

| | Reception | Early Learning Goal | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|----------|---|---|---|--|---|--|--|--|
| | Number - Counting Rote counting | Children at the expected level of | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: |
| | Rote counting Rote count from 1 | development will: ELG - Number | Counting | Counting | Counting | Counting | Counting | Counting |
| | Rote count from 1 Rote count on from a given number between 1 and 20 | Have a deep understanding of number to 10, including | Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. | Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward. | Count from 0 in multiples of 4, 8, 50 and 100. | Count in multiples of 6, 7, 9, 25 and 1000. | Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000. | Count forwards or backwards in steps of integers, decimals, powers of 10 for any number. |
| | Rote count back from 20 to 0 | the composition of each number; | Count in multiples of twos, fives | Describe and extend simple | Count up and down in tenths. Place value | Count backwards through zero to include negative numbers. | Count forwards and backwards in | Place value |
| | Rote count back from a given number between 0 and 20 | Subitise (recognise without | and tens. Place Value | sequences involving counting on or back in different steps. Place value | Read and write numbers up to 1000 in numerals and in words. | Count up and down in hundredths. | decimal steps. Place value | Read, write and compare numbers up to 10 000 000 and determine the value of each digit. |
| | Know what number comes before or after a given number | counting) up to 5; ELG – Numerical Patterns | Read and write numbers to 100 in numerals. Read and write numbers from 1 to | Read and write numbers to at least 100 in numerals and in words. | Identify the value of each digit to one decimal place. | Read and write numbers to at least 10 000. | Read, write, order and compare numbers to at least 1 000 000 and determine the | Identify the value of each digit to three decimal places. |
| | Say a number between two given numbers | recognising the pattern of the counting system; | 20 in numerals and words. Begin to recognise the place value | Recognise the place value of each digit in a two-digit number (tens. ones). | Read and write numbers with one decimal place. | Read and write numbers with up to two decimal places. | value of each digit. Read, write, order and compare numbers with up to 3 decimal | Identify, represent and estimate numbers using the number line. Comparing and ordering |
| | Rote count beyond 20 Counting objects | Compare quantities up to 10 in different contexts, | of numbers beyond 20 (tens and ones). | Identify, represent and estimate | Recognise the place value of each digit in a three-digit number (hundreds, tens, ones). | Recognise the place value of each digit in a four-digit number. | places. Identify the value of each digit to | Order and compare numbers up to |
| | Understand that counting is to find out how many | recognising when one quantity is greater than, less than or the same as the other | Identify and represent numbers using objects and pictorial | numbers using different representations, including the number line. | Partition numbers in different ways (e.g. 146 = 100+ 40+6 and 146 = | Identify the value of each digit to two decimal places. | three decimal places. | 10 000 000 and determine the value of each digit. |
| | Use one to one correspondence when | quantity; Explore and represent | representations including the number line (numbers to at least 30). | Partition numbers in different ways (e.g. 23 = 20 + 3 and | 130+16). Identify, represent and estimate | Partition numbers in different ways (e.g. 2.3 = 2+0.3 & 1+1.3). | Identify represent and estimate numbers using the number line. Comparing and ordering - also | Order and compare numbers including integers, decimals and negative numbers. |
| | counting Understand the last number | patterns within numbers up to 10, including evens and | Comparing and ordering Use the language of: equal to, | $\frac{23 = 10 + 13)}{\text{Comparing and ordering}}$ | numbers using different representations (including the | Identify, represent and estimate numbers using different | refer to place value section Find 0.01, 0.1, 1, 10, 100, 1000 | Find 0.001, 0.01, 0.1, 1, 10 and powers of 10 more/less than a |
| | said is the number in the set Count up to 20 objects, | odds, double facts and how quantities can be distributed equally. | more than, less than (fewer), most, least. | Compare and order numbers from 0 up to 100; use <, > and = signs. | number line). Comparing and ordering | representations (including the number line). Comparing and ordering | and other powers of 10 more or less than a given number. Rounding, approximation and | given number. Rounding, approximation and estimation |
| | pictures, sounds and actions Understand and use | | Given a number, identify one more and one less. Sequences and patterns | Find 1 or 10 more or less than a given number. | Compare and order numbers up to 1000. | Order and compare numbers beyond 1000. | estimation Round any number up to 1 000 | Round any whole number to a required degree of accuracy. |
| | conservation of number Use the word 'zero' to | | Recognise and create repeating patterns with numbers, objects and | Multiplying by powers of 10 Understand the connection | Compare and order numbers with one decimal place. | Order and compare numbers with the same number of decimal | 000 to the nearest 10, 100, 1000, 10 000 and 100 000. | Round decimals with three decimal places to the nearest whole |
| enlue | represent 'none' Compare two sets of different | | shapes. Identify odd and even numbers | between the 10 multiplication table and place value. | Find 1, 10 or 100 more or less than a given number. Multiplying by powers of 10 | places up to two decimal places. Find 0.1, 1, 10, 100 or 1000 more | Round decimals with two decimal places to the nearest whole | number or one or two decimal places. |
