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Week 1	Partitioning 2 and 3 digit numbers	Comparing answers to multiplication questions (e.g. which is larger 3×10 or 4×5 ?)	$3 \times$ table and its representations	Partitioning 2 and 3 digit numbers in more than 1 way	$5 \times$ table and its inverse	Adding and subtracting near 10 and 100
	Place Value Revision Week	Doubling and halving numbers up to 100 using partitioning; understanding fractions and fractions of numbers <ul style="list-style-type: none">  Part whole model  Multi-link  Foam fraction pieces 	Rehearse place value in 3-digit numbers, order them on a number line and find a number in between; compare number sentences; solve additions and subtractions using place value; multiply and divide by 10 (whole number answers); count in steps of 10, 50 and 100. <ul style="list-style-type: none">  Number lines  Place value arrows/ counters  100 squares 	Understand place-value in 3-digit numbers; separate 3-digit numbers into hundreds, tens, and ones; add two 3-digit numbers using vertical written addition (expanded); add 2- and 3- digit numbers using vertical written addition (expanded) <ul style="list-style-type: none">  Place value arrows/ counters  Place value grids  Part whole model 	Add 3-digit and 1-digit numbers mentally, using number facts; subtract 1-digit numbers from 3-digit numbers mentally using number facts; add and subtract multiples of 10 by counting on and back in 10s and using number facts to cross 100s; compare and order fractions with the same denominator; begin to recognise equivalences of $\frac{1}{2}$; add and subtract fractions with the same denominator <ul style="list-style-type: none">  100 square  Cuisenaire rods  Number lines  Multi-link 	Use column addition to add three 2- and 3-digit numbers together and four 2- and 3-digit numbers together; subtract 3-digit numbers using counting up; solve word problems choosing an appropriate method <ul style="list-style-type: none">  Counters  Number lines  Counters
Week 2	$2, 5, 10 \times$ table fluency	Values of different coins and making amounts using different variations	Varied number bonds to 5,10,50,100	Making amounts of money using different values	Inverse- identifying the division of a given \times table	Time in 12 and 24 hour clock
	Use multiple of 5 and 10 bonds to 100 to solve additions and subtractions; add and subtract 1-digit numbers to and from 2-digit numbers <ul style="list-style-type: none">  100 square  Place value grid 	Use money to add and subtract and record using the correct notation and place value; add and subtract 2-digit numbers using partitioning; add three 2-digit numbers by partitioning and recombining <ul style="list-style-type: none">  Coins  Place value grid  Part whole model 	Add pairs of 2-digit numbers using partitioning (crossing 10s, 100 or both) and then extend to add two 3-digit numbers (not crossing 1000); recognise and sort multiples of 2, 3, 4, 5, and 10; double the 4 times-table to find the 8 times-table; derive division facts for the 8 times-table; multiply and divide by 4 by doubling or halving twice <ul style="list-style-type: none">  Part whole model  100 square  Numicon  Multi-link 	Add two 2-digit numbers mentally; add 2-digit to 3-digit numbers mentally using place value and rounding; add two 3-digit numbers using expanded written method (answers under 1000); begin to move tens and hundreds moving towards formal written addition; add two 3-digit numbers using expanded column addition; investigate patterns in numbers when adding them; choose to solve addition using a mental method or expanded column addition (written method) <ul style="list-style-type: none">  Part whole model 	Use function machines to multiply by 2, 3, 4, 5 and 8 and understand the inverse; use scaling to multiply heights and weights by 2, 4, 8, 5 and 10; use known facts to multiply multiples of 10 by 2, 3, 4 and 5; multiply numbers between 10 and 30 by 3, 4 and 5 using the grid method; multiply 2-digit numbers by 3, 4, 5 and 8 using the grid method <ul style="list-style-type: none">  Numicon  Multi-link  X table grid 	Add 3-digit numbers using column addition; solve problems involving measures; solve subtractions of 3-digit numbers using counting up on a line and work systematically to find possibilities; choose an appropriate strategy to solve addition or subtraction <ul style="list-style-type: none">  Number line  Multi-link/ counters

