

## Place Value throughout the First Year of Primary School

[Unit 1](#) – Foundations for counting

[Unit 2](#) – Count to 3, then to 6

[Unit 3](#) – Count to 10

[Unit 4](#) – Form digits correctly

[Unit 5](#) – See small collections (structured subitising)

[Unit 6](#) – See small collections (flexible subitising)

[Unit 7](#) – Compare numbers up to 10 and understand zero

[Unit 8](#) – One more and one less

## Place Value for Year 1 & Year 2

[Unit 9](#) – Pre-base-ten renaming

[Unit 10](#) – Ordinal numbers

[Unit 11](#) – Count to 120

[Unit 12](#) – Make, read, write and compare two-digit numbers

[Unit 13](#) – Teen numbers

[Unit 14](#) – Rounding and real-life estimation, including number lines

[Unit 15](#) – Make, read, write and compare three-digit numbers

[Unit 16](#) – Renaming (Years 2 & 3)

## Addition Sequence

[Unit 1](#) – Practical addition situations for count all

[Unit 2](#) – One more, two more

[Unit 3](#) – Count on

[Unit 4](#) – Partition (ways to make) the numbers 3 to 9

[Unit 5](#) – 10 facts

[Unit 6](#) – Double facts

[Unit 7](#) – Near doubles

[Unit 8](#) – Build to 10

## Subtraction Sequence

[Unit 1](#) – Physical take away

[Unit 2](#) – One less, two less

[Unit 3](#) – Count back strategy

[Unit 4](#) – Difference between

[Unit 5](#) – Backwards 10 facts

[Unit 6](#) – Backwards doubles

[Unit 7](#) – Addition and subtraction fact families

## Money Sequence

[Unit 1](#) – Identify and use coins

[Unit 2](#) – Calculate totals

## Multiplication Sequence

[Unit 1](#) – Make equal groups

[Unit 2](#) – Skip-counting

[Unit 3](#) – Repeated addition

[Unit 4](#) – Multiply using arrays

## Division Sequence

[Unit 1](#) – Share between two

[Unit 2](#) – Create equal shares

[Unit 3](#) – Quotition division and the skip-count to divide strategy

## Fractions Sequence

[Unit 1](#) – Understanding fractions as 'out of'

[Unit 2](#) – Halves, quarters and eighths of wholes and collections

[Unit 3](#) – Proper fractions

## Patterns and Algebra Sequence

[Unit 1](#) – Patterns with objects

[Unit 2](#) – Skip-counting by 2, 10 and 5, including missing elements

[Unit 3](#) – Addition and subtraction patterns, balancing equations