



High aspirations - Valuing learning - Achievement for all

Curriculum Vision – Part 5: "Developing themes and enquires framework"

An enquiry and skills led approach exploring key age related and researchable questions, within a DfE National Curriculum framework, alongside the United Nations' 2030 Sustainable Development Goals underpins the context and opportunities for the Cognition Curriculum.

Within each year group, the 2030 UN Sustainable Development Goals and selected opportunities from the DfE National Curriculum will form a context for <u>developing themes of enquiry for learning</u>. As states of being, the children will develop knowledge, understanding and skills within these lines of enquiry, as set out within by the DfE's National Curriculum and using additional skills documents.

The length of enquires and themes are not governed by timeframes but up to 8 of the specified development goals will be incorporated within each cohort's curriculum.

The DfE's National Curriculum and additional skills documents are mapped to specific year groups. It is within this context, relevant and purposeful themes of enquiry for learning are matched with the 2030 UN Sustainable Development Goals (SDG).

Teaching teams will use each year groups "Developing themes and enquiries framework" to plan the medium and short term planning.

Part 6 of the Curriculum Vision will detail the knowledge, understanding and skills progression within each state of being.

Year 1: "Developing themes and enquiries framework"

Theme <u>I</u> Enquiry	Infrastructure & Innovation What does our town look like?	Where does food come from in the world?	Communities What makes a home?	What is school? How can we be great learners?	Can we find out what the weather will be?	Wha	t animals live on	our planet?	Economic Growth What jobs do my family or people in my community do?
Working		Scientists estions and recognising		Historians ving memory. Where		Locational	Geograph • Name, locate		

	Scientists
Working Scientifically	 asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations & ideas to suggest answers to questions gathering and recording data to help in answering questions
Plants	identify and name a variety of common wild and garden plants, including deciduous and evergreen trees identify and describe the basic structure of a variety of common flowering plants, including trees
Animals, including humans	 identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals identify and name a variety of common animals that are carnivores, herbivores and omnivores describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense
Everyday materials	 distinguish between an object and the material from which it is made identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock describe the simple physical properties of a variety of everyday materials compare and group together a variety of everyday materials on the basis of their simple physical properties
Seasonal changes	 observe changes across the four seasons observe and describe weather associated with the seasons and how day length varies.

- Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.
- Events beyond living memory that are significant nationally or globally.
- Enquiry skills defined in 'Progression Cogs'

Technologists

Skills defined in 'Progression Cogs'

Religiously Conscious

Locally Agreed Syllabus: Awareness, Mystery and Value http://amvsomerset.org.uk/

Sportsman

Real PE & Real Gym scheme skills

Musicians

Charanga scheme skills

PHSE

Jigsaw scheme skills

Artists

- Use drawing, painting & sculpture to develop & share their ideas, experiences & imagination
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Design Engineers

Knowledge and skills defined in 'Progression Cogs' Support curriculum materials from Design Technology Association

Geographers						
Locational knowledge	Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas					
Human & Physical Geography	 Use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, sea, ocean and river, Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles 					
Geographical skills & fieldwork	 Use basic geographical vocabulary to refer to: key human features: farm, port, harbour Use basic geographical vocabulary to refer to: key human features: city, town, village, factory, house, office use simple compass directions (North, South, East and West) and locational and directional language to describe the location of features and routes on a map use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key use simple fieldwork and observational skills to study the 					
	geography of their school and its grounds and the key human and physical features of its surrounding environment					