| place va | objects saying which set is more, greater, fewer, less, | | linked to counting in twos from 0 and 1. | Rounding, approximation and estimation | Find the effect of multiplying a one- or two-digit number by 10 and 100, | or less than a given number. Rounding, approximation and estimation | number and to one decimal place. Multiplying by powers of 10 | Multiplying by powers of 10 Multiply and divide numbers by 10, |
| and p | same, equal Order three or more sets of | | Solving number problems Solve problems and practical | Round numbers to at least 100 to the nearest 10. | identify the value of the digits in the answer. | Round any number to the nearest 10, 100 or 1000. | Multiply/divide whole numbers and decimals by 10, 100 and 1000. | 100 and 1000 giving answers up to three decimal places. Negative numbers |
| Number | objects State without counting | | problems involving all of the above. | Solving number problems Use place value and number facts | Rounding, approximation and estimation | Round decimals (one decimal | Negative numbers Interpret negative numbers in | Use negative numbers in context, and calculate intervals across zero. |
| ber - N | (subitise) quantities within 5 Make a sensible guess of | | | to solve problems. | Round numbers to at least 1000 to the nearest 10 or 100. Roman numerals | place) to the nearest whole number. Multiplying by powers of 10 | context, count on and back with positive and negative whole | Sequences and patterns Describe and extend number |
| Num | quantities within 10 Number – Number Sense | | | | Read Roman numerals from I to XII. | Find the effect of dividing a one- or two-digit number by 10 and 100, | numbers, including through zero. Sequences and patterns | multiplication and division steps. |
| | Partition a set of objects in different ways using the terminology part - part - whole | | | | Solving number problems Solve number problems and practical problems involving these | identifying the value of the digits in the answer as ones, tenths and hundredths. Sequences and patterns | sequences including those with multiplication/division steps and where the step size is a decimal. | inconsistent steps, alternating steps and those where the step size is a decimal. Solving number problems |
| | Explore and represent the patterns in odd and even numbers | | | | ideas. Sequences and patterns Describe and extend number | Describe and extend number sequences involving counting on or back in different steps, including | Read Roman numerals to 1000 (M); recognise years written as | Solve number and practical problems that involve all of the above. |
| | Understand that 'teen' numbers are a group of 10 plus another number | | | | sequences involving counting on or back in different steps. | sequences with multiplication and division. Roman numerals | such. Solving number problems Solve number and practical | |
| | Understand 20 is the same as two groups of 10 | | | | | Read Roman numerals to 100 and know that over time, the numeral system changed to include the | problems that involve all of the above. | |
| | Recognise repeating patterns in the counting sequence i.e. 6, 7, 8, 9 and 16, 17, 18, 19 and 26, 27, 28, 29 etc. Number – Number Recognition | | | | | concept of zero and place value. Solving number problems Solve number and practical problems that involve all of the above and with increasingly large | | |
| | Recognise and identify numerals 0 to 20 | | | | | positive numbers. | | |
| | Select the numeral that represents a set of objects | | | | | | | |
| | Order numerals 0 to 20 Number – Graphics | | | | | | | |
| | Represent amounts in their own ways, explaining what they mean | | | | | | | |
| | Represent and explain their thinking in their own ways | | | | | | | |
| | Write numerals 0 to 20 | | | | | | | |



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| Accordance of the content of the con | | Reception | Early Learning Goal | rear i | rear 2 | rear 3 | rear 4 | rear 5 | rear o |
| Subtract a single-digit number for an aumber up to 10, using practical equipment. Subtract a single-digit number for an aumber up to 10, using practical equipment. Subtract a single-digit number for an aumber up to 10, using practical equipment in a number | nd subtraction | Understand the concept of addition by practically combining sets of objects to find how many and use the terminology part – part – whole Understand the concept of subtraction by practically removing one amount from within another to find how many are left and use the terminology part – part – whole Relate subtraction to addition in practical situations using the terminology part – part – whole Identify one more and one less than a given number Identify two more and two less than a given number Add two single-digit numbers totalling up to 10, using practical equipment Add two single-digit numbers totalling greater than 10, | Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to | Understanding addition and subtraction Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. Addition and subtraction facts Represent and use number bonds and related subtraction facts within 20. Mental methods Add and subtract one-digit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations). Solving addition and subtraction problems including those with missing numbers Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = | Understanding addition and subtraction Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. Understand subtraction as take away and difference (how many more, how many less/fewer). Addition and subtraction facts Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (bonds totalling 5, 10 and 20). Recall and use number bonds for multiples of 5 totalling 60 (to support telling time to nearest 5 minutes). Mental methods Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: | Mental methods Add and subtract numbers mentally, including: a three-digit number and ones. a three-digit number and tens. a three-digit number and hundreds. Select a mental strategy appropriate for the numbers involved in the calculation. Recall/use addition/subtraction facts for 100 (multiples of 5 