Week 3	Adding near 10, near 20	Times tables as repeated additions	Doubling and halving 2-digit numbers	Number bonds to 60	Time to the nearest o'clock/ 15/ 5 mins and difference between 2 times	Halves and doubles of 3-digit numbers
	<p>Compare and order 2- and 3- digit numbers; count on and back in 10s and 1s; add and subtract 2-digit numbers; solve problems using place value</p> <ul style="list-style-type: none"> Part whole model 100 square Number line Dienes 	<p>Choose an appropriate instrument to measure a length and use a ruler to estimate, measure and draw to the nearest centimetre; know 1 litre = 1000 ml; estimate and measure capacity in millilitre</p> <ul style="list-style-type: none"> Tape measure Ruler Metre stick Capacity containers 	<p>Identify $\frac{1}{2}$s, $\frac{1}{3}$s, $\frac{1}{4}$s, $\frac{1}{6}$s, and $\frac{1}{8}$s; realise how many of each make a whole; find equivalent fractions; place fractions on a 0 to 1 line; find fractions of amounts</p> <ul style="list-style-type: none"> Cuisenaire rods Foam fraction pieces Number lines Multi-link 	<p>Tell the time to the nearest minute on analogue and digital clocks (minutes past and minutes to); time events in minutes and seconds; find a time after a given interval (not crossing the hour); calculate time intervals; solve word problems involving time</p> <ul style="list-style-type: none"> Analogue clocks Number lines 	<p>Divide without remainders, just beyond the 12th multiple; division using chunking, with remainders; use the grid method to multiply 2-digit numbers by 3, 4, 5 and 8; begin to estimate products</p> <ul style="list-style-type: none"> Counters Numicon 	<p>Identify, name and draw horizontal, vertical, perpendicular, parallel and diagonal lines, angles and symmetry in 2D shapes; measure the perimeter of 2D shapes by counting and measuring with a ruler; tell the time on analogue and digital clocks to the minute, begin to tell the time 5, 10, 20 minutes later, recognise am and pm and 24-hour clock times</p> <ul style="list-style-type: none"> Mirrors Rulers Analogue/ digital clock
Week 4	2, 5, 10 x table and the inverse	Days of the weeks, months/days/hours/years, calendar months	4 x table and its inverse	Place 2 digits on a number line	3x and 4 x table fluency	10 more/ less 100 more/less
	<p>Know multiplication and division facts for the 5, 10, 2, 4 and 3 times-tables; doubling and halving</p> <ul style="list-style-type: none"> X table grid Numicon Multi-link 100 square 	<p>Place 2- and 3-digit numbers on a number line; round 3-digit numbers to nearest 100; use counting up to do mental subtractions with answers between 10 and 20, 10 and 30, and either side of 100</p> <ul style="list-style-type: none"> Number line 100 square Place value counters Bead string 	<p>Recognise right angles and know they are 90°; understand angles are measured in degrees; recognise $^\circ$ as the symbol for the measurement of degrees; name and list simple properties of 2D shapes; begin to understand and use the term perimeter to mean the length/distance around the edge (border) of a 2D shape; begin to calculate using a ruler; know a right angle is a quarter turn; know 360° is a full turn; begin to understand angles and identify size of angles in relation to 90°</p> <ul style="list-style-type: none"> Angle measurer 2d shapes Rulers 	<p>Order 3-digit numbers and find numbers between; solve subtractions of 3-digit - 3-digit numbers using counting up (Frog); use counting up and counting back as strategies to perform mental subtractions; choose to solve a given subtraction by counting up or counting back</p> <ul style="list-style-type: none"> Place value counters Place value grid Number lines 	<p>Draw and interpret bar charts and pictograms where one square/symbol represents two units; draw and interpret bar charts where one square represents one hundred units</p> <ul style="list-style-type: none"> 100 square 	<p>Use the grid method to multiply 2-digit numbers by 3, 4, 5, 6 and 8; estimate products; divide using chunking, with and without remainders; decide whether to use multiplication or division to solve word problems; recognise tenths and equivalent fractions; find one-tenth and several tenths of multiples of 10 and begin to find one-tenth of single-digit numbers</p> <ul style="list-style-type: none"> Arrays Multi-link Place value counters Fraction pieces Dienes
