

To know and use numbers	Milestone 1	Milestone 2	Milestone 3
<b>Counting</b>	<ul style="list-style-type: none"> <li>- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</li> <li>- Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens.</li> <li>- Given a number, identify one more and one less.</li> <li>- Count in steps of 2, 3, 5 and 10 from 0 or 1 and in tens from any given number, forward and backward.</li> </ul>	<ul style="list-style-type: none"> <li>- Count in multiples of 2 to 9, 25, 50, 100 and 1000.</li> <li>- Find 1000 more or less than a given number.</li> <li>- Count backwards through zero to include negative numbers.</li> </ul>	<ul style="list-style-type: none"> <li>- Read numbers up to 10, 000, 000.</li> <li>- Use negative numbers in context and calculate intervals across zero.</li> </ul>
<b>Representing</b>	<ul style="list-style-type: none"> <li>- Identify, represent and estimate numbers using different representations, including the number line.</li> <li>- Read and write numbers initially from 1 to 20 and then to at least 100 in numerals and in words.</li> </ul>	<ul style="list-style-type: none"> <li>- Identify, represent and estimate numbers using different representations.</li> <li>- Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<ul style="list-style-type: none"> <li>- Wrote numbers up to 10, 000, 000.</li> <li>- Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.</li> </ul>
<b>Comparing</b>	<ul style="list-style-type: none"> <li>- Use the language of : equal to, more than, less than (fewer), most and least.</li> <li>- Compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs.</li> </ul>	<ul style="list-style-type: none"> <li>- Order and compare numbers beyond 1000.</li> </ul>	<ul style="list-style-type: none"> <li>- Order and compare numbers up to 10, 000, 000.</li> </ul>
<b>Place Value</b>	<ul style="list-style-type: none"> <li>- Recognise the place value of each digit in a two-digit number (tens, ones)</li> </ul>	<ul style="list-style-type: none"> <li>- Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones)</li> <li>- Round any number to the nearest 10, 100 or 1000.</li> </ul>	<ul style="list-style-type: none"> <li>- Round any whole number to a required degree of accuracy.</li> <li>- Determine the value of each digit in any number.</li> </ul>
<b>Solving Problems</b>	<ul style="list-style-type: none"> <li>- Use place value and number facts to solve problems.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve number and practical problems with increasingly large positive numbers.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve number and practical problems.</li> </ul>

<b>To add and subtract</b>	<b>Milestone 1</b>	<b>Milestone 2</b>	<b>Milestone 3</b>
<b>Complexity</b>	<ul style="list-style-type: none"> <li>- Solve one-step problems with addition and subtraction:               <ul style="list-style-type: none"> <li>- Using concrete objects and pictorial representations including those involving numbers, quantities and measures.</li> <li>- Using the addition (+), subtraction (-) and equals (=) signs.</li> <li>- Applying their increasing knowledge of mental and written methods.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>- Solve two-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve multi-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.</li> </ul>
<b>Methods</b>	<ul style="list-style-type: none"> <li>- Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:               <ul style="list-style-type: none"> <li>- One-digit and two-digit numbers to 20, including zero.</li> <li>- A two-digit number and ones.</li> <li>- A two-digit number and tens.</li> <li>- Two two-digit numbers.</li> <li>- Adding three one-digit numbers.</li> </ul> </li> <li>- Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.</li> </ul>	<ul style="list-style-type: none"> <li>- Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> <li>- Add and subtract numbers mentally, including:               <ul style="list-style-type: none"> <li>- A three-digit number and ones.</li> <li>- A three-digit number and tens.</li> <li>- A three-digit number and hundreds.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>- Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction).</li> <li>- Add and subtract numbers mentally with increasingly large numbers.</li> </ul>
<b>Checking</b>	<ul style="list-style-type: none"> <li>- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</li> </ul>	<ul style="list-style-type: none"> <li>- Estimate and use inverse operations to check answers to a calculation.</li> </ul>	<ul style="list-style-type: none"> <li>- Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.</li> </ul>
<b>Using number facts</b>	<ul style="list-style-type: none"> <li>- Represent and use number bonds and related subtraction facts within 20.</li> <li>- Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.</li> </ul>	<ul style="list-style-type: none"> <li>- Add and subtract negative integers.</li> </ul>