		Year 1 Re	aders					
Oral	 Link what they read or hear to their own experiences Orally retell known stories, linked to the Y1 range Recite some simple poems by heart e.g. nursery rhymes, Surrounded by Noise (Ian Souter) The Horseman (Walter de la Mare) Check that the text makes sense to them as they read and correct inaccurate reading Read aloud books matched to Y1 phonic knowledge 							
Grammar	 Discuss the meaning of new words by linking to vocabulary they know e.g. unkind = means not kind Recognise and use predictable phrases in known stories e.g. 'I'll huff and I'll puff; once upon a time; happily ever after Use age appropriate dictionaries to check the meanings of words e.g. picture dictionaries, first dictionaries 							
Response	 Discuss a wide range of poems, stories and non-fiction beyond their independent reading level Demonstrate their understanding e.g. through role play, story mapping, discussion, drama Consider the key characteristics of familiar stories e.g. good and evil characters, happy endings, happening in the past Draw on what they already know to understand a text e.g. through relating to their own experiences (linking learning about penguins to 'Happy Feet') Make simple predictions based on their own experiences e.g. I think mum will be cross because my mum gets cross Make simple inferences e.g. I think Red Riding Hood was scared because the wolf was frightening 							
Organisation & Research	 Identify the significance of the title and events in stories e.g. why is this story called 'Where The Wild Things Are?' Why did they make Max king? Identify the significance of the title and events in non-fiction Understand that non-fiction texts provide information 							
Word reading	 Answer questions orally about a shared non-fiction text e.g. what do penguins eat? Apply phonic knowledge and skills to decode words Correctly and quickly read the graphemes for all 40+ phonemes, including the alternatives taught so far Accurately blend sounds in unfamiliar words that contain the GPCs that have been taught so far Read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word Read words of more than one syllable and those that end in: -s, -es, -ing, -ed, -er and -est Read words with contractions Accurately read aloud books that are consistent with their developing phonic knowledge 							
Range	Reading Spine Texts	pems, picture books, fairy tales, narrative and Fiction Story Types (Talk4Writing)	Non-Fiction	Poetry Spine				
	Peace at last Can't You Sleep Little Bear? Where the Wild Things Are? The Elephant and the Bad Baby Avocado Baby The Tiger Who Came to Tea Lost and Lost Knuffle Bunny Beegu Dogger Cops and Robbers Elmer	 Wishing story Warning Conquering the monster Finding tale Journey tale Losing tale 	Recount Report Instruction Persuasion Discussion (oral) Explanation (oral)	To be added				

	Y1 Writers (Talk4Writing progression & DfE National Curriculum expectations)									
Text Struc	cture	Sentence Construction	Word Structure / Language	Punctuation	Terminology	Spelling	Handwriting			
Introduce: Fiction: Planning Tools map / story m (Refer to Story grids) Plan opening character(s), time of day at weather Understanding beginning /mit to a story Und 5 parts to a story Und 0 Problem / Suddenly, Unfortunate or Ending Fin Consolidate Non-fiction: Planning tools map / washin Heading Introduction C factual staten Middle section factual senter around a ther Bullet points for instructions Labelled diag Ending Concl	s: Story nountain y-Type around setting, nd type of g- iddle /end derstanding ory: Once me Once day Dilemma ,/ stely, nelly, stext ag line Opening ment n(s) Simple nces m or grams uding sent	 Consolidate Reception list (See Connectives and Sentence Signposts doc.) Introduce: Types of sentences: Statements Questions Exclamations Simple Connectives: and or but so because so that then that while when where Also as openers: While When Where'Iy' openers Fortunately, Unfortunately, Sadly, Simple sentences e.g. I went to the park. The castle is haunted. Embellished simple sentences Using adjectives e.g. The giant had an enormous beard. Red squirrels enjoy eating delicious nuts. Compound sentences using connectives (coordinating conjunctions) and/or/ but/so e.g. The children played on the swings and slid down the slide. Spiders can be small or they can be large. Charlie hid but Sally found him. It was raining so they put on their coats. Complex sentences: Use of 'who' (relative clause) e.g. Once upon a time there was a little old woman who lived in a forest. There are many children who like to eat ice cream. 'Run' - Repetition for rhythm e.g. He walked and he walked and he walked. Repetition for description e.g. a lean cat, a mean cat a green dragon, a fiery dragon h a wide range of familiar poems, pict 	Consolidate Reception list Introduce: Prepositions: inside outside towards across under Determiners: the a my your an this that his her their some all lots of many more those these Adjectives to describe e.g. The old house The huge elephant Alliteration e.g. dangerous dragon slimy snake Similes using asas e.g. as tall as a house as red as a radish Precise, clear language to give information e.g. First, switch on the red button. Next, wait for the green light to flash Regular plural noun suffixes—s or—es (e.g. dog, dogs; wish, wishes) Suffixes that can be added to verbs (e.g. helping, helped, helper) How the prefix unchanges the meaning of verbs and adjectives (negation, e.g. unkind, or undoing, e.g. untie the boat)	Consolidate Reception list Introduce: Capital Letters: Capital letter for names Capital letter for the personal pronoun I Full stops Question marks Exclamation marks Speech bubble Bullet point	Consolidate: Finger spaces Letter Word Sentence Full stops Capital letter Simile – 'like' Introduce: Punctuation Question mark Exclamation mark* Speech bubble Bullet points Singular/ plu	 spell the Y1 common exception words (appendix 1 in NC) spell words containing each of the 40+ phonemes already taught spell days of the week names the letters of the alphabet in order use letter sounds to distinguish between alternate spellings of the same sound spell verbs ending ining, -ed and -er spell words containing the range of Y1 phonemes spell adjectives ending in-er and -est spell words using the prefix un- Can use -s or -es for the third person singular marker for verbs spell plural nouns by adding -s and -es write from memory simple sentences dictated by the teacher that include words using the GPCs and common exception words 	Consolidate: Sit correctly at the table, holding a pencil comfortably and correctly Begin to form lower-case letters in the correct direction, starting and finishing in the right place Form all capital letters correctly Form all digits 0 - 9 correctly Leave spaces between words Understand which letters belong to which family (e.g. tall letters, long letters). Introduce: Form correctly sized and orientated lower-case letters, capital letters and digits Start using some of the diagonal and horizontal strokes needed to join letters and understand which letters are best left un-joined Use spacing between words that reflects the size of the letters			
Range			Fiction Story Types (Talk4Writing			Poetry Spine				
As detailed in Y1 Readers		Wishing story Warning Conquering the monster Finding tale Journey tale Losing tale	PersuasiorDiscussion	Recount Report Instruction Persuasion Discussion (oral)						

