

COMPARING AND ESTIMATING											
F1	F2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Compare quantities using language such as "more" and "fewer"	Compare length, weight and capacity THERE IS NO ELG RELATED TO SSM	compare, describe and solve practical problems for: * lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half] * mass/weight [e.g. heavy/light, heavier than, lighter than] * capacity and volume [e.g. full/empty, more than, less than, half, half full, quarter] * time [e.g. quicker, slower, earlier, later]	compare and order lengths, mass, volume/capacity and record the results using >, < and =		estimate, compare and calculate different measures, including money in pounds and pence (also included in Measuring)	calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes (also included in measuring)	calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm³) and cubic metres (m³), and extending to other units such as mm³ and km³.				
Make comparisons between objects relating to size, length, weight and capacity	To use prior vocabulary and supplement with lightest/ heaviest/ tallest/ shortest/ half full/ quickest/ slowest					estimate volume (e.g. using 1 cm blocks to build cubes and cuboids) and capacity (e.g. using water)					
Investigate	To compare,	sequence events in	compare and	compare							
measure using	describe and	chronological order	sequence intervals	durations of							
appropriate	solve practical	using language [e.g.	of time	events, for							
vocabulary heavy/ light/ same	problems for	before and after, next,		example to calculate the							
as/ heavier/	length and heightsweight	first, today, yesterday, tomorrow, morning,		time taken by							
lighter/	- capacity	afternoon and		particular							



tall /short/	- time	evening]		events or tas	sks			
long/ longer/								
shorter/								
empty/ full/ nearly								
full/ nearly empty								
	To order and			estimate and				
	sequence 3			read time wi	th			
	comparisons of			increasing				
	measure			accuracy to t	the			
				nearest				
				minute; reco				
				and compare				
				time in term	S			
				of seconds,				
				minutes, hou and o'clock;	urs			
				use vocabula	nr./			
				such as	^{21 y}			
				a.m./p.m.,				
				morning,				
				afternoon,				
				noon and				
				midnight				
				(appears also	in			
				Telling the Tin	ne)			
			MEASURING and CALC	ULATING				
F1	F2	Year 1	Year 2		Year 3	Year 4	Year 5	Year 6
	To begin to use	measure and begin to	choose and use		ure, compare,	estimate,	use all four	
	non–standard	record the following:	appropriate standard		nd subtract:	compare and	•	1 -
	units to measure	* lengths and	to estimate and measu	_	ns (m/cm/mm);	calculate	solve	involving the
	static objects	heights	length/height in any		(kg/g);	different	problems	calculation
		* mass/weight	direction (m/cm); mas		ne/capacity	measures,	involving	and
		* capacity and	(kg/g); temperature (°			including	measure (e	-
		volume	capacity (litres/ml) to	tne		money in	length, ma	ss, units of



	* time (hours, minutes, seconds)	nearest appropriate unit, using rulers, scales, thermometers and measuring vessels		pounds and pence (appears also in Comparing)	volume, money) using decimal notation including scaling.	measure, using decimal notation up to three decimal places where appropriate (appears also in Converting)
To record findings during investigations			measure the perimeter of simple 2-D shapes	measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres	recognise that shapes with the same areas can have different perimeters and vice versa
To understand the importance of constant baseline						



			MEAS	URING and CALCU	LATING		
F1	F2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		recognise and know the value of different denominations of coins and notes	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	add and subtract amounts of money to give change, using both £ and p in practical contexts	find the area of rectilinear shapes by counting squares	calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes recognise and use square numbers and cube numbers, and the notation for squared (²) and cubed (³) (copied from	calculate the area of parallelograms and triangles calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [e.g. mm³ and km³]. recognise when it is possible to use formulae for area and volume of shapes



							Multiplication Division)	n and			
	TELLING THE TIME										
F1	F2	Year 1		Year 2	Year 3		Year 4	Year 5	Year 6		
Understand position through words alone	To sequence a familiar set of events both fictional and non-fictional	tell the time to t and half past the and draw the ha a clock face to sl these times.	e hour nds on	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.	tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12 hour and 24-hour clocks	bo ai ho - (a	ead, write and onvert time etween analogue nd digital 12 and 24-our clocks appears also in onverting)				
Begin to describe a sequence of events using words such as "first", "then"	To be introduced to and understand the o'clock time on an analogue clock.	recognise and us language relatin dates, including the week, weeks months and year	g to days of s,	know the number of minutes in an hour and the number of hours in a day. (appears also in Converting)	estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon noon and midnight (appears also in Comparing and Estimating)	2					
	To be able to read and draw the					in fr	olve problems nvolving converting rom hours to ninutes; minutes to	solve problems involving converting between units of time	3		



hands on a clock face to show this times		seconds; years to months; weeks to days (appears also in Converting)	
NO ELG FOR SSM			



				CONVERTING			
F1	F2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			know the number of minutes in an hour and the number of hours in a day. (appears also in Telling the Time)	know the number of seconds in a minute and the number of days in each month, year and leap year	convert between different units of measure (e.g. kilometre to metre; hour to minute)	convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places
					read, write and convert time between analogue and digital 12 and 24-hour clocks (appears also in Converting)	solve problems involving converting between units of time	solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate (appears also in Measuring and Calculating)
					solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to	understand and use equivalences between metric units and common imperial units such as inches, pounds and pints	convert between miles and kilometres



		days	
		(appears also in Telling	
		the Time)	