



		EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number	<b>Place Value</b>	Counts accurately and recognises numbers to 20. Subitises small quantities up to 5, without counting. Understands and identifies 'one more' and 'one less'. Have a deep understanding of number to 10, including the composition of each number	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count, read and write numbers to 100 in numerals, count in different multiples including ones, twos, fives and tens from a given a number. Identify one more and one less. Identify and represent numbers using concrete objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least. Read and write numbers 1 to 20 in numerals and words	Count in steps of 2, 3, and 5 from 0, and count in tens from any number, forward or backward. Recognise the value of each digit in a two-digit number (tens, ones). Identify, represent and estimate numbers using different representation, including the number line. Compare and order numbers from 0 up to 100; use and = signs. Read and write numbers to at least 100 in numerals and in words. Use place value and number facts to solve problems.	Count from 0 in multiples of 4, 8, 50 and 100; finding 10 or 100 more than a given number. Recognise the place value of each digit in a three-digit number (hundreds, tens, ones). Compare and order numbers up to 1000. Identify, represent and estimate numbers using different representations. Read and write numbers to at least 1000 in numerals and in words. Solve number problems and practical problems involving these ideas.	Count in multiples of 6, 7, 9, 25 and 100. Find 1000 more or less than a given number. Count backwards through zero to include negative numbers. Recognise the place value of each digit in a four-digit number. Order and compare numbers beyond 1000. Identify, represent and estimate numbers using various representations. Round any number to the nearest 10, 100 or 1000. Solve number and practical problems that involve all of the above and with increasingly large positive numbers. Read Roman numerals to 100 and understand how, over time, the numeral system changed to include the concept of zero and place value	Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit. Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000. Interpret negative numbers in context, count forwards/backwards with positive/negative whole numbers through zero. Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000 solve number problems and practical problems that involve all of the above. Read Roman numerals to 1000 (M) and recognise years written in Roman numerals	Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. Round any whole number to a required degree of accuracy. Use negative numbers in context, and calculate intervals across zero. Solve number problems and practical problems that involve all of the above

