

Year 1 Maths Key Objectives

- 1. Count to and across 100 from any number**
- 2. Count, read and write numbers to 100 in numerals**
- 3. Read and write mathematical symbols: +, - and =**
- 4. Identify "one more" and "one less"**
- 5. Use number bonds and subtraction facts within 20**
- 6. Add and subtract 1-digit and 2-digit numbers to 20, including zero**
- 7. Recognise, find and name a half**
- 8. Recognise, find and name a quarter**
- 9. Measure and begin to record length, mass, volume and time**
- 10. Recognise and know the value of all coins and notes**
- 11. Use language to sequence events in chronological order**
- 12. Recognise and use language relating to dates**
- 13. Tell the time to the half-hour, including drawing clocks**
- 14. Recognise and name common 2-D shapes**
- 15. Recognise and name common 3-D shapes**

Year 2 Maths Key Objectives

- 1. Count in steps of 2s, 3s and 5s, and steps of 10**
- 2. Recognise place value in two-digit numbers**
- 3. Compare and order numbers up to 100 using <, > and =**
- 4. Recall and use number addition/subtraction facts to 20, and derive related facts**
- 5. Add and subtract mentally and with objects one- and two-digit numbers**
- 6. Understand and use the inverse relationship between addition and subtraction**
- 7. Know 2×, 5× and 10× tables, including recognising odd & even numbers**
- 8. Calculate mathematical statements using x and ÷ symbols**
- 9. Recognise, find, name and write $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ of size, shape or quantity**
- 10. Write simple fraction facts, e.g. $\frac{1}{2}$ of 6 = 3**
- 11. Combine amounts of money to make a value, including using £ and p symbols**
- 12. Tell the time to the nearest 5 minutes, including drawing clocks**
- 13. Describe properties of 2-D shapes, including number of sides and symmetry**
- 14. Describe properties of 3-D shapes, including number of edges, vertices and faces**
- 15. Interpret and construct simple tables, tally charts and pictograms**

Year 3 Maths Key Objectives

1. Count in multiples of 4, 8, 50 and 100
2. Compare and order numbers up to 1000
3. Add and subtract numbers mentally, including round numbers to HTU
4. Add and subtract using standard column method
5. Estimate answers to calculations and use the inverse to check answers
6. Know $3\times$, $4\times$ and $8\times$ tables
7. Count up and down in tenths
8. Understand that tenths are objectives or quantities divided into ten equal parts
9. Compare and order simple fractions
10. Recognise and show equivalent fractions
11. Find and write fractions of a set of objects
12. Add and subtract fractions with common denominators (less than one)
13. Measure, compare and calculate measures using standard units
14. Measure the perimeter of simple 2-D shapes
15. Add and subtract money, including giving change
16. Tell and write the time from an analogue clock, including using Roman numerals
17. Estimate and read time to the nearest minute
18. Identify horizontal, vertical, parallel and perpendicular lines
19. Identify whether angles are greater or less than a right angle
20. Interpret and present data using bar charts, pictograms and tables

Year 4 Maths Key Objectives

1. Count backwards through zero, including negative numbers
2. Recognise place value in four-digit numbers
3. Round any number to the nearest 10, 100 or 1000
4. Know tables up to 12×12
5. Use place value and number facts to carry out mental calculations
6. Use factor pairs and commutativity in mental calculations
7. Use short multiplication method
8. Recognise and use hundredths
9. Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$
10. Divide one- or two-digit numbers by 10 and 100, using tenths and hundredths
11. Round decimals with one decimal place to the nearest whole number
12. Compare numbers up to two decimal places
13. Convert between different units of metric measurement, including money
14. Find the area of rectilinear shapes by counting squares
15. Solve problems converting units of time
16. Compare and classify shapes, including quadrilaterals and triangles
17. Complete a simple symmetric figure with respect to a specific line of symmetry.
18. Describe positions on a 2-D grid using co-ordinates
19. Describe translations using a given unit to the left/right and up/down
20. Interpret and present discrete and continuous data on appropriate graphs

Year 5 Maths Key Objectives

1. Interpret negative numbers in context
2. Read Roman numerals to 1000, including years
3. Recognise and use square and cube numbers, and know the notation
4. Use rounding to check answers and determine accuracy
5. Identify multiples and factors, including finding factor pairs and common factors
6. Use vocabulary: prime numbers, prime factors and composite numbers
7. Know prime numbers up to 19
8. Multiply and divide numbers by 10, 100 or 1000, including decimals
9. Use long multiplication for multiplying numbers of up to 4 digits by one or two digits
10. Divide numbers using standard written short division
11. Convert between mixed numbers and improper fractions
12. Compare and order fractions whose denominators are multiples of the same number
13. Identify, name and write equivalent fractions including tenths and hundredths
14. Add and subtract fractions with denominators that are multiples of the same number
15. Multiply proper fractions and mixed numbers by whole numbers with support
16. Read and write decimal numbers as fractions
17. Round decimals with 2 decimal places to whole number or to one decimal place
18. Read, write, order and compare numbers with up to 3 decimal places
19. Recognise % symbol and explain as a fraction with denominator 100 (parts out of 100)
20. Understand and use common approximate conversions between metric and imperial
21. Measure and calculate the perimeter of composite rectilinear shapes
22. Calculate the area of rectangles, and estimate the area of irregular shapes
23. Use the properties of rectangles to find missing lengths and angles
24. Distinguish between regular and irregular polygons
25. Identify 3-d shapes from 2-d representations
26. Know angles are measured in degrees and compare acute, obtuse and reflex angles
27. Draw and measure angles to the nearest degree
28. Identify angles at a point, in a turn and on a straight line
29. Describe and represent the result of a reflection or translation
30. Complete, read and interpret information in tables, including timetables

Year 6 Maths Key Objectives

1. Use negative numbers to calculate intervals across zero
2. Divide numbers using long division, interpreting the remainders as appropriate
3. Use order of operations to carry out calculations
4. Use common factors to simplify fractions
5. Compare and order fractions of any size
6. Add and subtract fractions with different denominators and mixed numbers
7. Multiply simple pairs of proper fractions
8. Divide proper fractions by whole numbers
9. Calculate decimal fraction equivalents for simple fractions
10. Multiply a number with up to two decimal places by whole numbers
11. Use written division with answers of up to two decimal places
12. Solve problems involving the calculation of percentages
13. Recall and use equivalences between fractions, decimals and percentages
14. Solve problems using ratio using multiplication and division facts
15. Solve problems involving similar shapes where the scale factor is known
16. Solve problems involving proportion, using knowledge of fractions and multiples
17. Use simple formulae
18. Generate and describe linear number sequences
19. Express missing number problems algebraically
20. Convert units of measure between smaller and larger units
21. Convert between miles and kilometres
22. Calculate the area of parallelograms and triangles
23. Calculate and compare volume of cubes and cuboids
24. Illustrate and name parts of a circle
25. Finding missing angles in triangles, quadrilaterals and regular polygons
26. Recognise vertically opposite angles and find missing angles
27. Describe positions on the full co-ordinate grid
28. Translate shapes on a co-ordinate grid and reflect in the axes
29. Construct and interpret pie charts
30. Calculate the mean as an average