2.1	Fluency Focus	NC Objectives	Remember (Prior knowledge)	Know (New knowledge)	Mathematics Guidance June 2020 Ready-to-progress criteria
1	Mastering Number Project	recognise the place 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	Mastering Number Project	LO: Know how to partition, count forwards and backwards, and compare within 50 (recap, year 1) LO: Know how to count objects up to 100 LO: Know how to represent numbers up to 100 as tens and ones, including a standard part-whole model e.g. 97 is 90 and 7 LO: Know how to represent numbers up to 100 as tens and ones, including a non-standard part-whole model e.g. 97 is 80 and 17 etc	NPV1 / NPV2
2	Mastering Number Project	recognise the place 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 count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	Mastering Number Project	LO: Know how to use a place value chart LO: Know how to compare objects and numbers within 100 LO: Know how to order objects and numbers within 100 LO: Know how to fluently count in 2s, 5s, 10s and 3s	NPV1 / NPV2

3	Mastering Number Project	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 method 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 number and tens, two two-digit numbers, adding three one-digit numbers show that addition of two numbers 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 number problems.	Mastering Number Project	LO: Know the 8 number fact families within 20 LO: Know a range of strategies to 'check' calculations are correct LO: Know how to compare two number sentences within 20 e.g. 10 + 7 < 9 + 9 LO: Know related facts for 10s and 1s e.g. 3 + 4 = 7, therefore 30 + 40 = 70 LO: Know the numbers bonds to 100 (of tens) e.g. 10 + 90, 20 + 80 etc	NF1, AS1, AS3, AS4

4	Mastering Number Project	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 method 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 number and tens, two two-digit numbers, adding three one-digit numbers show that addition of two numbers 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 number problems.	Mastering Number Project	LO: Know how to add and subtract numbers by identifying the underlying patterns LO: Know how to find 10 more and 10 less LO: Know how to add and subtract more than one 10 LO: Know how to add and subtract by making a 10 e.g. 5 + 8 = 5 + 5 + 3 = 13 (x 2 lessons)	NF1, AS1, AS3, AS4

5	Mastering Number Project	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 method 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 number and tens, two two-digit numbers, adding three one-digit numbers show that addition of two numbers 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 number problems.	Mastering Number Project	LO: Know how to add ones, to tens and ones (not formal method) LO: Know how to subtract ones, from tens and ones (not formal method) LO: Know how to add tens and ones, to tens and ones (no crossing 10s, not formal method) LO: Know how to add tens and ones, to tens and ones (crossing 10, not formal method)	**NF1, AS1, AS3, AS4**

6	Mastering Number Project	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 method 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 number and tens, two two-digit numbers, adding three one-digit numbers show that addition of two numbers 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 number problems.	Mastering Number Project	LO: Know how to subtract tens and ones, from tens and ones (no crossing 10s, not formal method) LO: Know how to subtract tens and ones, from tens and ones (crossing 10, not formal method) LO: Know number bonds to 100 LO: Know how to add 3 one-digit numbers	**NF1, AS1, AS3, AS4**

7	Mastering Number Project	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	Mastering Number Project	LO: Know the value of each denomination of coins and notes LO: Know how to count denominations of the same coin and the same note LO: Know how to count denominations of different coins and notes LO: Know how to select money to make an amount LO: Know how to make the same amount of money in multiple ways	**AS2, AS4**
8	Mastering Number Project	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	Mastering Number Project	LO: Know how to compare money LO: Know how to find the total LO: Know how to find the difference LO: Know how to find the change LO: Know how to solve two-step problems with money	**AS2, AS4**

9	Mastering Number Project	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 and division facts, including problems in contexts.	Mastering Number Project	LO: Know how to recognise, make and add equal groups LO: Know how to use the multiplication symbol LO: Know how to use arrays to explore commutativity LO: Know the 2 times table (link to doubling), 5 times table, and 10 times table (x2 lessons)	**MD1, MD2**

10	Mastering Number Project	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 and division facts, including problems in contexts.	Mastering Number Project	LO: Know how to share equally using 1:1 correspondence LO: Know how to make equal groups (no formal division at this stage) LO: know if a number is odd or even, and therefore how to divide by 2 LO: Know how to divide by 5 and 10	**MD1, MD2**
11	Mastering Number Project	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 the categories by quantity ask and answer questions about totalling and comparing categorical data	Mastering Number Project	LO: Know how to make a tally chart LO: Know how to draw a pictogram (1-1, then 1-2, 1-5, 1-10) LO: Know how to interpret pictograms (1-1, then 1-2, 1-5, 1-10) LO: Know how to make, draw and interpret block diagrams	
12	Consolidation and assessment				