Week 5	Number bonds to 7, 24 and 60	Making odd and even numbers	Missing number problems e.g. $__ \times 5 = 20$	Value of different coins	Time to the nearest $\frac{1}{2}$ hour, 5 /15 mins	Names and properties of 2s shapes
	<p>Know and understand the calendar, including days, weeks, months, years; tell the time to the nearest 5 minutes on analogue and digital clocks; know the properties of 3D shapes</p>	<p>Revise times-tables learned and derive division facts; perform division with remainders; choose a mental strategy to solve additions and subtractions; solve word problem</p>	<p>Place 3-digit numbers on empty 100 number lines; begin to place 3-digit numbers on 0-1000 landmarked and empty number lines; round 3-digit numbers to the nearest ten and to the nearest hundred; use counting up as a strategy to perform mental subtraction (Frog)</p>	<p>Double and halve numbers up to 100 by partitioning; solve word problems involving doubling and halving; multiply numbers between 10 and 25 by 1-digit numbers using the grid method; divide multiples of 10 by 1-digit numbers using known tables facts; see the relation</p>	<p>Compare and measure weights in multiples of 100g; know how many grams are in a kilogram; estimate and weigh objects to the nearest 100g;</p>	<p>Revise column addition for adding three 3-digit numbers; revise mental strategies for addition; subtract 3-digit numbers using written and mental methods; find change using counting up; check subtraction using addition; multiply numbers between 10 and 40 by 1-digit numbers using grid method;</p>

	<ul style="list-style-type: none"> Calendar Analogue clocks 3d shapes 	<ul style="list-style-type: none"> X table grid Number line Bead string Bar model 	<ul style="list-style-type: none"> Number line Part whole model Place value counters Place value grid 	<p>between multiplication and division</p> <ul style="list-style-type: none"> Part whole model Numicon Multi-link Arrays 	<ul style="list-style-type: none"> Balance weights Scales 	<p>solve division problems just beyond the known tables fact</p> <ul style="list-style-type: none"> Multi-link Counters Part whole model
Week 6	<p>Sorting 2d shapes according to properties</p>	<p>Finding the next number in a sequence (x tables) from different starting points</p>	<p>Sorting 2d and 3d shapes</p>	<p>Finding total of 3 numbers where the multiple is an answer of 5/10</p>	<p>Counting in 10s, 20s, 30s (multiples of 10)</p>	<p>Counting in 10s over a border</p>
	<p>Comparing, ordering and understanding place value of 2- and 3-digit numbers; subtracting from 2-digit numbers; using prediction to estimate calculations</p> <ul style="list-style-type: none"> Place value counters Place value grid Place value arrows Number lines 100 square 	<p>Know and understand the calendar, including days, weeks, months, years; tell the time to the nearest 5 minutes on analogue and digital clocks; know the properties of 3D shapes</p> <ul style="list-style-type: none"> 3d shapes Analogue clocks Calendars 	<p>Subtract pounds and pence from five pounds; use counting up (Frog) as a strategy to perform mental subtraction of amounts of money; subtract pounds and pence from ten pounds</p> <ul style="list-style-type: none"> Coins Number line 	<p>Add 3-digit and 2-digit numbers using mental strategies; add two 3-digit numbers using mental strategies or by using column addition; use reasoning, trial and improvement to solve problems involving more complex addition</p>	<p>Fractions revision week</p>	<p>Geometry revision week</p>