

Knowledge: *I understand and know that/ I can explain*

- One ten is equivalent to ten ones
- Double is twice the size or amount
- Half is one of two equal parts that make up a whole
- Objects can be shared equally
- A vertex is a point where two sides meet
- A polygon is a 2D shape with straight lines that meet at vertices
- A three-sided shape is called a triangle, a five-sided shape is called a pentagon, a six-sided shape is called a hexagon, an eight-sided shape is called an octagon
- A prism is a 3D shape with two identical 2D ends (bases) and rectangular sides
- A pyramid is a 3D shape with a polygon base and triangular sides that meet at a point
- One half is equivalent to two quarters
- There are 60 minutes in an hour and 24 hours in a day
- Clockwise is the direction that follows the same path as the hands of a clock
- Anti-clockwise is the opposite direction of the hands of a clock

Skills: *I can confidently*

- ✓ Add and subtract multiples of ten
- ✓ Compare two, two-digit numbers
- ✓ Partition a two-digit number in different ways
- ✓ Find ten more or ten less than a two-digit number
- ✓ Add a two-digit number to a two-digit number
- ✓ Calculate the difference
- ✓ Subtract a two-digit number from a two-digit number
- ✓ Count in groups of 5
- ✓ Double and halve a two-digit number
- ✓ Use symbols for pounds and pence
- ✓ Find one half, one quarter or one third of a number, shape, set of objects or quantity
- ✓ Tell the time including quarter past/ to the hour
- ✓ Measure length, height, mass and capacity using standard units with rulers, scales, thermometers and measuring vessels and use more than, less than or equal to in order to compare

Key Vocabulary

tens, ones, partition, addend, sum, difference, part-part-whole, multiply, double, halve, factor, grouped, equal, divide, quotient, divisor, dividend, polygon, vertices, vertex, 2D, 3D, edges, faces, cuboid, cube, prism, cone, pyramid, sphere, cylinder, triangle, square, rectangle, pentagon, hexagon, octagon, pounds, pence, quarters, thirds, equivalent, straight line, turn (quarter turn, half turn, three-quarter turn), clockwise and anti-clockwise, more than, less than