			Year 1 Mathematic	cians				
Number and Place Value	Addition and Subtraction	Multiplication and Division	Fractions (inc decimals and percentages)	Measuremen:	nt	Geometry – Properties of Shapes	Geometry – Position and Direction	
Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number Count, read and write numbers to 100 in numerals; count in multiples of twos, threes, fives and tens Given a number, identify one more and one less Use the language of: equal to, more than, less than (fewer), most, least Identify and represent numbers using objects and pictorial representations including the number line read and write numbers from 1 to 20 in numerals and words.	Represent and use number bonds and related subtraction facts within 20 Add and subtract one-digit and two-digit numbers to 20, including zero Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = □ - 9	Count in multiples of twos, fives and tens 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	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.	Compare, describe and practical problems for: lengths and heights [e.g. long/short, longer/shorte tall/short, double/half] mass/weight [e.g. heavy heavier than, lighter than lighter than capacity and volume [e full/empty, more than, le half, half full, quarter] time [e.g. quicker, slowe later] Sequence events in chroorder using language [e and after, next, first, today yesterday, tomorrow, mafternoon and evening] Recognise and know the different denominations and notes Tell the time to the hour past the hour and draw on a clock face to show times. On analogue clock Recognise and use lang relating to dates, including the week, weeks, mor years	y/light, y/l	Recognise and name common 2-D and 3-D shapes, including: * 2-D shapes [e.g. rectangles (including squares), circles and triangles] * 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres]. Begin to relate solid shapes to pictures of them.	Describe position, direction and movement, including half, quarter and three-quarter turns.	
Statis	tics		Ratio and Proportion	1,00.13	Algebra			
No detailed objectives		No detailed objectives			No detailed	No detailed objectives		

Year 2 "Developing themes and enquiries framework"

	<u>Zero Poverty</u>	<u>Reduced</u>	<u>Good Health and</u>	<u>Responsible</u>	Gender Equality	<u>Life below Water</u>	<u>Life On Land</u>	<u>Peace, Justice and</u>
SDG	What do we need	<u>Inequalities</u>	<u>Wellbeing</u>	Consumption &	Who are significant	What lives in the	Are there different	Strong Institutions
Theme	to live?	How do we	What does it mean	<u>Production</u>	men and women	sea?	habitats on our	What is justice and
Enquiry		promote equality?	to be healthy?	Can we reduce	from the past and		planet?	how do we remain
			Could we design	waste by growing	how can we learn			peaceful?
			healthy meals?	our own?	from them?			

	Scientists
Working Scientifically	 asking simple questions and recognising that they can be answered in different ways observing closely, using simple equipment performing simple tests identifying and classifying using their observations & ideas to suggest answers to questions gathering and recording data to help in answering questions
Living things and their habitats	 explore and compare the differences between things that are living, dead, and things that have never been alive identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other identify and name a variety of plants and animals in their habitats, including micro-habitats describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food
Plants	observe and describe how seeds and bulbs grow into mature plants find out and describe how plants need water, light and a suitable temperature to grow and stay healthy
Animals including humans	 notice that animals, including humans, have offspring which grow into adults find out about and describe the basic needs of animals, including humans, for survival (water, food and air) describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene
Everyday materials	identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

Historians

Choose either a, b, or c plus enquiry skills
a) The lives of significant individuals in the past
who have contributed to national and
international achievements.