and 10). Derive and use addition and subtraction facts for r100. Derive and use addition and subtraction facts for multiples of 100 totalling 1000. Written methods Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction. | Understanding addition and subtraction Choose an appropriate strategy to solve a calculation based upon the numbers involved (fecall a known fact. calculate mentally, use a joiting, written method). Addition and subtraction facts Recall and use addition and subtraction facts for 100. Recall and use +/- facts for multiples of 100 totalling 1000. Derive and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place). Mental methods Select a mental strategy appropriate for the numbers involved in the calculation. Add and subtract mentally combinations of two and three digit numbers and decimals to one | Understanding addition and subtraction Choose an appropriate strategy to solve a calculation based upon the numbers involved (recal) a known fact, calculate mentally, use a jotting, written method). Addition and subtraction facts Recall and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place). Derive and use addition and subtraction facts for 1 (with decimal numbers to two decimal place). Derive and use addition and subtraction facts for 1 (with decimal numbers to two decimal places). Mental Methods Select a mental strategy appropriate for the numbers involved in the calculation. Add and subtract numbers mentally with increasingly large numbers and decimals to two decimal places. Written Methods Add and subtract whole numbers | Understanding addition and subtraction Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, writen method). Addition and subtraction facts Recall and use addition and subtraction facts for 1 (with decimals to two decimal places). Mental methods Select a mental strategy appropriate for the numbers in the calculation. Perform mental calculations including with mixed operations and large numbers and decimals. Written methods Add and subtract whole numbers and decimals using formal written methods (columnar addition and subtraction). Estimating and checking calculations Use estimation to check answers |
| including those involving numbers, quantities and measures, | | Add two single-digit numbers totalling greater than 10, using practical equipment Subtract a single-digit number from a number up to 10, using practical equipment. Subtract a single-digit number from a number greater than 10, using practical equipment Automatically recall addition and subtraction facts up to 5 and some addition and | | <u>-9.</u> | a two-digit number and ones. a two-digit number and tens. two two-digit numbers. adding three one-digit numbers. Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting). Select a mental strategy appropriate for the numbers involved in the calculation. Written methods (see mental methods) Estimating and checking calculations Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. Solving addition and subtractions problems including those with missing numbers: using concrete objects and pictorial representations, including those involving numbers, quantities and | Understand and use take away and difference for subtraction, deciding on the most efficient method for the numbers involved, irrespective of context. Estimating and checking calculations Estimate the answer to a calculation and use inverse operations to check answers. Solving addition and subtraction problems including those with missing numbers Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate metally, use a | decimal place. Written methods Add and subtract numbers with up to 4 digits and decimals with one decimal place using the formal written methods of columnar addition and subtraction where appropriate. Estimating and checking calculations Estimate: use inverse operations to check answers to a calculation. Solving addition and subtraction problems including those with missing numbers Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. Solve addition and subtraction problems involving missing | Written Methods Add and subtract whole numbers with more than 4 digits and decimals with two decimal places, including using formal written methods (columnar addition and subtraction). Estimating and checking calculations Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy. Solving addition and subtraction problems including those with missing numbers. Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. Solve addition and subtraction problems in contexts, deciding which operations and methods to use and why. | calculations Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy. Order of operations Use knowledge of the order of operations to carry out calculations. Solving addition and subtraction problems including those with missing numbers Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. Solve problems involving all four operations, including those with |



| | Reception | Early Learning Goal | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| | | | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: |
| | | | Multiplication and division facts Recall and use doubles of all | Understand multiplication and division | Understanding multiplication and division | Understanding multiplication and division | Understand multiplication and division | Understanding multiplication and division |
