



CLIC Term 2

Counting

Saying Numbers

Reading Numbers

Place Value

Mastery of Numbers

Count Along in 4 Ways

Counting Along Scales

Completed

6. I can read 3d numbers

4. I can partition a 2dp number

NEW 6. I can understand 1dp numbers

NEW 6. 0.1s / 0.2s / 0.5s / 0.25s | 0.2s, 0.5s, 0.25s

NEW 4. I can even count along when there are no lines

Learn Its

Learn Its

NEW 14. x: 11x table

It's Nothing New

Swapping the Units

Completed

INN: Addition and Subtraction

NEW 4. I can add tenths

Halving with Pim

NEW 4. I know half of 3, 5, 7, 9 as decimals

INN: Number Bonds to 10

4. I can find the missing piece to 1000

Multiplying by 10

2. I can multiply whole numbers by 100

Dividing by 10

NEW 2. I can divide whole numbers by 10 or 100 giving decimal answers

INN: Multiplication

3. I can write Smile Multiplication Fact Families

Coin Multiplication

NEW 4. I know when to add 2 multiples together

INN: Finding Multiples

2. I can find Mully using 10 lots and a Tables Fact

Calculation

Addition

NEW

29. I can solve any $3d + 3d$

Subtraction

29. I can subtract with 3 digit numbers

Multiplication

NEW

14. I can solve any $1d \times 2d$

Division

19. I can combine 2 or more Tables Facts to solve division (with remainders) (2, 3, 4, 5x tables)

Column Methods

Addition - Column Methods

NEW

7. I can solve any $4d + 2d / 3d$

Subtraction - Column Methods

6. I can solve any $4d - 2d$ or $3d$

Multiplication - Column Methods

NEW

2. I can solve any $2d \times 1d$

Division - Column Methods

2. I can solve $2d \div 1d$ (using x2, 3, 4, 5) with no remainders in the answer

SAFE Term 2

Shape

Explore and Draw

20. I can find symmetry when shapes are in different orientations

2D Shapes

NEW

22. I know 'The Quadrilateral Family'

3D Shapes

19. I can make 3D shapes

Position and Direction

NEW

15. I can provide coordinates for a given point

NEW

16. I can locate a point using given coordinates

NEW

17. I can use x and y coordinates to find points

NEW

18. I can explain the difference between grid references and coordinates

NEW

19. I can create my own first quadrant

NEW

20. I can create my own first quadrant and plot given points

Amounts

Amounts of Distance

22. I can convert kilometres to metres

Amounts of Mass

16. I can convert kilograms to grams

Amounts of Money

15. I can use decimal notation for money

Amounts of Space

18. I can compare the areas of different shapes by accurately counting squares and part squares

Amounts of Temperature

NEW

8. I can use a range of thermometers to measure the temperature

NEW

9. I can read negative temperatures

NEW

10. I can find negative values for temperatures by counting

NEW

11. I can understand and use degrees Celsius

Amounts of Time

24. I can convert periods of time

Amounts of Time: Telling the Time

16. I can convert time from 24 hour clock to analogue

Amounts of Turn

15. I can compare, order and sort angles

Fractions

Fractions of a Whole

16. I can use equivalence to find any simple fraction

Fractions of a Set

10. I can find fractions of amounts using my tables (2 or more parts)

Fractions: Counting

NEW 12. I can round numbers with 1dp

Fractions: Learn Its

NEW 6. I know all of my tables as fractions Learn Its

Fractions: It's Nothing New

NEW 6. I can multiply unit fractions (within 1)

Fractions: Calculation

NEW 5. I can simplify fractions using my tables

Percentages

Starts in a later term

Ratio

3. I can increase measures by a given proportion

Explaining Data

Diagrams and Tables

NEW 21. I can calculate from timetables

NEW 22. I can use two variables to read timetables

NEW 23. I can use two variables to read timetables and then calculate

Bar Charts

NEW 10. I can find how many more (or fewer) than a given value shown on the horizontal axis (with continuous data)

NEW 11. I can draw a bar chart with continuous data

Averages

Starts in a later term

Line Graphs

NEW 3. I can explain a range of simple line graphs

Dangerous Maths

Pattern Spotting

9. I can spot and extend more challenging patterns of shapes

Algebra

4. I can use a two-step function machine

Prove It!

3. I can Prove It! - 3

