

Algebra

EQUATIONS					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<i>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ (copied from Addition and Subtraction)</i>	<i>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems. (copied from Addition and Subtraction)</i>	<i>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. (copied from Addition and Subtraction)</i>		<i>use the properties of rectangles to deduce related facts and find missing lengths and angles (copied from Geometry: Properties of Shapes)</i>	express missing number problems algebraically
		<i>solve problems, including missing number problems, involving multiplication and division, including integer scaling (copied from Multiplication and Division)</i>			
	<i>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (copied from Addition and Subtraction)</i>				find pairs of numbers that satisfy number sentences involving two unknowns
<i>represent and use number bonds and related subtraction facts within 20 (copied from Addition and Subtraction)</i>					enumerate all possibilities of combinations of two variables

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FORMULAE					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			<i>Perimeter can be expressed algebraically as $2(a + b)$ where a and b are the dimensions in the same unit. (Copied from NSG measurement)</i>		use simple formulae
					<i>recognise when it is possible to use formulae for area and volume of shapes (copied from Measurement)</i>
SEQUENCES					
<i>sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening (copied from Measurement)</i>	<i>compare and sequence intervals of time (copied from Measurement)</i>				generate and describe linear number sequences
	<i>order and arrange combinations of mathematical objects in patterns (copied from Geometry: position and direction)</i>				

