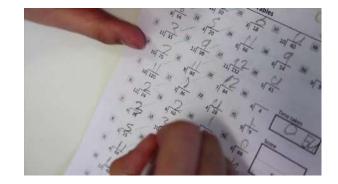


What does your child need to know in Mathematics?

A parents / carers guide to age related expectations in mathematics





The National Curriculum

The National Curriculum has 3 overarching aims that when combined are designed to increase children's mathematical proficiency.

Fluency

- Children must know the fundamentals of maths.
- Children must frequently practice the fundamentals of maths.
- Children must tackle increasingly harder problems using the fundamentals of maths.
- Children must be able to rapidly recall the fundamentals of maths with accuracy.

Reasoning

- Children must be able to follow a line of enquiry.
- Children must be able to use a conjecture (prediction) as part of their mathematics.
- Children must be able to generalise about their mathematics ("I know that if I do this then this will happen so if I do this, then this should happen").
- Children must be able to justify and prove using mathematical language.

Problem Solving

- Children must be able to apply their mathematical skills.
- Children must be able to solve routine and nonroutine mathematical problems.
- Children need to become increasingly sophisticated in terms of formal methods used to solve problems.
- Children need to be able to break a complex problem down into a series of smaller steps so it can be solved.



NUMBER

- Count to and across 100 from zero or any given number.
- Count read and write numbers to 100.
- Count in multiples of 2, 5,and 10.
- Say a number 1 more or 1 less than a given number.
- Write the numbers 1-20 in words.
- Be able to show their calculations on a blank number line.

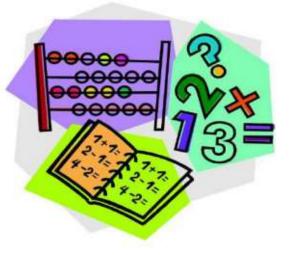


FRACTIONS



- Be able to recognise, find and name half as part of a shape or quantity.
- Recognise, find and name one quarter as a part of a shape or quantity.

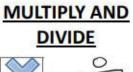




ADDITION AND SUBTRACTION

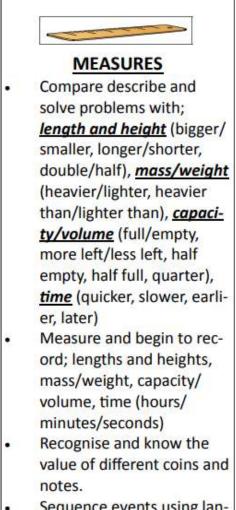


- To be able to use the notation of +, - and = in a number sentence.
- Add and subtract 1-digit or 2-digit numbers to 20.
- Solve missing number problems 7 = __ - 9.





- To be able to divide into groups using objects.
- To be able to multiply using objects.
- To show there working in pictures.



 Sequence events using language (first, later, before, after, today, tomorrow, morning, afternoon, evening)



MEASURES

- Recognise and use the language relating to days, months and years.
- Tell the time to the hour and half past the hour and be able to draw hands on a clock face to show this.





SHAPE

- Recognise and name common 2-d shapes.
- Recognise and name common 3-d shapes.



POSISTION AND DIRECTION

- Describe position, direction and movement.
- Know left and right.
- Be able to use compass point North, South, East and West.
- Be able to show a half turn, quarter turn, three quarter turn and a full rotation.

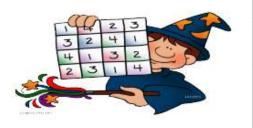






NUMBER

- Count in steps of 2, 3, 5 from zero and in 10's from any number forwards and backwards.
- Recognise the place value of each digit in a 2-digit number (tens and ones)
- Identify, estimate and represent different number on scales and number lines.
- Compare numbers to 100 using <, > and =.
- Read and write numbers to at least 100 in words.
- Use place value and number facts to solve problems.



FRACTIONS



- Recognise, find and name fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or a quantity.
- Find simple fractions of an amount . 1/2 of 6 = 3.
- Recognise equivalent fractions for 1/2 or 1/4.



DIVIDE

- Be able to multiply and divide mental-. ly for x2, x5 and x10.
- Be able to use a written method to X and ÷ and record their working in a number sentence.
- Know that multiplication can be done in any order but division cannot.
- To be able to use efficient written methods and mental methods to solve problems.

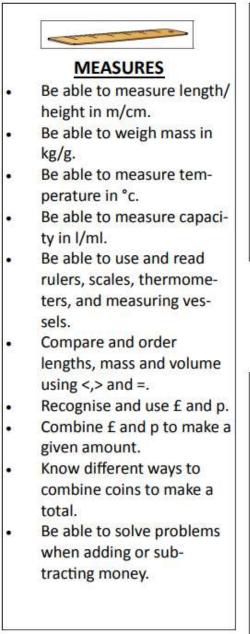
ADDITION AND SUBTRACTION



Solve problems using written methods (number lines).