| Number - Multiplication and division | | | Recall and use doubles of all numbers to 10 and corresponding halves. Solving multiplication and division problems including those with missing numbers. Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. | Understand multiplication as repeated addition Understand division as sharing and grouping and that a division calculation can have a remainder. Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. Multiplication and division facts Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables. Recognise odd and even numbers. Derive and use doubles of simple two-digit numbers (numbers in which the ones total less than 10). Derive and use halves of simple two-digit even numbers (numbers in which the ones total less than 10). Mental methods Calculate mathematical statements for multiplication using repeated addition) and division within the multiplication tables and write them using the multiplication and division problems including those with missing numbers Solve problems involving multiplication and division facts, including those with remainders), using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. | Understand that division is the inverse of multiplication and vice versa. Understand how multiplication and division statements can be represented using arrays. Understand division as sharing and grouping and use each appropriately. Multiplication and division facts Recall and use multiplication and division facts for the 3. 4 and 8 multiplication tables. Derive and use doubles of all numbers to 100 and corresponding halves. Derive and use doubles of all multiples of 50 to 500. Mental and written methods Write and calculate mathematical statements for multiplication and division using the multiplication and division using the multiplication and progressing to formal written methods. Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). Solving multiplication and division problems including those with missing numbers Solve problems, including missing number problems, including those with missing numbers and correspondence problems in which no bejects are connected to m objects. | Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). Recognise and use factor pairs and commutativity in mental calculations. Multiplication and division facts Recall multiplication and division facts for multiplication tables up to 12 x 12. Use partitioning to double or halve any number, including decimals to one decimal place. Mental methods Use place value, known and derived facts to multiply and divide mentally, including: - multiplying by 0 and 1. - dividing by 1. - multiplying together three numbers. Written methods Multiply two-digit and three-digit number using formal written layout. Divide numbers up to 3 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context. Estimating and checking calculations - Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy. Solving multiplication and division problems including thouse with missing numbers Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, division (including interpreting remainders), integer scaling problems and harder correspondence problems such as n objects are connected to m objects. | Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). I dentify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers. Establish whether a number up to 100 is prime and recall prime numbers up to 19. Recognise and use square (?) and cube (?) numbers, and notation. Use partitioning to double or halve any number, including decimals to two decimal places. Mental methods Multiply and divide numbers mentally drawing upon known facts. Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. Written methods Multiply numbers up to 4 digits by a one- or two-digit number using the formal written method of short division and interpret remainders appropriately for the context of a problem, an appropriate degree of accuracy. Solve problems involving addition, subtraction, multiplication and division problems including the context of a problem, an appropriate degree of accuracy. Solving multiplication and division problems including those with missing numbers. Solve problems involving addition, subtraction, multiplication and division problems including those with missing numbers. Solve problems involving addition, subtraction, multiplication and division problems including those with missing numbers. | Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jointing, written method). Multiplication and division facts I dentify common factors, common multiples and prime numbers. Use partitioning to double or halve any number. Mental methods Perform mental calculations, including with mixed operations and large numbers. Written methods: Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication. Multiply one-digit numbers with up to two decimal places by whole numbers. Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication. Divide numbers up to 4 digits by a two-digit whole number using the formal written methods of short or long division, and interpret remainders as whole number remainders as whole number remainders as whole number context. Use written division methods in cases where the answer has up to two decimal places. Estimating and checking calculations Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy. Order of operations Use knowledge of the order of operations to carry out calculations. Solving multiplication and division problems including those with missing numbers Solve problems involving all four operations, including those with missing numbers. |



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| Nun | | | | | | | | |
| Number - Fraction, decimals and percentages | nber – Fractions Understand that sharing is splitting an amount into equal parts Understand that halving is sharing into two equal parts Understand that doubling is adding the same number to itself Automatically recall double facts to double 5 | ELG - Number Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. | Previous year group and: Understanding fractions Understand that a fraction can describe part of a whole. Understand that a unit fraction represents one equal part of a whole. Fractions of objects, shapes and quantities Recognise, find and name a half as one of two equal parts of an object shape or quantity (including measure). Recognise, find and name a quarter as one of four equal parts of an object, shape or rquantity (including measure). | Previous year group and: Understanding fractions "Understand and use the terms numerator and denominator. "Understand that a fraction can describe part of a set. "Understand that the larger the denominator is, the more pieces it is split into and therefore the smaller each part will be. Practions of objects, shapes and quantities Recognise, find, name and write fractions \(^{\frac{1}{2}}\), \(^{\frac{1}{2}}\), and \(^{\frac{1}{2}}\) of a length, shape, set of objects or quantity. Counting, comparing and ordering fractions "Count on and back in steps of \(^{\frac{1}{2}}\) and \(^{\frac{1}{2}}\), and \(^{\frac{1}{2}}\), terminate in the equivalence Write simple fractions for example, \(^{\frac{1}{2}}\) of 6 = 3 and recognise the equivalence of \(^{2}\) and \(^{\frac{1}{2}}\). | Previous year group and: Understanding fractions "Understand that finding a fraction of an amount relates to division. Fractions of objects, shapes and quantities "Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Recognise and use fractions as numbers: unit fractions with small denominators. Recognise that tenths arise from dividing objects into 10 equal parts and in dividing one-digit numbers or quantities by 10. Counting, comparing and ordering fractions "Count on and back in steps of \(\frac{1}{2} \), \(\frac{1}{4} \) and \(\frac{1}{3} \). Compare and order unit fractions, and fractions with the same denominators (including on a number line). Equivalence Recognise and show, using diagrams, equivalent fractions with small denominators. Show practically or pictorially that a fraction is one whole number divided by another (e.g. \(\frac{3}{4} \) can be interpreted as 3 \(\frac{7}{4} \). Calculating with fractions Add and subtract fractions with the same denominator within one whole [for example, \(\frac{5}{4} + \frac{7}{2} = \frac{5}{7} \). Solving problems involving fractions, decimals and percentages Solve problems that involve all of the above. | Previous year group and: Understanding fractions Understand that a fraction is one whole number divided by another (e.g., a can be interpreted as 3 ÷ 4). Fractions of objects, shapes and quantities Recognise, find and write fractions of a discrete set of objects including those with a range of numerators and denominators. Recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Counting, comparing and ordering fractions Count on and back in steps of unit fractions, and fractions with the same denominators (including on a number line). Equivalence Recognise and show, using diagrams, tamilies of common equivalent fractions. Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to 1, 2, 2, 3, 2, 2, 2, 2, 2, 2, 2, 2, 2, 2, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, 3, | Previous year group and: Fractions of objects, shapes and quantities Recognise mixed numbers and improper fractions and convert from one form to the other. Read and write decimal numbers as fractions (e.g. 0.71 = 10). Counting, comparing and ordering fractions Count on and back in mixed number steps such as 1½. Compare and order fractions whose denominators are all multiples of the same number (including on a number line). Equivalence Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths. Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. Calculating with fractions Add and subtract fractions with denominators that are the same and that are multiples of the same number (using diagrams). Write statements > 1 as a mixed number (e.g. ½ + ½ = 6/5 = 1 ½). Multiply proper fractions and mixed number (e.g. ½ + ½ = 6/5 = 1 ½). Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. Percentages Recognise the per cent symbol (%) and understand that per cent relates to number of parts per hundred, and write percentages as a fraction with denominator 100, and as a decimal. Solving problems involving fractions, decimals not bree places. | Previous year group and: Counting, comparing and ordering fractions Compare and order fractions, including fractions > 1 (including on a number line). Equivalence Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375 and \(\frac{1}{6} \)). Calculating with fractions Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions, writing the answer in its simplest form (e.g. \(\frac{1}{4} \times \frac{1}{2} = \frac{1}{6} \)). Procentages Find simple percentages of amounts. Solving problems involving fractions, decimals and percentages Solve problems involving fractions. Solve problems which require answers to be rounded to specified degrees of accuracy. Solve problems involving the calculation of percentages (e.g. of measures and such as 15% of 260) and the use of percentages for comparison. |



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| Shape | 1 | | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: |
| : | Name common 2-D shapes (circle, triangle, square rectangle, oblong rectangle) Name common 3-D shapes (sphere, cube, cuboid) Talk about shapes using mathematical language (straight, curved, sides, flat, solid) | | Properties of shape Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles. Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres. | Properties of shape Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]. | Properties of shape Draw 2-D shapes and describe them. Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them. Identify horizontal and vertical lines and pairs of perpendicular | Properties of shape Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify lines of symmetry in 2-D shapes presented in different orientations. Complete a simple symmetric | Properties of shape Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Use the properties of rectangles to deduce related facts and find missing lengths and angles. Identify 3-D shapes from 2-D | Properties of shape Compare/classify geometric shapes based on the properties and sizes. Draw 2-D shapes using given dimensions and angles. Illustrate and name parts of circle including radius, diameter and circumference and know that the |