- b) Events beyond living memory that are significant nationally or globally
- c) Significant historical events, people and places in their own locality
- Enquiry skills defined in 'Progression Cogs'

Technologists

Skills defined in 'Progression Cogs'

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Sportsman

Real PE & Real Gym scheme skills

Musicians

Charanga scheme skills

PHSE

Jigsaw scheme skills

Artists

- Use drawing, painting & sculpture to develop & share their ideas, experiences & imagination
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Design Engineers

Knowledge and skills defined in 'Progression Cogs' Support curriculum materials from Design Technology Association

Geographers							
Locational knowledge	 Name and locate the world's seven continents and five oceans Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country 						
Place knowledge	Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country						
Human & Physical Geography	Use basic geographical vocabulary to refer to: key physical features, including: , forest, hill, mountain, river, soil, valley, vegetation, season and weather						
Geographical skills & fieldwork	 Use basic geographical vocabulary to refer to: key human features: farm, port, harbour Use basic geographical vocabulary to refer to: key human features: city, town, village, factory, house, office use simple compass directions (N,E,S,W) & locational and directional language to describe the location of features and routes on a map use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use & construct basic symbols in a key use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment 						

			Year 2 Reade	ers					
Oral	 Orally retell known stories, linked to the Y2 range Recite poems by heart, using intonation to make the meaning clear e.g. The Sound Collector (Roger McGough) Walking With My Iguana (Brian Moses) Daddy Fell into the Pond (Noyes) Read aloud books matched to Y2 phonic knowledge, without overt sounding and blending, when they have been frequently encountered Participate in discussion about books, poems and other works that are read to them and those that they can read for themselves, taking turns and listening to what others say Check that the text makes sense to them as they read and correct inaccurate reading 								
Grammar	 Discuss favourite words and phrases Clarify and discuss the meanings of new words, by linking to vocabulary they know e.g. I think 'kindly' means he spoke in a nice way Recognise simple, recurring literary language across poetry and narratives e.g. in a land far away; long ago; once there lived; it wasn't long before; they searched far and wide Use age appropriate dictionaries to check the meanings of words e.g. first dictionaries, infant dictionaries 								
Response	 Use age appropriate action rates to check the meanings of words e.g. his alcoholides, much alcoholides. Discuss their understanding of stories, poems and non-fiction (see range) at a level beyond which they can read independently Express a single point of view about a text Draw on what they already know to understand a text e.g. through: the vocabulary, grammar or context; cause and effect (thinking about what's prompted a character's behaviour) Predict what may happen on the basis of what has been read so far e.g. I think mum will get cross because she told Tom not to lie again Make inferences on the basis of what is said and done e.g. I think something bad will happen to Hansel and Gretal because they've been left on their own 								
Organisation & Research	on • Identify the sequence of events in fiction and how these are related e.g. understanding beginning/middle/end								
Word reading	Accurately blend so Note unusual corres Read accurately wo Read words contain Automatically read Read fluently and co	ounds in unfamiliar work spondences and identi ords of two or more syll- ning common suffixes e unfamiliar words accu onfidently in line with the	ds, especially recognising alternative sounds fy where these occur in the word, in relation ables .gment, -less, -ful, -ness rately and without undue hesitation when rene Y2 range	e.g. too, chew, shoe, blue to the Y2 common exception wo ading aloud	ords				
Davis	0 0	range of familiar poem	s, picture books, fairy tales, narrative and no		De de Crire				
Range	Reading Spine Texts Traction Man Meerkat Mail Amazing Grace Pumpkin Soup Who's Afraid of the Big Bad Book? Dr Xargle's Book of Earthlets]Not Now Bernard Tuesday The Flower	Gorilla Emily Brown and the Thing The Owl Who Was Afraid of the Dark The Giraffe, the Pelly and Me Fantastic Mr Fox The Hodgeheg Flat Stanley Willa and Old Miss Annie	Fiction Story Types (Talk4Writing)	Non-Fiction Recount Report Instruction Persuasion Explanation Discussion (oral)	Poetry Spine To be added				