To multiply and divide	Milestone 1	Milestone 2	Milestone 3
<b>Methods</b>	<ul style="list-style-type: none"> <li>- Calculate mathematical statements for multiplication and division within the multiplication tables (2,5 and 10).</li> <li>- Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.</li> <li>- Solve simple multiplication and division problems deriving from the 2,5 and 10 multiplication tables.</li> </ul>	<ul style="list-style-type: none"> <li>- Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including:               <ul style="list-style-type: none"> <li>- two digit numbers times one digit</li> <li>- multiply by 0 and 1</li> <li>- dividing by 1</li> <li>- multiplying together three numbers.</li> </ul> </li> <li>- Use mental and progress to formal written methods.</li> <li>- Multiply two digit and three digit numbers by a one digit number using formal written layout.</li> </ul>	<ul style="list-style-type: none"> <li>- Multiply numbers up to four digits by a one or two digit number using a formal written method, including long multiplication for two digit numbers.</li> <li>- Multiply multi digit numbers up to four digits by a two digit whole number using the formal written method of long multiplication.</li> <li>- Divide numbers up to four digits by a one digit or two digit number using the formal written method of short division and interpret remainders appropriately for the context.</li> </ul>
<b>Checking</b>	<ul style="list-style-type: none"> <li>- Use multiplication facts to check the accuracy of calculations.</li> </ul>	<ul style="list-style-type: none"> <li>- Estimate and use inverse operations to check answers to a calculation.</li> </ul>	<ul style="list-style-type: none"> <li>- Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</li> </ul>
<b>Complexity</b>	<ul style="list-style-type: none"> <li>- Solve one-step problems with multiplication and division:               <ul style="list-style-type: none"> <li>- Using concrete objects, pictorial representations and arrays including those involving numbers, quantities and measures.</li> <li>- Use the multiplication (x), division (<math>\div</math>) and equals (=) signs.</li> <li>- Applying their increasing knowledge of mental and written methods.</li> </ul> </li> <li>- Begin to solve problems of more than one step.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve two-step multiplication and division problems in contexts, deciding which operations and methods to use and why.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve multi-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.</li> </ul>
<b>Using multiplication and division facts</b>	<ul style="list-style-type: none"> <li>- Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables, including recognising odd and even numbers.</li> </ul>	<ul style="list-style-type: none"> <li>- Recall and use multiplication and division facts for multiplication tables up to 12 x 12.</li> <li>- Recognise and use factor pairs and commutativity in mental calculations.</li> </ul>	<ul style="list-style-type: none"> <li>- Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.</li> <li>- Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) number.</li> <li>- Multiply and divide numbers mentally drawing upon known facts.</li> <li>- Multiply and divide whole numbers on those involving decimals by 10, 100, 1000.</li> </ul>

			<p>- Recognise and use square and cube numbers and the notation for squared and cubed.</p>
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To use fractions	Milestone 1	Milestone 2	Milestone 3
<b>Recognising fractions</b>	<ul style="list-style-type: none"> <li>- Recognise find, name and write fractions half, third, quarter, two quarters and three quarters of a length, shape, set of objects or quantity.</li> <li>- Demonstrate understanding that all parts must be equal parts of the whole.</li> <li>- Write simple fractions.</li> </ul>	<ul style="list-style-type: none"> <li>- Count up and down in tenths and hundredths.</li> <li>- Recognise, find and write fractions of a discrete set of objects.</li> <li>- Recognise and use fractions as numbers.</li> </ul>	<ul style="list-style-type: none"> <li>- Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements <math>&gt; 1</math> as a mixed number.</li> <li>-Read and write decimal numbers as fractions.</li> <li>- Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.</li> <li>- Identify the value of each digit in numbers given to three decimal places.</li> <li>- Multiply and divide numbers by 10, 100, 1000 giving answers up to three decimal places.</li> </ul>
<b>Equivalence</b>	<ul style="list-style-type: none"> <li>- Recognise the equivalence of two quarters and a half.</li> </ul>	<ul style="list-style-type: none"> <li>- Recognise and show, using diagrams, families of common equivalent fractions.</li> <li>- Compare and order unit fractions and fractions with the same denominators.</li> <li>- Recognise and write decimal equivalents of any number of tenths or hundredths.</li> <li>-Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math> and <math>\frac{3}{4}</math></li> <li>-Compare numbers with the same number of decimal places up to two decimal places.</li> </ul>	<ul style="list-style-type: none"> <li>- Identify, name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths.</li> <li>-Compare and order fractions including fractions <math>&gt; 1</math>.</li> <li>-Read, write, order and compare numbers with up to three decimal places.</li> <li>- Associate a fraction with division and calculate decimal fraction equivalents.</li> <li>- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.</li> </ul>
<b>Solving problems</b>	<ul style="list-style-type: none"> <li>- Solve simple problems finding half and quarter of a given quantity.</li> </ul>	<ul style="list-style-type: none"> <li>- 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.</li> <li>- Add and subtract fractions with the same denominator.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve problems involving numbers up to three decimal places.</li> <li>- Solve problems which require answers to be rounded to specified degrees of accuracy.</li> <li>- Add and subtract fractions with the same or different denominators and mixed numbers.</li> <li>- Multiply and divide proper fractions and mixed numbers by whole numbers.</li> <li>- Multiply one digit numbers with up to two decimal places by whole numbers and use written division methods in cases where the answer has up to two decimal places</li> </ul>