| • | Sort shapes according to their own criteria | | | Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Sorting shapes Compare and sort objects, numbers and common 2-D and 3-D shapes and everyday objects. | and parallel lines. Angles Recognise angles as a property of shape or a description of a turn. Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle. Sorting shapes Use sorting diagrams to compare and sort objects, numbers and common 2-D and 3-D shapes and everyday objects. | Complete a simple symmetry if give with respect to a specific line of symmetry. Continue to identify horizontal and vertical lines and pairs of perpendicular and parallel lines. Angles and rotation Identify acute and obtuse angles and compare and order angles up to two right angles by size. | representations. Angles and rotation Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles. Draw given angles, and measure them in degrees (°). Identify: - angles at a point and one whole turn (total 360°) angles at a point on a straight line and half a turn (total 180°) other multiples of 90°. | Recognise, describe and build simple 3-D shapes, including making nets. Angles and rotation Recognise angles where they me at a point, are on a straight line, are vertically opposite, and find missing angles. Find unknown angles in any triangles, quadrilaterals, regular polygons. |
| Shape | <u> </u> | | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: |
| ŀ | Know that shapes can appear in different ways and be different sizes Build and make models with 3-D shapes | | Angles and rotation Describe movement, including whole, half, quarter and three-quarter turns. Patterns | Patterns Order/arrange combinations of mathematical objects in patterns/sequences. Position and direction | Coordinates (including reflection and translation) Describe positions on a square grid labelled with letters and numbers. | Coordinates (including reflection and translation) Describe positions on a 2-D grid as coordinates in the first quadrant. | Coordinates (including reflection and translation) Describe positions on the first quadrant of a coordinate grid. | Coordinates including reflection ad translation Describe positions on the full coordinate grid (all four quadrants) |
| Space | Create and describe pictures using 2-D shapes Understand and use positional language in everyday situations | | Recognise and create repeating patterns with objects and shapes. Position and direction Describe position and direction. | Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns | | Plot specified points and draw sides to complete a given polygon. Describe movements between positions as translations of a given unit to the left/right and up/down. | Plot specified points and complete shapes. Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed. | Draw and translate simple shape on the coordinate plane, and reflect them in the axes. |
| ŀ | Understand and use ordinal numbers when describing position Understand and use the language of | | | (clockwise and anti-clockwise). | | | | |
| ŀ | movement/direction Describe and recognise patterns made of objects, numbers and shapes | | | | | | | |
| • | Create patterns made of objects, numbers and shapes | | | | | | | |



| | | Reception | Early Learning Goal | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|------|----------|--|---------------------|--|---|--|---|---|---|
| | Dista | nce | | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: | Previous year group and: |
| | • | Understand that measures of distance can have different | | Length / height | Length / height | Length / height | Length and height | Length/height | Length and height and conversion |
| | | names including length, width, height | | Measure and begin to record: | Choose and use appropriate | Measure, compare (using <, > | Estimate and calculate lengths. | Use, read and write standard | Use, read and write standard units of length using decimal notation to |
| | | , | | lengths and heights, using non- | standard units to estimate and | and =), add and subtract lengths | Compare lengths (using <, > and | units of length | three decimal places. |
| | _ | Understand and use language to compare the | | standard and then manageable | measure length/height in any | (m/cm/mm). | =). Perimeter | Understand and use approximate | Convert between standard units of |
| | | length/width of two objects | | standard units (m/cm) within children's range of | direction (m/cm) to the nearest appropriate unit, using rulers, | Perimeter | | equivalences between metric | length using decimal notation to |
| | | | | counting competence. | scales, (within children's place | _ | Measure and calculate the | units and common imperial units | three decimal places. |
| | | Understand and use language to compare the | | Common describe and only | value competence). | Understand perimeter is a | perimeter of a rectilinear figure (including squares) in centimetres | such as inches. | Convert between miles and |
| | | height of two objects | | Compare, describe and solve practical problems for: | Compare and order lengths and | measure of distance around the boundary of a shape. | and metres. | Perimeter and Area | kilometres. |
| | | Understand and use | | - lengths and heights (for | record the results using >, < and =. | | Area | Measure/calculate the perimeter | Perimeter |
| | | language of comparison | | example, long / short, longer / shorter. tall / short, double / half). | Mass | Measure the perimeter of simple 2-D shapes. | Know area is a measure of surface | of composite rectilinear shapes. | Recognise that shapes with the |
| | | when ordering three objects of different | | Mass | _ | Mass | within a given boundary. | Calculate and compare the area | same areas can have different perimeters and vice versa. |
| | | lengths/widths/heights | | _ | Choose and use appropriate standard units to estimate and | | Find the area of rectilinear shapes | of rectangle, use standard units | Area |
| | | Understand the concept of | | Measure and begin to record: - mass/weight, using non- | measure mass (kg/g) to the | Measure, compare (using <, > | by counting squares. Mass | square centimetres (cm²) and | Calculate the area of |
| | | the conservation of | | standard and then manageable | nearest appropriate unit scales | <u>and =)</u> , add and subtract <u>mass</u> (kg/g). | | square metres (m ²) and estimate the area of irregular shapes. | parallelograms and triangles. |
