Year 6

Place Value:
- Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit.
- Round any whole number to a required degree of accuracy.
- Use negative numbers in context, and calculate intervals across zero.
- Solve number and practical problems that involve place value.

Number - Four Rules:
- Solve addition and subtraction multi-step problems in context, deciding which operations and methods to use and why.
- Multiply multi-digit number up to 4 digits by a 2-digit number using the formal written method of long multiplication.
- Divide numbers up to 4 digits by a 2-digit whole number using the formal written method of long division.
- Divide numbers up to 4 digits by a 2-digit number using the formal written method of short division.
- Interpreting remainders as whole number remainders, fractions, or by rounding as appropriate for the context.
- Perform mental calculations, including mixed operations and large numbers.
- Identify common factors, common multiples and prime numbers.
- Use their knowledge of order of operation to carry out calculations involving the four operations.
- Solve problems involving addition, subtraction, multiplication and division.
- Use estimation to check answers to calculations and determine in the context of a problem, an appropriate degree of accuracy.

Fractions:
- Use common factors to simplify fractions.
- Use common multiples to express fractions in the same denomination.
- Compare and order fractions.
- Generate and describe linear number sequences (with fractions).
- Add and subtract fractions with different denominations and mixed numbers, using the concept of equivalent fractions.
- Multiply simple pairs of proper fractions, writing the answer in its simplest form.
- Divide proper fractions by whole numbers.
- Associate fractions with division and calculate decimal equivalents for a simple fraction.
- Recall and use equivalents between simple fraction, decimals and percentages including in different contexts.

Geometry:
- Describe positions on the full coordinates grid (all four quadrants).
- Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.

Decimals:
- Identify the value of each digit in numbers given to 3 decimal places.
Learning Ladders: Maths Objectives - Small Steps

- Multiply numbers by 10, 100 and 1000, giving answers up to 3 decimal places.
- Divide numbers by 10, 100 and 1000, giving answers up to 3 decimal places.
- Multiply one-digit numbers with up to 2 decimal places by whole numbers.
- Use written division method in cases where the answer has up to 2 decimal places.
- Solve problems which require answers to be rounded to specified degrees of accuracy.

Percentages:
- Solve problems involving the calculation of percentages (e.g. find 15% of 360).
- Use percentages for comparison.
- Recall and use equivalences between simple fractions, decimals and percentages in a range of contexts.

Algebra:
- Use simple formulae.
- Generate and describe linear number sequences.
- Express missing number problems algebraically.
- Find pairs of numbers that satisfy an equation with two unknowns.
- Enumerate possibilities of combinations of two variables.

Measurement – Converting Units:
- Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.
- Use, read, write and convert between standard units of measure (length, mass, volume and time) from a smaller unit to a larger unit and vice versa.
- Convert between miles and kilometres.

Perimeter, Area and Volume:
- Recognise that shapes with the same area can have different perimeters and vice versa.
- Recognise when it is possible to use formulae for a area and volume of shapes.
- Calculate the area of parallelograms and triangles.
- Calculate, estimate and compare volume of cubes and cuboids using standard units.

Ratio:
- Solve problems involving the relative size of two quantities where missing values can be found by using integer multiplication and division facts.
- Solve problems involving similar shapes where the scale factor is known or can be found.
- Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.

Geometry – Properties of Shape:
- Draw 2-D shapes using given dimensions and angles.
- Compare and classify geometric shapes based on their properties and sizes.
- Find unknown angles in any triangles, quadrilaterals and regular polygons.
- Recognise angles where they meet at a point, are on a straight line, or are vertically opposite.

Statistics:
- Illustrate and names parts of circles including radius, diameter and circumference.
- Know the diameter is twice the radius.
- Interpret and construct pie charts and line graphs - and use these to solve problems.
- Calculate the mean as an average.
Learning Ladders: Maths Objectives - Small Steps

Year 5

Place Value:
- Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit.
- Count forwards and backwards in steps of powers of 10 for any given number up to 1,000,000.
- Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero.
- Round any number up to 1,000,000 to the nearest 10.
- Round any number up to 1,000,000 up to the nearest 100, 1000, 10,000, 100,000.
- Solve number problems that involve place value.
- Read Roman numerals to 1000 (M).
- Recognise years written in Roman numerals.

Number – Addition and Subtraction:
- Add numbers mentally with increasingly large numbers.
- Subtract numbers mentally with increasingly large numbers.
- Add whole numbers with more than 4 digits, including formal written methods (columnar addition).
- Subtract whole numbers with more than 4 digits, including formal written methods (columnar subtraction).
- Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.
- Solve addition multi-step problems in context, deciding which operations and methods to use and why.
- Solve subtraction multi-step problems in context, deciding which operations and methods to use and why.

Statistics:
- Solve comparison, sum and difference problems using information presented in a line graph.
- Complete, read and interpret information in tables including timetables.

Multiplication and Division (Term 1):
- Multiply numbers from known facts.
- Divide numbers from known facts.
- Multiply whole numbers by 10, 100 and 1000.
- Divide whole numbers by 10, 100 and 1000.
- Identify multiples of numbers.
- Identify factors of numbers, including finding all factor pairs of a number, and common factors of two numbers.
- Recognise and use square numbers and cube numbers and their notation.
- Solve problems involving multiplication using their knowledge of factors and multiples, squares and cubes.
- Solve problems involving division.
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- Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers.
- Establish whether a number up to 100 is prime and recall prime numbers up to 19.

Perimeter and Area:
- Measure and calculate the perimeter of composite rectilinear shapes in cm and m.
- Calculate and compare the area of rectangles (incl. squares), including using standard units of cm², m², to estimate the area of irregular shapes.

Multiplication and Division (Term 2):
- Multiply numbers mentally, drawing on known facts.
- Divide numbers mentally, drawing on known facts.
- Multiply numbers up to 4-digits by a one or two digit number using a formal written method, including long multiplication for 2-digit numbers.
- Divide numbers up to 4 digits by a one digit number using the formal written method of short division.
- Interpret remainders appropriately for the context.
- Solve problems involving addition and subtraction, multiplication and division and a combination of these, including understanding the use of the equals sign.

Fractions:
- Compare and order fractions whose denominators are multiples of the same number.
- Identify, name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths.
- Recognise mixed number and improper fractions and convert from one form to the other, writing as mathematical statements.
- Add fractions with the same denominator and denominators that are multiples of the same number.
- Subtract fractions with the same denominator and denominators that are multiples of the same number.
- Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.
- Read and write decimal numbers as fractions (e.g. 0.21 is 21/100).
- Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

Decimals and Percentages:
- Read, write, order and compare numbers with up to three decimal places.
- Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.
- Round decimals with two decimal places to the nearest whole number and to one decimal place.
- Solve problems involving number up to three decimal places.
- Recognise the per cent (%) symbol and understand that it relates to ‘parts per hundred’.
- Write percentages as a fraction with denominator 100, and as a decimal.
- Solve problems which require knowing percentage and decimal equivalents of ½, ¼, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25.
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Decimals:
- Solve problems involving number up to three decimal places.
- Multiply whole numbers and those involving decimals by 10, 100 and 1000.
- Divide whole numbers and those involving decimals by 10, 100 and 1000.
- Use all four operations to solve problems involving measure (for example length, mass, volume, money).
- Use decimal notation including scaling.

Geometry – Properties of Shape:
- Identify 3-D shapes, including cubes and other cuboids, from 2-D representations.
- Use the properties of rectangles to deduce related facts and find missing lengths and angles.
- Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.
- Know angles are measured in degrees.
- Estimate and compare acute, obtuse and reflex angles.
- Draw given angles and measure them in degrees (°).
- Identify: angles at a point and one whole turn (total 360°), angles at a point on a straight line and ½ a turn (total 180°) and other multiples of 90°.

Geometry – Position and Direction:
- Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

Measurement – Converting Units:
- Convert between different units of metric measure (for example, km and m; cm and m; cm and mm; g and kg; l and ml).
- Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.
- Solve problems involving converting between units of time.

Measurement – Volume:
- Estimate volume (for example, using 1cm³ blocks to build cuboids including cubes and capacity using water).
- Use all four operations to solve problems involving measure.
Year 4

Place Value:
- Count in multiples of 6, 7, 9, 25 and 1000.
- Find 1000 more or less than a given number.
- 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.
- Round any number to the nearest 100.
- Round any number to the nearest 1000.
- Solve number and practical problems that involve place value with increasingly large positive numbers.
- Count backwards through zero to include negative numbers.

Addition and Subtraction:
- Add numbers with up to 4 digits using the formal written method of columnar addition.
- Subtract numbers with up to 4 digits using the formal written method of columnar subtraction.
- Estimate and use inverse operations to check answers to a calculation.
- Solve addition two step problems in context, deciding which operation and method to use and why.
- Solve subtraction two step problems in context, deciding which operation and method to use and why.

Measurement – Area and Perimeter:
- Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m.
- Convert between different units of measure (for example km to m).

