
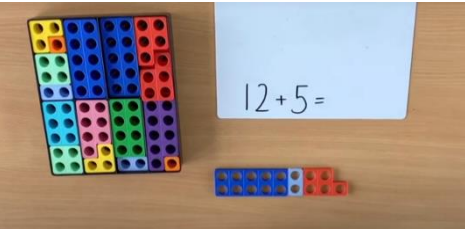
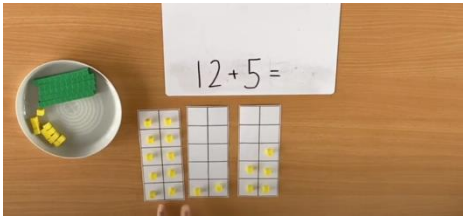

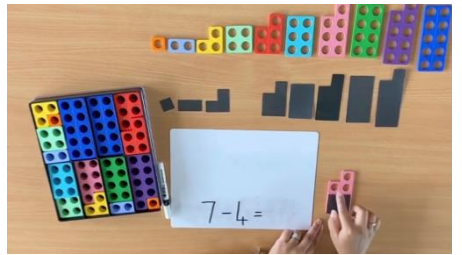

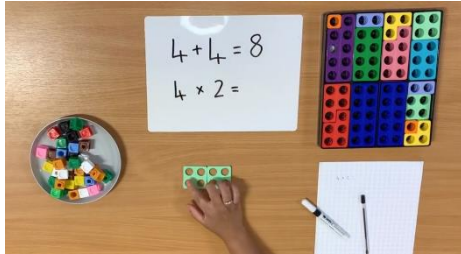
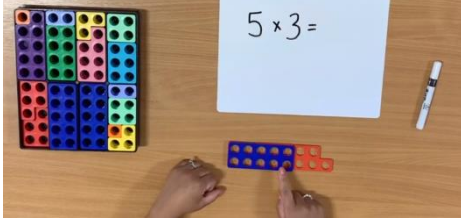
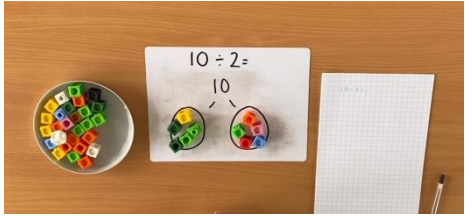
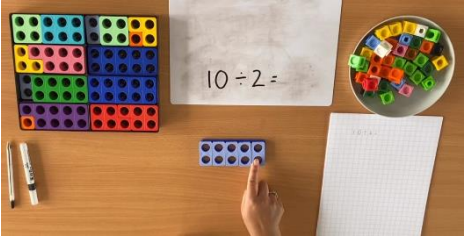
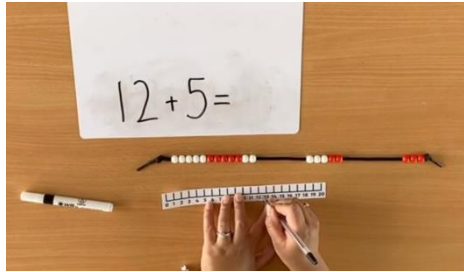
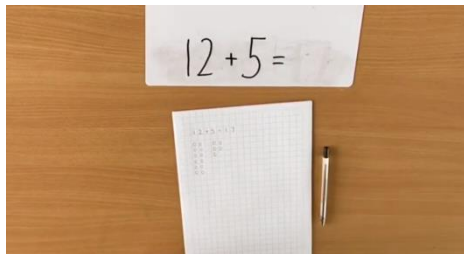


Year	Addition +	Subtraction -	Multiplication x	Division ÷
1	<ul style="list-style-type: none"> • Add one-digit and two-digit numbers to 20 including zero. • Read, write and interpret mathematical statements involving addition (+) and equal (=) signs. <p>Addition of single digits: $5 + 3 = 8$ <i>(Cubes and Numicon)</i></p>  <p>Addition of two digit numbers to 20 and a one digit number: $12 + 5 = 17$ <i>(Numicon)</i></p>  <p><i>(Dienes and ten frames)</i></p> 	<ul style="list-style-type: none"> • Subtract one-digit and two-digit numbers to 20 including zero. • Read, write and interpret mathematical statements involving subtraction (-) and equal (=) signs. <p>Subtraction of single digits $7 - 4 = 3$ <i>(Cubes)</i></p>  <p><i>(Numicon)</i></p>  <p>Subtraction of a one-digit number from a two-digit number to 20. $13 - 4 = 9$ <i>(Numicon)</i></p> 	<ul style="list-style-type: none"> • Begin to understand multiplication through doubling numbers and quantities. • Use arrays and sets of 'equal groups' to look at other multiples, e.g. x 5. <p>Doubling – linking to x 2 Double 4 is 8, $4 + 4 = 8$ or $4 \times 2 = 8$ <i>(Cubes, Numicon and counters)</i></p>  <p><i>Use an array or equal groups to solve multiplication problems for multiples other than 2</i></p> $5, 3 \text{ times or } 5 \times 3 = 15$ <i>(Numicon)</i> 	<ul style="list-style-type: none"> • Begin to understand division through grouping and sharing small quantities. <p>Sharing equally Share 10 into 2 equal groups <i>(Cubes and counters)</i></p>  <p>Grouping How many 2s are in 10? What is 10 grouped into twos? <i>(Cubes, Numicon and counters)</i></p> 

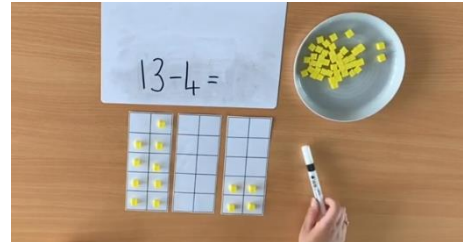
(Bead string and number line)



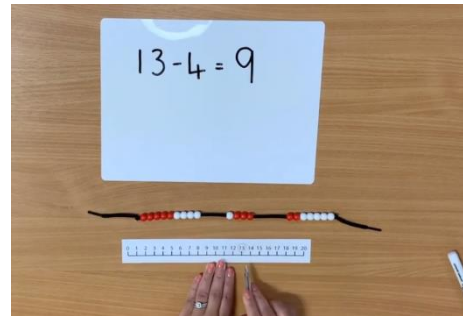
(Counters)



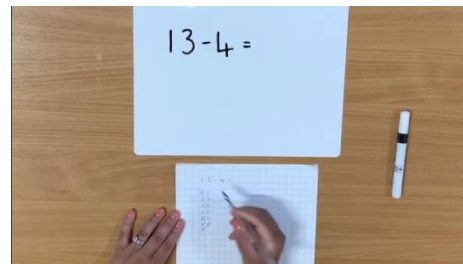
(Dienes and ten frames)



(Bead string and number line)



(Counters)



(Arrays, ten frames and counters)