Year 2 Writers										
		(Talk4Writing progression &	& DfE National Curriculum e	expectations)						
Text Structure	Sentence Construction	Word Structure / Language	Punctuation	Terminology	Spelling	Handwriting				
Text Structure Consolidate Year 1 list Introduce: Fiction Secure use of planning tools: Story map / story mountain / story grids/ 'Boxing-up' grid Plan opening around character(s), setting, time of day and type of weather Understanding 5 parts to a story with more complex vocabulary Opening eg In a land far away Problem / Dilemma To his amazement Resolution eg As soon as Ending eg Luckily, Fortunately, Ending should be a section rather than one final sentence Non-Fiction Introduce: Secure use of planning tools: Text map / washing line / 'Boxing-up' grid Introduction: Heading Hook to engage Factual statement Opening question Middle section(s) Group related ideas / facts into sections Sub headings to introduce sentences / sections Use of lists – what is needed / lists of steps to be taken/ Bullet points for facts Diagrams Ending	Sentence Construction Consolidate Year 1 list Introduce: (See Connectives and Sentence Signposts doc) Types of sentences: Statements, Questions, Exclamations, Commands - 'ly' starters eg Usually, Eventually, Finally, Carefully, Slowly, Vary openers to sentences Embellished simple sentences using: adjectives eg The boys peeped inside the dark cave. adverbs eg Tom ran quickly down the hill. Secure use of compound sentences (Coordination) using connectives: and/or/but/so (coordination) using: Drop in a relative clause: who/which eg Sam, who was lost, sat down and cried. Additional subordinating conjunctions: what/while/when/where/because/then/so that/if/to/until eg While the animals were munching breakfast, two visitors arrived. Use long and short sentences: Long sentences to add description or information. Use short sentences for emphasis. Expanded noun phrases eg lots of people, plenty of food List of 3 for description eg He wore old shoes, a dark cloak and a red hat.			1	Spelling Can spell the Y2 common exception words and homophones Segmenting spoken words into phonemes and representing these by graphemes, spelling many correctly Learning new ways of spelling phonemes for which one or more spellings are already known, and learn some words with each spelling, including a few common homophones Learning to spell more words with contracted forms Distinguishing between homophones and near-homophones Learning the possessive apostrophe (singular) [for example, the girl's book] Add suffixes to spell longer words, including ment, —ness, —ful, —less, —ly Can spell words using Y2 suffixes and rules for plurals Write from memory simple sentences dictated by the teacher that include words using the GPCs, common exception words and punctuation taught so far. Can spell words containing the range of Y2 phonemes	Handwriting • Form correctly sized and orientated lower-case letters, capital letters and digits • Start using some of the diagonal and horizontal strokes needed to join letters and understand which letters are best left un-joined • Use spacing between words that reflects the size of the letters				

Extra tips! / Did-	-you-								
know? facts / T false?	True or								
The consistent of present tense throughout	versus past								
Use of the cont form of verbs in present and po mark actions in (e.g. she is drur was shouting)	n the ast tense to n progress								
_	Engage with a wide rar	nge of familiar poems, pic	ture books, fairy tales, narrative	and non-fictio	n				
Range	Reading Spine Texts		Fiction Story Types (Talk4Writing)		Non-Fiction		Р	Poetry Spine	
	Reading Spine Texts Traction Man Meerkat Mail Amazing Grace Pumpkin Soup Who's Afraid of the Big Bad Book? Dr Xargle's Book of Earthlets]Not Now Bernard Tuesday The Flower Rorilla Emily Brown and the Thing The Owl Who Was Afraid of the Dark The Giraffe, the Pelly and Me Fantastic Mr Fox The Hodgeheg Flat Stanley Willa and Old Miss Annie		Wishing tale Warning tale Conquering the monster Finding tale Journey tale Losing tale		 Recount Report Instruction Persuasio Explanati Discussion 	n on	T	o be added	

		Ye	ar 2 Mathematicians			
Number and Place Value	Addition and Subtraction	Multiplication and Division	Fractions (inc decimals and percentages)	Measurement	Geometry – Properties of Shapes	Geometry – Position and Direction
Pupils should be taught to: Count in steps of 2,3 and 5 from 0 and in tens from any number, forward and backward Recognise the value of each digit in a two-digit number (tens, ones) Identify, represent and estimate numbers using different representations, including the number line Compare and order numbers from 0 up to 100; use <, > and = signs Read and write numbers to at least 100 in numerals and in words Use place value and number facts to solve problems.	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 Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two -digit number and ones a two -digit numbers -digit numbers -digit numbers -Adding three one digit numbers Show that addition can be done in any order (commutative) and subtraction of one number from another cannot Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs 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, using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts	Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity Write simple fractions e.g. 1/2 of 6 = 3 and recognise the equivalence of two quarters and one half.	Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels 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 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 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. Know the number of minutes in an hour and the number of hours in a day	Identify and describe the properties of 2-D shapes, including the number of sides and 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	Order and arrange combinations of mathematical objects in patterns Use mathematical vocabulary to describe position, direction and movement, including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise), and movement in a straight line.
number problems. Statistics					Ratio and Proportion	Algebra
Interpret and construct simple pictograms, tally charts, block diagrams and simple tables					No detailed	No detailed
Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity					objectives	objectives
Ask and answer question	ns about totalling and compare ca	tegorical data.				