Multiplication and Division (Term 1):
- Recall and use multiplication and division facts for the multiplication tables up to 12x12.
- Use place value, known and derived division facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.
- Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit.
- Solve integer scaling problems in context.

Multiplication and Division (Term 2):
- Recall and use multiplication and division facts for multiplication tables up to 12x12.
- 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 a formal layout.
- Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit.
Learning Ladders: Maths Objectives - Small Steps

- Solve integer scaling problems in context.

**Measurement – Area:**
- Find the area of rectilinear shapes by counting squares.

**Fractions:**
- Recognise and show, using diagrams, families of common equivalent fractions.
- Count up and down in hundredths.
- Recognise that hundredths occur when dividing and 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 fractions with the same denominator.
- Subtract fractions with the same denominator.

**Decimals:**
- Recognise and write decimal equivalents of any number of tenths or hundredths.
- Compare numbers with the same number of decimal places up to two decimal places.
- Round decimals with one decimal place to the nearest whole number.
- Recognise and write decimal equivalents to \(\frac{1}{4}\), \(\frac{1}{2}\) and \(\frac{3}{4}\).
- Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths.
- Solve simple measure and money problems involving fractions and decimals to two decimal places.
- Convert between different units of measure (for example, kilometre to metre).

**Measurement – Money:**
- Estimate, compare and calculate different measures, including money in pounds and pence.
- Solve simple measure and money problems involving fractions and decimals to two decimal places.

**Measurement – Time:**
- Convert between different units of measure (for example, hour to minute).
- Read, write and convert time between analogue and digital clocks.
- Read, write and convert time between 12-hour and 24-hour clocks.
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

**Statistics:**
- Interpret and present discreet 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.

**Geometry – Properties of Shape:**
- Identify acute and obtuse angles.
- Compare and order angles up to two right angles by size.
Learning Ladders: Maths Objectives - Small Steps

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.
- 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.
- Plot specified points and draw sides to complete a given polygon.
- Describe movements between positions as translations of a given unit to the left/right and up/down.
Learning Ladders: Maths Objectives - Small Steps

Year 3

Place Value:
- Identify, represent and estimate numbers using different representations.
- Find 10 more or less than a given number.
- Find 100 more of less than a given number.
- Recognise the place value of each digit in a 3-digit number (hundreds, tens and ones).
- Compare and order numbers up to 1000.
- Read and write numbers up to 1000 in numerals and in words.
- Solve number problems and practical problems involving place value.
- Count from zero in multiples of 4, 8, 50 and 100.

Addition and Subtraction:
- Add numbers mentally, including a 3-digit number and ones; a 3-digit number and tens; a 3-digit numbers and hundreds.
- Subtract numbers mentally, including a 3-digit number and ones; a 3-digit number and tens; a 3-digit numbers and hundreds.
- Add numbers with up to three digits, using formal written method of columnar addition.
- Subtract numbers with up to three digits, using formal written method of columnar subtraction.
- Estimate the answer to a calculation and use inverse operations to check answers.
- Solve problems, including missing numbers problems, using place value, and more complex addition and subtraction.

Multiplication and Division:
- Recall and use multiplication and division facts for the 3x multiplication table.
- Recall and use multiplication and division facts for the 4x multiplication table.
- Recall and use multiplication and division facts for the 8x multiplication table.
- Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including 2-digit numbers times ones.
- Calculate multiplication and division mentally.
- Use a formal written method to calculate multiplication, 2-digit times ones.
- Solve problems, including missing number problems, involving multiplication.
- Solve problems, including missing number problems, involving division.
- Solve integer scaling problems in context.

Measurement – Money:
- Add and subtract amounts of money.
- Give change, using both £ and p in practical contexts.

Statistics:
- Interpret and present data using bar charts, pictograms and tables.
- Solve one-step problems using information presented in scaled bar charts, pictograms and tables.
- Solve two-step problems using information presented in scaled bar charts, pictograms and tables.

Length and Perimeter:
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- Measure lengths (m/cm/mm); mass (kg/g); volume (l/ml).
- Compare lengths (m/cm/mm); mass (kg/g); volume (l/ml).
- Add lengths (m/cm/mm); mass (kg/g); volume (l/ml).
- Subtract lengths (m/cm/mm); mass (kg/g); volume (l/ml).

Fractions:
- Count up and down in tenths; recognise that tenths arise from dividing and object into 10 equal parts and dividing one-digit numbers or quantities by 10.
- Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.
- Recognise, find and write fractions of a discreet set of objects: unit fractions and non-unit fractions with small denominators.
- Recognise and show, using diagrams, equivalent fractions with small denominators.
- Add fractions with the same denominator within one whole.
- Subtract fractions with the same denominator within one whole.
- Solve problems involving fractions.