To understand the properties of shapes	Milestone 1	Milestone 2	Milestone 3
<b>Recognising Shapes</b>	<ul style="list-style-type: none"> <li>- Recognise and name common 2D shapes.</li> <li>- Recognise and name common 3D shapes.</li> </ul>	<ul style="list-style-type: none"> <li>- Draw 2D shapes and make 3D shapes using modelling materials.</li> <li>- Recognise 3D shapes in different orientations and describe them.</li> </ul>	<ul style="list-style-type: none"> <li>- Identify 3D shapes, including cubes and other cuboids, from 2D representations.</li> <li>- Draw 2D shapes using given dimensions and angles.</li> <li>- Recognise, describe and build simple 3D shapes, including making nets.</li> </ul>
<b>Properties of shapes.</b>	<ul style="list-style-type: none"> <li>- Identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line.</li> <li>- Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.</li> <li>- Identify 2D shapes on the surface of 3D shapes.</li> </ul>	<ul style="list-style-type: none"> <li>- Recognise angles as a property of shape or a description of a turn.</li> <li>- Identify right angles and identify whether other angles are greater or less than a right angle.</li> <li>- Identify acute and obtuse angles.</li> <li>- Recognise that two right angles make a half turn, three make three quarters of a turn and four a complete turn.</li> <li>- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</li> <li>- Identify lines of symmetry in 2D shapes presented in different orientations.</li> <li>- Complete a simple symmetric figure with respect to a specific line of symmetry.</li> </ul>	<ul style="list-style-type: none"> <li>- Know angles are measured in degrees.</li> <li>- Estimate and compare acute, obtuse and reflex angles.</li> <li>- Draw given angles, and measure them in degrees.</li> <li>- Identify angles at a point and one whole turn.</li> <li>- Identify angles at a point on a straight line and <math>\frac{1}{2}</math> a turn (total 180)</li> <li>- Identify other multiples of 90 degrees.</li> <li>- Use the properties of rectangles to deduce related facts and find missing lengths and angles.</li> <li>- Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.</li> <li>- Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.</li> </ul>
<b>Classifying</b>	<ul style="list-style-type: none"> <li>- Compare and sort common 2D and 3D shapes and everyday objects describing similarities and differences.</li> </ul>	<ul style="list-style-type: none"> <li>- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</li> <li>- Compare and order angles up to two right angles by size.</li> </ul>	<ul style="list-style-type: none"> <li>- Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</li> <li>- Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangle, quadrilateral and regular polygon.</li> </ul>

To describe position, direction and movement	Milestone 1	Milestone 2	Milestone 3
	<ul style="list-style-type: none"> <li>- Describe position, direction and movement, including whole, half, quarter and three-quarter turns.</li> <li>- Use positional language (behind, on top of, next to).</li> <li>- Use directional language (forwards, backwards, turn)</li> <li>- Order and arrange combinations of mathematical objects in patterns and sequences.</li> <li>- Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line.</li> <li>- Distinguish between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise)</li> </ul>	<ul style="list-style-type: none"> <li>- Describe the positions of objects in a row (first, seventh, etc)</li> <li>- Use language left/right, clockwise/anticlockwise correctly.</li> <li>- Describe positions on a 2D grid as coordinates in the first quadrant.</li> <li>- Describe movements between positions as translations of a given unit to the left/right and up/down.</li> <li>- Plot specified points and draw sides to complete a given polygon.</li> </ul>	<ul style="list-style-type: none"> <li>- 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.</li> <li>- Describe positions on the full coordinate grid (all four quadrants)</li> <li>- Draw and translate simple shapes on the coordinate plane, and reflect them in the axis.</li> </ul>

