

Year 1

Statutory Guidance

Add one-digit and two-digit numbers to 20, including zero. Solve one-step problems that involve addition, using concrete objects and pictorial representations, and missing number problems.

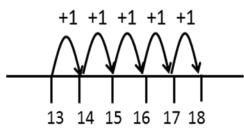
Possible representations

e.g. 7 + 6 =

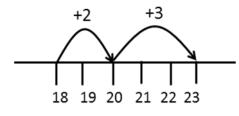
Using concrete objects



Using pictorial representations e.g. 13 + 5 =



Addition using more efficient jumps



Year 2

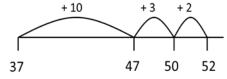
Statutory Guidance

Solve problems with addition:

- using concrete objects and pictorial representations, including those involving numbers, quantities and measures
- applying their increasing knowledge of mental and written methods

Add numbers using concrete objects, pictorial representations, and mentally, including:

- a two-digit number and ones
- a two-digit number and tens
- two two-digit numbers
- adding three one-digit numbers



Non-statutory guidance

$$34 + 23 =$$

Year 3

Statutory Guidance

Add numbers with up to three digits, using formal written methods of columnar addition.

Solve problems, including missing number problems, using number facts, place value, and more complex addition.
e.g. 376 + 57 =

Or (expanded addition)

Year 4

Statutory Guidance
Add numbers with up to
4 digits using the formal
written methods of
columnar addition where
appropriate
e.g. 6321 + 858 =

Measurement

Based on statutory guidance linked to money and measures to 2 decimal places. e.g. 67.75 + 21.50 =

Year 5

Statutory Guidance
Add whole numbers with
more than 4 digits,
including using formal

written methods

(columnar addition)

1 2 4 7 8

Measurement

Based on statutory guidance linked to money and measures to 2 decimal places.

		9		4	2
	+	6		7	8
•	1	6		2	0
	1		1		

Year 6

Statutory Guidance

Solve addition multistep problems in contexts, deciding which operations and methods to use and why

Measurement

Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate