## Number and Place Value

$>$ count in multiples of 6, 7, 9, 25 and 1000
$>$ find 1000 more or less than a given number
$>$ count backwards through zero to include negative numbers
$>$ recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
> order and compare numbers beyond 1000
> identify, represent and estimate numbers using different representations
> round any number to the nearest 10,100 or 1000
$>$ solve number and practical problems that involve all of the above and with increasingly large positive numbers
> read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

## Addition and Subtraction

$>$ add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
> estimate and use inverse operations to check answers to a calculation
$>$ solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

## Multiplication and Division

> recall multiplication and division facts for multiplication tables up to $12 \times 12$
$>$ use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1 ; dividing by 1 ; multiplying together three numbers
> recognise and use factor pairs and commutativity in mental calculations
> multiply two-digit and three-digit numbers by a one-digit number using formal written layout
$>$ solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.

## Fractions (including decimals and percentages)

recognise and show, using diagrams, families of common equivalent fractions
> count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
> solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
> add and subtract fractions with the same denominator
$>$ recognise and write decimal equivalents of any number of tenths or hundredths
$>$ recognise and write decimal equivalents to $1 / 4,1 / 2,3 / 4$
$>$ find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths
$>$ round decimals with one decimal place to the nearest whole number
$>$ compare numbers with the same number of decimal places up to two decimal places
$>$ solve simple measure and money problems involving fractions and decimals to two decimal places.

## Measurement

> Convert between different units of measure [for example, kilometre to metre; hour to minute]
$>$ measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
$>$ find the area of rectilinear shapes by counting squares
$>$ estimate, compare and calculate different measures, including money in pounds and pence
$>$ read, write and convert time between analogue and digital 12- and 24-hour clocks
$>$ solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

## Geometry - properties of space

> compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
$>$ identify acute and obtuse angles and compare and order angles up to two right angles by size
$>$ identify lines of symmetry in 2-D shapes presented in different orientations
$>$ complete a simple symmetric figure with respect to a specific line of symmetry.

## Geometry - position and direction

> describe positions on a 2-D grid as coordinates in the first quadrant
$>$ describe movements between positions as translations of a given unit to the left/right and up/down
> plot specified points and draw sides to complete a given polygon.

## Statistics

> interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.
> solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