| | | length/width/height | | standard units (kg/g) | (within children's place value competence). | · | Estimate and calculate mass. | Mass | Recognise when it is possible to |
| | Weig | nt/Mass | | within children's range of counting competence. | Compare and order mass and | Capacity / volume | Compare mass (using <, > and =). | I loo road and write standard | use formulae for area and volume |
| | | Understand the | | 3 , | record the results using >, < and =. | Measure, compare (using <, > | Capacity and volume | Use, read and write standard units of mass | of shapes. Mass and conversion |
| | | measurement of weight/mass | | Compare, describe and solve practical problems for: | Capacity / volume | and =), add and subtract | Estimate and calculate capacity | _ | |
| | | (heavy/light) | | - mass/weight (for example. | | volume/capacity (I/ml). | and volume. | Understand and use approximate equivalences between metric | Use, read and write standard units of mass using decimal notation to |
| | | Understand and use | | heavy / light, heavier than, lighter than). | Choose and use appropriate | Temperature | Compare capacity and volume (using <, > and =). | units and common imperial units | three decimal places. |
| | | language to compare the | | Capacity / volume | standard units to estimate and measure capacity and volume | Continue to estimate and | Temperature | such as pounds. | Convert between standard units of |
| | _ | weight/mass of two objects | | _ | (litres/ml) to the nearest | measure temperature to the | Order temperatures including | Capacity/volume | mass using decimal notation to |
| | | Understand the concept of conservation of weight/mass | | Measure and begin to record: capacity and volume using non- | appropriate unit, using measuring vessels (within children's place | nearest degree (°C) using thermometers. | those below 0°C. | Estimate (and calculate) volume | three decimal places. Capacity and volume and |
| | | conservation of weight/mass | | standard and then | value competence). | Time | Conversion | ((e.g., using 1 cm³ blocks to build | conversion |
| | Volur | ne/capacity | | manageable standard units (litres/ml) | Compare and order | | Convert between different units of | cuboids (including cubes)) and | Use, read and write standard units |
| | | Understand the | | within children's range of | volume/capacity and record the | Record/compare time in terms of | measure [e.g. kilometre to metre]. Time | capacity (e.g. using water). | of volume using decimal notation |
| | | measurement of | | counting competence. | results using >, < and =. | seconds, minutes, hours; <u>use</u> vocabulary such as o'clock, | | Understand the difference | to three decimal places. |
| = | | volume/capacity (empty/full/nearly) | | Compare, describe and solve | Temperature | a.m./p.m., morning, afternoon, | Convert between different units of time [e.g. hour to minute]. | between liquid volume and solid | Convert between standard units of |
| ner | | Understand and use | | practical problems for: | Choose and use appropriate | noon, midnight. | | volume. | capacity / volume using decimal notation to three decimal places. |
| i e | | language to compare two of | | capacity and volume (for example, full/empty, more than, | standard units to estimate and | Know the number of seconds in a | Read, write and convert time between analogue and digital 12- | Understand and use approximate | · · |
| Sasi | | the same container holding | | less than, half, half full, quarter). | measure temperature (°C) to the | minute and the number of days in each month, year and leap year. | and 24-hour clocks. | equivalences between metric | Calculate, estimate and compare volume of cubes and cuboids using |
| ž | _ | different amounts | | Time | nearest appropriate unit, using thermometers (within children's | | Money | units and common imperial units such as pints. | standard units, including cubic |
| | | Understand and use the language of comparison | | Measure and begin to record: | place value competence). | Tell and write the time from an analogue clock, including using | Write amounts of money using | Temperature | centimetres (cm ³) and cubic metres (m ³), and extending to |
| | | when ordering three of the | | time (hours/minutes/seconds) | Time | Roman numerals from I to XII, | decimal notation. | · · | other units (e.g. mm ³ and km ³). |
| | | same container holding | | within children's range of counting competence. | | and 12-hour and 24-hour clocks. | Recognise that one hundred 1p | Continue to order temperatures including those below 0°C. | Temperature |
| | | different amounts | | | Compare and sequence intervals of time. | Estimate/read time with | coins equal £1 and that each coin is $\frac{1}{400}$ of £1. | Conversion | Calculate differences in |
| | | Understand the concept of | | Compare, describe and solve practical problems for: | | increasing accuracy to the nearest minute. | 100 | Convert between different units of | temperature, including those that |
| | | the conservation of volume/capacity | | - time (for example, quicker, | Know the number of minutes in an hour and the number of hours in a | | Estimate, compare and calculate | metric measure (for example, | involved a positive and negative temperature. |
| | | , , , , , | | slower, earlier, later). | day. | Compare durations of events [for example to calculate the time | money in pound and pence. | kilometre and metre; centimetre | Conversion |
| | Mone | <u>v</u> | | Recognise and use language | Tell and write the time to five | taken by particular events or | Solving problems involving money and measure | and metre; centimetre and | Convert between standard units of |
| | | Understand that we need to | | relating to dates, including days of the week, weeks, months and | minutes, including quarter past/to | tasks]. | and measure | millimetre; gram and kilogram; | length, mass, volume and time |
| | | pay for goods | | years. | the hour and draw the hands on a clock face to show these times. | Money | Solve problems involving | litre and millilitre) Time | using decimal notation to three decimal places. |