Measurement – Time:
- Tell and write the time from an analogue clock, including using Roman numerals from I to XII.
- Tell the time using 12-hour and 24-hour clocks.
- Estimate and read time with increasing accuracy to the nearest minute.
- Record and compare times in terms of seconds, minutes and hours.
- Use vocabulary such as o’clock, am/pm, morning, afternoon, noon and midnight.
- Know the number of seconds in a minute.
- Know the number of days in each month, year and leap year.
- Compare duration of events, for example, calculate the time taken by particular events or tasks.

Geometry – Properties of Shape:
- Recognise angles as a property of shape or a description of a turn.
- Identify right-angles.
- Recognise that two right-angles make a half turn, three make a three-quarter turn and that four make a complete turn.
- Identify whether angles are greater than or less than a right angle.
- Identify horizontal and vertical lines.
- Identify perpendicular and parallel lines.
- Draw 2-D shapes and make 3-D shapes using modelling materials.
- Recognise 3-D shapes in different orientations and describe them.

Measurement – Mass and Capacity:
- Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).
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**Year 2**

**Place Value:**
- Read and write numbers to at least 100 in numerals and words.
- Recognise the place value of each digit in a 2-digit number (tens and 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.
- Use place value and number facts to solve problems.
- Count in steps of 2, 3 and 5 from 0.
- Count in tens from any number, forward and backward.

**Addition and Subtraction:**
- Recall and use addition facts to 20 fluently.
- Recall and use subtraction facts to 20 fluently.
- Derive and use related facts up to 100.
- Subtract numbers using concrete objects, pictorial representations and mentally:
  - 2-digit number and ones
  - 2-digit number and tens
  - two 2-digit numbers
  - three one-digit number.
- Add numbers using concrete objects, pictorial representations and mentally:
  - 2-digit number and ones
  - 2-digit number and tens
  - two 2-digit numbers.
- Solve problems with addition: using concrete objects, pictorial representations, including those involving numbers, quantities and measures.
- Solve problems with subtraction: using concrete objects, pictorial representations, including those involving numbers, quantities and measures.
- Apply their increasing knowledge of mental and written methods.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations.
- Solve missing number problems.

**Measurement – Money:**
- 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 amount of money.
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit.
- Give change.

**Multiplication and Division:**
- Recall and use multiplication and division facts for the 2x table.
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- Recall and use multiplication and division facts for the 5x table.
- Recall and use multiplication and division facts for the 10x table.
- Recognise odd and even numbers.
- Calculate mathematical statements for multiplication within the multiplication tables and write them using multiplication (x) and equals (=) sign.
- Calculate mathematical statements for division within the multiplication tables and write them using division (÷) and equals (=) sign.
- Solve problems, including problems in context, involving multiplication using materials, arrays, repeat addition, mental methods and multiplication facts.
- Solve problems, including problems in context, involving division using materials, arrays, repeat addition/subtraction, mental methods and multiplication/division facts.
- Show that the multiplication of two numbers can be done in any order (commutative law) and division of one number by another cannot.

Statistics:
- Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.
- Ask and answer simple questions by counting the number of objects in each category and sorting categories by quantity.
- Ask and answer questions about totalling and comparing categorical data.

Geometry – Properties of Shape:
- Identify and describe the properties of 2-D shapes, including the number of sides and line 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 or a triangle on a pyramid.
- Compare and sort common 2-D and 3-D shapes and everyday objects.

Fractions:
- Recognise, find, name and write fractions ½, 1/3, ¼, 2/4 and ¾ of a length, shape, set of objects or quantity.
- Write simple fractions, for example, ½ of 6 = 3 and recognise the equivalence of 2/4 and ½.

Measurement – Length and Height:
- Choose and use appropriate units to estimate and measure length/height in any direction (m/cm) to the nearest appropriate unit, using rulers.
- Compare and order lengths and record the results using >, < and =.

Geometry – Position and Direction:
- Use mathematical vocabulary to describe position, direction and movement in a straight line.
- Distinguish between straight line and rotation as a turn in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).
- Order and arrange combinations of mathematical objects in patterns and sequences.
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**Measurement – Time:**
- Tell and write time to five minutes, including quarter past/to the hour and draw 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.
- Compare and sequence intervals of time.

**Measurement – Mass, Capacity and Temperature:**
- Choose and use appropriate units to estimate and measure mass (kg/g) to the nearest appropriate unit, using scales.
- Choose and use appropriate units to estimate and measure volume/capacity (litres/ml) in any direction (m/cm) to the nearest appropriate unit, using measuring vessels.
- Choose and use appropriate units to estimate and measure temperature (°C) to the nearest appropriate unit, using thermometers.
- Compare and order mass and record the results using >, < and =.
- Compare and order volume/capacity and record the results using >, < and =.
- Compare and order temperature and record the results using >, < and =.
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Year 1

Place Value (numbers to 10):
- Count to ten, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 10 in numerals and words.
- Given a number, identify one more or one less.
- Identify and represent numbers using objects and pictorial representations including the number line.
- Use the language of: equal to, more than, less than (fewer), most, least.

Addition and Subtraction (numbers to 10):
- Represent and use number bonds within 10.
- Represent and use related subtraction facts within 10.
- Read, write and interpret mathematical statements involving the addition (+) and equals (=) sign.
- Read, write and interpret mathematical statements involving the subtraction (-) and equals (=) sign.
- Add one digit numbers to 10, including zero.
- Subtract one digit numbers to 10, including zero.
- Solve one step problems that involve addition, using concrete objects and pictorial representations.
- Solve one step problems that involve subtraction, using concrete objects and pictorial representations.
- Solve missing number problems.

Geometry – Shape:
- Recognise and name common 2-D shapes, including: rectangles (incl. squares), circles and triangles.
- Recognise and name common 3-D shapes, including: cuboids (incl. cubes), pyramids and spheres.

Place Value (numbers to 20):
- Count to twenty, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 20 in numerals and words.
- Given a number, identify one more or one less.
- Identify and represent numbers using objects and pictorial representations including the number line.
- Use the language of: equal to, more than, less than (fewer), most, least.

Addition and Subtraction (numbers to 20):
- Represent and use number bonds within 20.
- Represent and use related subtraction facts within 20.
- Read, write and interpret mathematical statements involving the addition (+) and equals (=) sign.
- Read, write and interpret mathematical statements involving the subtraction (-) and equals (=) sign.
- Add one digit numbers to 20, including zero.
- Subtract one digit numbers to 20, including zero.
- Solve one step problems that involve addition, using concrete objects and pictorial representations.
- Solve one step problems that involve subtraction, using concrete objects and pictorial representations.
- Solve missing number problems.
Learning Ladders: Maths Objectives - Small Steps

Place Value (numbers to 50):
- Count to fifty, forwards and backwards, beginning with 0 or 1, or from any given number.
- Count, read and write numbers to 50 in numerals and words.
- Given a number, identify one more or one less.
- Identify and represent numbers using objects and pictorial representations including the number line.
- Use the language of: equal to, more than, less than (fewer), most, least.
- Count in multiples of twos.
- Count in multiples of fives.
- Count in multiples of tens.

Measurement – Length and Height:
- Measure and begin to record lengths and heights.
- Compare, describe and solve practical problems for lengths and heights (long/short, longer/shorter, tall/short, double/half).

Measurement – Weight and Volume:
- Measure and begin to record mass/weight.
- Measure and begin to record volume/capacity.
- Compare, describe and solve practical problems for mass/weight (heavy/light, heavier than/lighter than).
- Compare, describe and solve practical problems for capacity and volume (full/empty, more than, less than, half, half full, quarter).

Multiplication and Division:
- Count in multiples of two.
- Count in multiples of five.
- Count in multiples of ten.
- 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.

Fractions:
- 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 solve practical problems in the context of length (double/half), mass and volume/capacity (half/half full/quarter).

Geometry – Position and Direction:
- Describe position, direction and movement, including whole, half, quarter and three quarter turns.

Place Value (across 100):
- 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.
- Given a number, identify one more or one less.
Learning Ladders: Maths Objectives - Small Steps

- Identify and represent numbers using objects and pictorial representations including the number line.
- Use the language of: equal to, more than, less than, most, least.

**Measurement – Money:**
- Recognise and know the value of different denominations of coins and notes.

**Measurement – Time:**
- Sequence events in chronological order using language, for example, before, after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.
- Recognise and use language relating to dates, including days of the week, weeks, months and years.
- Tell the time to an hour and draw hands on the clock face to show these times.
- Tell the time to half past the hour and draw hands on the clock face to show these times.
- Compare, describe and solve practical problems for time, for example, quicker, slower, earlier, later.
- Measure and begin to record time, hours, minutes, seconds.