To use measures	Milestone 1	Milestone 2	Milestone 3
<b>Length</b>	<ul style="list-style-type: none"> <li>- Compare, describe and solve practical problems for lengths and height.</li> <li>- Measure and begin to record lengths and heights.</li> <li>- Use standard units to estimate and measure length and height using rulers.</li> <li>- Compare and order length and record the results using &lt;, &gt;, =.</li> </ul>	<ul style="list-style-type: none"> <li>- Measure, compare, add and subtract lengths and heights.</li> <li>- Measure the perimeter of simple 2D shapes.</li> <li>- Convert between different units of measure (eg km to m).</li> <li>- Measure and calculate the area and perimeter of a rectilinear figure (including squares) in centimetres and metres.</li> <li>- Estimate, compare and calculate different measures.</li> </ul>	<ul style="list-style-type: none"> <li>- Convert between different units of metric measure (km, m, cm, mm)</li> <li>- Understand and use approximate equivalences between metric units and common imperial units such as feet and inches.</li> <li>- Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres.</li> <li>- Calculate and compare the area of rectangles (including squares), using standard units and square metres.</li> <li>- Estimate the area of irregular shapes.</li> <li>- Use all four operations to solve problems involving measure using decimal notation, including scaling.</li> <li>- Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.</li> <li>- Use, read, write and convert between standard units, converting measurements of length from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places.</li> <li>- Convert between miles and kilometres.</li> <li>- Recognise that shapes with the same area can have different perimeters and vice versa.</li> <li>- Recognise when it is possible to use formulae for area and volume of shapes.</li> <li>- Calculate the area of parallelograms and triangles.</li> </ul>
<b>Mass</b>	<ul style="list-style-type: none"> <li>- Compare, describe and solve practical problems for mass and weight.</li> <li>- Measure and begin to record mass and weights.</li> <li>- Use standard units to estimate and measure mass and weight using scales.</li> </ul>	<ul style="list-style-type: none"> <li>- Measure, compare, add and subtract mass and weight.</li> <li>- Convert between different units of measure (eg kg to g).</li> <li>- Estimate, compare and calculate different measures.</li> </ul>	<ul style="list-style-type: none"> <li>- Convert between different units of metric measure (kg, g)</li> <li>- Understand and use approximate equivalences between metric units and common imperial units such as pounds and ounces.</li> </ul>



	<ul style="list-style-type: none"> <li>- Compare and order mass and record the results using <math>&lt;</math>, <math>&gt;</math>, <math>=</math>.</li> </ul>		<ul style="list-style-type: none"> <li>- Use all four operations to solve problems involving measure using decimal notation, including scaling.</li> <li>- Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.</li> <li>- Use, read, write and convert between standard units, converting measurements of mass from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places.</li> </ul>
<b>Capacity and volume</b>	<ul style="list-style-type: none"> <li>- Compare, describe and solve practical problems for capacity and volume.</li> <li>- Measure and begin to record capacity and volume.</li> <li>- Use standard units to estimate and measure capacity using measuring vessels.</li> <li>- Compare and order volume/capacity and record the results using <math>&lt;</math>, <math>&gt;</math>, <math>=</math>.</li> </ul>	<ul style="list-style-type: none"> <li>- Measure, compare, add and subtract capacity and volume.</li> <li>- Convert between different units of measure (eg ml to l).</li> <li>- Estimate, compare and calculate different measures.</li> </ul>	<ul style="list-style-type: none"> <li>- Convert between different units of metric measure (L, ml)</li> <li>- Understand and use approximate equivalences between metric units and common imperial units such as pints.</li> <li>- Use all four operations to solve problems involving measure using decimal notation, including scaling.</li> <li>- Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.</li> <li>- Use, read, write and convert between standard units, converting measurements of capacity from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places.</li> <li>- Estimate volume and capacity.</li> <li>- Calculate, estimate and compare the volume of cubes and cuboids using standard units, including cubic centimetres and cubic metres, and extending to other units.</li> </ul>
<b>Money</b>	<ul style="list-style-type: none"> <li>- Recognise and know the value of different denominations of coins and notes.</li> <li>- Recognise and use symbols for pounds (£) and pence (p).</li> <li>- Combine amounts to make a particular value.</li> <li>- Find different combinations of coins that equal the same amount of money.</li> </ul>	<ul style="list-style-type: none"> <li>- Add and subtract amounts of money to give change (£ and p)</li> <li>- Estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>	<ul style="list-style-type: none"> <li>- Use all four operations to solve problems involving money using decimal notation.</li> </ul>