- Solve problems mentally. .
- Know all bonds to 20 for . + and -
- Use mental maths and knowledge of bonds to find pairs that = 100.
- Be able to solve; TU +/-U, TU +/- a 10's number, TU +/- TU, U +/- U +/- U. Using written methods and mental maths.
- Recognise and use the fact that + is the opposite of - and vice versa.







MEASURES

- Be able to work out and give change.
- Compare and sequence time.
- Tell time in five minute intervals and show this by drawing hands on a clock.





SHAPE

- Identify and describe the properties of 2-d shapes.
- Identify and describe the properties of 3-d shapes.
- Identify the faces on a 3-d shape.
- Compare and sort common shapes.



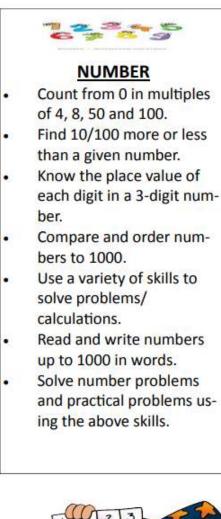
POSISTION AND DIRECTION

- Order and arrange combinations of mathematical objects in patterns and sequences.
- Use mathematical vocabulary to describe position and movement.
 - Be able to rotate through all 4 quarters.



STATISTICS

- Make simple pictograms, tally charts, block charts, and tables.
- Ask and answer questions by sorting into categories and counting.
- Answer questions by interpreting data in categories.







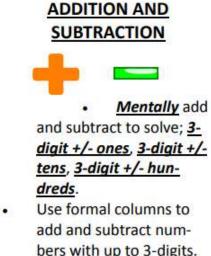
FRACTIONS



- Be able to count up and down in tenths.
- Recognise that tenths are made by splitting an object or amount into 10 equal parts.
- Recognise, find and write fractions of a shape.
- Recognise, find and write fractions of a number.
- Order and compare fractions and find equal fractions.
- <u>Add and subtract fractions with the same</u> <u>denominator</u>.

Year 3

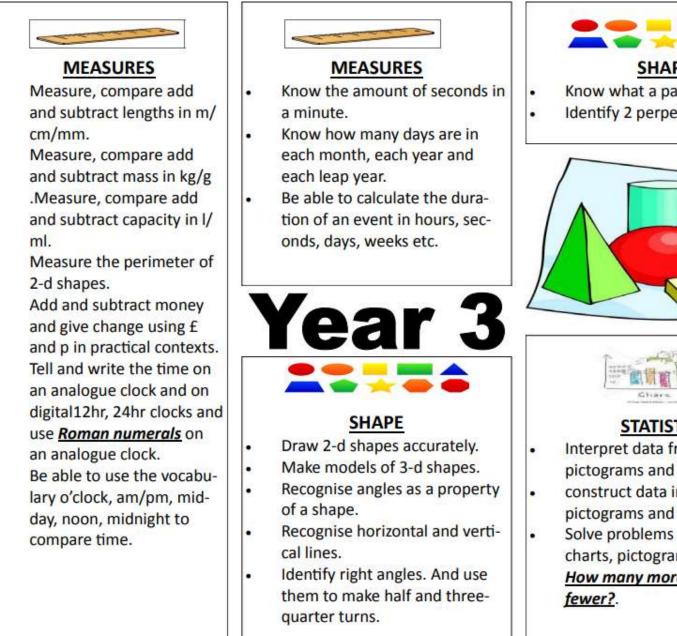
- MULTIPLY AND DIVIDE
- Be able to multiply and divide using the x3, x4 and x8 tables.
- Be able to solve multiplication and division calculations using tables they know both <u>mentally</u> and in a written form - including TU by U.
- Solve missing number calculations.
- Use tables they know to scale up or down.
- Begin to *use n and m notation to replace numbers* in a calculation.



- Be able to use the inverse operation to check an answer.
- Solve problems, <u>including</u> missing number prob-

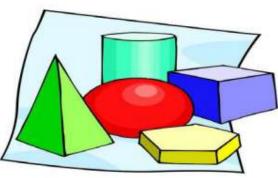
<u>lems</u>, using their skill set. E.g 397 - ___ = 178 or 189 = ___ + 73 or ___ + 476 = 982







- Know what a parallel line is.
- Identify 2 perpendicular lines.





STATISTICS

- Interpret data from bar charts, pictograms and tables.
- construct data into bar charts, pictograms and tables.
- Solve problems based upon bar charts, pictograms or tables -How many more?, How many