| | | Talk about things they want to spend their money on | | Sequence events in chronological | Money | Continue to recognise and use | converting from hours to minutes; minutes to seconds; years to | _ | Time |
| | | | | order using language (for example, | | the symbols for pounds (£) and | months; weeks to days and | Continue to read, write and | Use, read and write standard units |
| | - | Talk about different ways we can pay for things | | before and after, next, first, today, yesterday, tomorrow, morning, | Recognise and use symbols for | pence (p) and understand that the decimal point separates | problems involving money and measures. | convert time between analogue and digital 12 and 24-hour clocks. | of time using decimal notation to |
| | | | | afternoon and evening. | pounds (£) and pence (p). | pounds/pence. | measures. | = | three decimal places. Solving problems involving money |
| | | Recognise that there are | | Tell the time to the hour and half | Combine amounts to make a | Recognise that ten 10p coins | | Solve problems involving converting between units of time. | and measures |
| | | amorem come | | past the hour and draw the hands | particular value. | equal £1 and that each coin is $\frac{1}{10}$ | | Solving problems involving money | Solve problems involving the |
| | - | Recognise 1p coin | | on a clock face to show these times. | Find different combinations of | of £1. | | and measures | calculation and conversion of units |
| | | Use 1p coins to pay for | | Money | coins that equal the same amounts of money. | Add and subtract amounts of | | ■ Use all four operations to solve | of measure, using decimal notation up to three decimal places where |
| | Time | objects | | Recognise and know the value of | Solving problems involving money | money to give change, using both | | problems involving measure | appropriate. |
| | <u> </u> | Talk about significant times | | different denominations of coins | and measures | £ and p in practical contexts. | | using decimal notation, including | 1 |
| | | of the day, e.g. home time, | | and notes. | • Out or attend to the | Solving problems involving money | | scaling | 1 |
| | | lunch time, snack time, bed | | | Solve simple problems in a practical context involving addition | and measures | | | |
| | _ | time, etc. | | | and subtraction of money of the | Solve problems involving money | | | 1 |
| | | Understand and use | | | same unit, including giving change and measures (including time). | and measures and simple | | | 1 |
| | | language – before, after, yesterday, today, tomorrow | | | and measures (including time). | problems involving passage of time. | | | 1 |
| | | | | | | | | | |
| | _ | Use the language of comparison when talking | | | | | | | |
| | | about time, e.g. longer/ | | | | | | | |
| | | shorter; faster/slower | | <u> </u> | 1 | <u> </u> | <u> </u> | 1 | 1 |



| | _ | Reception | Early Learning Goal | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|----------------------|---|---|---------------------|--|---|--|---|--|---|
| | : | Sequence two or three familiar events and describe the sequence Know the names of the days of the week Say the names of the days of the week in order | carry Learning Goar | Tear I | 1981 2 | real s | redi s | real 3 | Teal U |
| Statistics | • | Sort objects and say what features they have in common | | Previous year group and: Sorting and classifying Sort objects, numbers and shapes to a given criterion and their own. Present and interpret data Present and interpret data in block diagrams using practical equipment. Solve problems using data Ask and answer simple questions by counting the number of objects in each category. Ask and answer questions by comparing categorical data. | Previous year group and: Present and interpret data Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Solve problems using data Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity. Ask and answer questions about totalling and comparing categorical data. | Previous year group and: Present and interpret data Interpret and present data using bar charts, pictograms and tables. Solve problems using data Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables. | Previous year group and: Sorting and classifying Use a variety of sorting diagrams to compare and classify numbers and geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Present and interpret data Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts, time graphs. Solve problems using data Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs. | Previous year group and: Sorting and classifying Complete and interpret information in a variety of sorting diagrams (including those used to sort properties of numbers and shapes). Present and interpret data Complete, read and interpret information in tables and timetables. Solve problems using data Solve comparison, sum and difference problems using information presented in all types of graph including a line graph. Averages Calculate and interpret the mode, median and range. | Previous year group and: Sorting and classifying Continue to complete and interpret information in a variety of sorting diagrams (including sorting properties of numbers and shapes). Presenting and interpreting data Interpret and construct pie charts and line graphs and use these to solve problems. Solve problems using data Solve comparison, sum and difference problems using information presented in all types of graph. Averages Calculate and interpret the mean as an average. |
| Ratio and proportion | | | | | | | | | Solve problems involving the relative sizes of two quantities where missing values can be found using integer multiplication/division facts. Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples. Solve problems involving similar shapes where the scale factor is known or can be found. |
| Algebra | | | | | | | | | Use simple formulae. Generate and describe linear number sequences. Express missing number problems algebraically. Find pairs of numbers that satisfy an equation with two unknowns. Enumerate possibilities of combinations of two variables. |