
	Identify and describe the properties of 3D shapes, inc the no. of edges, vertices and faces.	Make 3D shapes from nets and discuss.			
	Identify 2D shapes on the surface of 3D shapes, e.g. circle on a cylinder; a triangle on a pyramid.				
	Compare and sort common 2D and 3D shapes and everyday objects.	Shape sorter	BBC video – Clockwise / anti-clockwise		
	Order and arrange combinations of mathematical objects in patterns and sequences.	Order cutout shapes by sides, sym. etc.			
	Describe position, direction & movement, inc. rotation as a turn & in terms of right angles for 1/4, 1/2 & 3/4 turns (clockwise & anti-clockwise).	Turning			
STATS	Ask and answer simple questions by counting objects and sorting by quantities.	Draw a pictogram etc. about a favourite topic.		BBC Bitesize Pictograms	
	Ask and answer questions about totalling and comparing categorical data.	Answer questions about own pictogram etc.			

*Stages relate to year group expectations, however, it will be appropriate for some children to be working at stages higher or lower than their year group.

Please note, some online activities will require a browser supporting Flash content.