

classes)	$\begin{array}{r} 48 \\ +49 \\ \hline \end{array}$ <p>Your child may use addition facts e.g. double, near double to help with sum. RULE: Always add units first.</p>
SUBTRACTION	<p>1.Subtraction within 20</p> <p>2. Subtraction with bigger numbers without renaming within 99</p> <p>e.g. <math display="block">\begin{array}{r} 48 \\ - 24 \\ \hline \end{array}</math></p> <p>3. subtraction with renaming e.g. <math display="block">\begin{array}{r} 52 \\ - 39 \\ \hline \end{array}</math></p> <p><u>Rhyme to help:</u> More on top no need to stop! More on the floor go next door and get Ten more. Numbers the same 0 is the game</p> <p>SEE SEPARATE SECTION ON SUBTRACTION METHOD</p>
LENGTH	Estimate, compare ,measure and record length using metres and centimetres .
2-D SHAPES	<ul style="list-style-type: none"> <li>• sort, describe and name shapes such as a square, rectangle, triangle, circle, semi-circle. and oval. (2-D or flat shapes), folding 2 D shapes to get a new shape. Looking for shapes in environment.</li> </ul>
3-D SHAPES	Sort, describe and name shapes such as cube, cuboid, cylinder , cone and sphere (3-D or shapes that are not flat). Find shapes in the environment
TIME	read time in hours, half-hours and quarter hours, for example recognise times like half past 3 and quarter to 6 on a clock.
WEIGHT	Measuring using non-standard measuring units. Your child will also be talking about and weighing