	<ul style="list-style-type: none"> <li>- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.</li> </ul>		
<b>Time</b>	<ul style="list-style-type: none"> <li>- Compare, describe and solve practical problems for time.</li> <li>- Measure and begin to record time (hours, minutes, seconds)</li> <li>- Sequence events in chronological order using language.</li> <li>- Recognise and use language relating to dates, including days of the week, weeks, months and years.</li> <li>- Compare and sequence intervals of time.</li> <li>- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> <li>- Read the time on a clock to the nearest 15 minutes.</li> <li>- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.</li> <li>- Remember the number of minutes in an hour and the number of hours in a day.</li> </ul>	<ul style="list-style-type: none"> <li>- Read the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24 hour clocks.</li> <li>- Write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24 hour clocks.</li> <li>- Read, write and convert time between analogue and digital 12- and 24-hour clocks.</li> <li>- Estimate and read time with increasing accuracy to the nearest minute.</li> <li>- Record and compare time in terms of seconds, minutes and hours.</li> <li>- Use vocabulary such as o'clock, a.m., p.m., morning, afternoon, noon and midnight.</li> <li>- Know the number of seconds in a minute and the number of days in each month, year and leap year.</li> <li>- Compare durations of events.</li> <li>- Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days.</li> <li>- Convert from hours to minutes.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve problems involving converting between units of time.</li> <li>- Convert between different units of metric measure (days, hours, minutes, seconds)</li> <li>- Use all four operations to solve problems involving measure using decimal notation, including scaling.</li> <li>- Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.</li> <li>- Use, read, write and convert between standard units, converting measurements of time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places.</li> </ul>
	<ul style="list-style-type: none"> <li>- Read scales in divisions of ones, twos, fives and tens.</li> <li>- Read scales where not all numbers on the scale are given and estimate points in between.</li> </ul>		

<b>To use statistics</b>	<b>Milestone 1</b>	<b>Milestone 2</b>	<b>Milestone 3</b>
<b>Interpreting and presenting data</b>	<ul style="list-style-type: none"> <li>- Interpret and construct simple pictograms.</li> <li>- Interpret and construct tally charts.</li> <li>- Interpret and construct block diagrams.</li> <li>- Interpret and construct simple tables.</li> </ul>	<ul style="list-style-type: none"> <li>- Interpret and present data using bar charts, pictograms and tables.</li> <li>- Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> </ul>	<ul style="list-style-type: none"> <li>- Complete, read and interpret information in tables, including timetables.</li> <li>- Interpret and construct pie charts and line graphs and use these to solve problems.</li> </ul>
<b>Asking and answering questions</b>	<ul style="list-style-type: none"> <li>- Ask and answer simple questions by counting the number of objects in each category.</li> <li>- Sort the categories by quantity.</li> <li>- Ask and answer questions about totalling and comparing categorical data.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve one-step and two-step questions using information presented in scaled bar charts, pictograms and tables.</li> <li>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve comparison, sum and difference problems using information presented on a line graph.</li> <li>- Calculate and interpret the mean as an average.</li> </ul>

<b>To use algebra</b>	<b>Milestone 1</b>	<b>Milestone 2</b>	<b>Milestone 3</b>
	<ul style="list-style-type: none"> <li>- Solve addition and subtraction problems involving missing numbers.</li> <li>- Know that a symbol can represent a value.</li> </ul>	<ul style="list-style-type: none"> <li>- Solve addition and subtraction, multiplication and division problems that involve missing numbers.</li> <li>- Look for patterns in results when solving problems.</li> <li>- Use symbols to represent a value.</li> <li>- Identify the value of given symbols.</li> </ul>	<ul style="list-style-type: none"> <li>- Use simple formulae.</li> <li>- Generate and describe linear number sequences.</li> <li>- Express missing number problems algebraically.</li> <li>- Find pairs of numbers that satisfy an equation with two unknowns.</li> <li>- Enumerate possibilities of combinations of two variables.</li> </ul>