	<p><b>Addition and Subtraction</b></p>	<p>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. In practical activities, adds one and subtracts one with numbers to 10. Begins to explore and work out mathematical problems, using signs and strategies of their own choice, including (when appropriate) standard numerals, tallies and "+" or "-"</p>	<p>Read, write and interpret mathematical statements involving addition (+), subtraction (-), and equals (=) signs. Represent and use number bonds and related subtraction facts within 20. Add and subtract one-digit and two-digit numbers to 20, including zero. Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = ? - 9</math></p>	<p>Solve simple one-step problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures applying their increasing knowledge of mental and written methods. Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. Add and subtract 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 and adding three one-digit numbers. Show that addition of two numbers can be done in any order and subtraction of one number from another cannot</p>	<p>Add and subtract numbers mentally, including: three-digit number and ones a three-digit number and tens a three-digit number and hundreds. Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction. Estimate the answer to a calculation and use inverse operations to check answers solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.</p>	<p>Add and subtract numbers with up to 4 digits using the formal written methods of column addition and subtraction where appropriate. Estimate and use inverse operations to check answers to a calculation. Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</p>	<p>Add and subtract whole numbers with more than 4 digits, including using formal written methods columnar addition and subtraction. Add and subtract numbers mentally with increasingly large numbers. Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy. Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.</p>	<p>Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p>
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	<p><b>Fractions including decimals and percentages</b></p>		<p>Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</p>	<p>Recognise, find name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math>, and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity. Write simple fractions e.g. <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalent of two quarters and one half.</p>	<p>Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one - digit numbers or quantities by 10. 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 and non -unit fractions with small denominators. Recognise and show, using diagrams, equivalent fractions with small denominator.</p>	<p>Recognise and show, using diagrams, families of common equivalent fractions. Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten. Solve problems involving increasingly harder fractions to calculate quantities, including non - unit fractions where the answer is a whole number. Add and subtract fractions with the same denominator. Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to <math>\frac{1}{4}</math>; <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math> find the effect of dividing a one or two - digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths. Round decimals with one decimal place to the nearest whole number. Compare numbers with the same number of decimal places up to two decimal places. Solve simple measures and money problems involving fractions and decimals to two decimal places.</p>	<p>Compare and order fractions whose denominators are all multiples of the same number Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths. Recognise mixed numbers and improper fractions and convert from one to the other and write mathematical statements <math>&gt;1</math> as a mixed number (e.g. <math>\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1 \frac{1}{5}</math>). Add and subtract fractions with the same denominator and denominators that are multiples of the same number. Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. Read and write decimal numbers as fractions (e.g. <math>0.71 = \frac{71}{100}</math>). Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. Round decimals with two decimal places to the nearest whole number and to one decimal place. Read, write, order and compare numbers with up to 3 decimal places. Solve problems involving numbers up to 3 decimal places. 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. Solve problems which require knowing percentage and decimal equivalents of <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>\frac{1}{+}</math>, <math>\frac{2}{+}</math>, <math>\frac{4}{+}</math> and those fractions with a</p>	<p>Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. Compare and order fractions including fractions <math>&gt;1</math>. Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions. Multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. <math>\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}</math>). Divide proper fractions by whole numbers (e.g. <math>\frac{1}{3} \div 2 = \frac{1}{6}</math>). Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. Compare and order fractions including fractions <math>&gt;1</math>. Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions. Multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. <math>\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}</math>). Divide proper fractions by whole numbers (e.g. <math>\frac{1}{3} \div 2 = \frac{1}{6}</math>)</p>
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							denominator of a multiple of 10 or 25	
Measure		<p>Enjoys tackling problems involving prediction and discussion of comparisons of length, weight or capacity, paying attention to fairness and accuracy. Becomes familiar with measuring tools in everyday experiences and play. Is increasingly able to order and sequence events using everyday language related to time. Beginning to experience measuring time with timers and calendars.</p> <p>In meaningful contexts, finds the longer or shorter, heavier or lighter and more/less full of two items. Recalls a sequence of events in everyday life and stories.</p>	<p>Compare, describe and solve practical problems for: lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) mass or weight (e.g. heavy/light, heavier than, lighter than) capacity/volume (e.g. full/empty, more than, less than, half, half full, quarter) time e.g. quicker, slower, earlier, later). Measure and begin to record lengths and heights, mass/weight, capacity and volume and time (hours, minutes, seconds). Recognise and know the value of different denominations of coins and notes. Sequence events in chronological order using language (e.g. before, after, next, first, today, tomorrow, morning, afternoon and evening). Recognise and use the language relating to dates, including days of the week, weeks, months and years. Tell the time to the hour and half past the hour and draw the hands on a clock.</p>	<p>Choose and use appropriate standard units to estimate/measure length/height in any direction; mass, temperature and capacity to the nearest appropriate unit, using rulers, scales, thermometers and measuring apparatus. Compare/order lengths, mass, volume/capacity and record the results using = Recognise and use symbols for pounds and pence; combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. Compare and sequence intervals of time. Tell and write time to five minutes including quarter past / to the hour - draw hands on a clock face to show these times. Know the number of minutes in an hour and number of hours in a day.</p>	<p>Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml). Measure the perimeter of simple 2D shapes. Add and subtract amounts of money giving change, using both £ and p in practical contexts. Tell and write the time from an analogue clock, including using Roman numerals from 1 to X11, and 12 hour and 24-hour clocks. Estimate and read time to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as am/pm, morning, afternoon, noon and midnight. Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events, for example to calculate the time taken by particular events or tasks.</p>	<p>Convert between different units of measure (e.g. kilometre to metre; hour to minute). Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting. Estimate, compare and calculate different measures, including money in pounds and pence. Read, write and convert time between analogue and digital 12 and 24-hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</p>	<p>Convert between different units of measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre). Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints. Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres. Calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres and square metres and estimate the area of irregular shapes. Estimate volume (e.g. using 1 cm<sup>3</sup> blocks to build cuboids (including cubes)) and capacity (e.g. using water). Solve problems involving converting between units of time. Use all four operations to solve problems involving measure using decimal notation, including scaling</p>	<p>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate. Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to three decimal places. Convert between miles and kilometres. Recognise that shapes with the same areas can have different perimeters and vice versa. Recognise when it is possible to use formulae for area and volume of shapes. Calculate the area of parallelograms and triangles. Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>) and extending to other units (e.g. mm<sup>3</sup> and km<sup>3</sup>)</p>

Geometry	<b>Properties of shape</b>	Chooses items based on their shape which are appropriate for the child's purpose. Respond to both informal language and common shape names. Show awareness of shape similarities and differences between objects. Enjoy partitioning and combining shapes to make new shapes with 2D and 3D shapes. Uses informal language and analogies, (e.g. heartshaped and hand-shaped leaves), as well as mathematical terms to describe shapes. Enjoys composing and decomposing shapes, learning which shapes combine to make other shapes	Recognise and name common 2-D and 3-D shapes, including: 2-D shapes (e.g. rectangles (including squares), circles and triangles), 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres).	Identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D shapes, for example a circle on a cylinder and a triangle on a pyramid. Compare and sort common 2-D and 3-D shapes and everyday objects.	Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations; and describe them with increasing accuracy. Recognise angles as a property of shape and associate angles with turning. Identify right angles, recognise that two right angles make a half-turn, three make threequarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle. Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify acute and obtuse angles and compare and order angles up to two right angles by size. Identify lines of symmetry in 2-D shapes presented in different orientations. Complete a simple symmetric figure with respect to a specific line of symmetry	Identify 3-D shapes, including cubes and cuboids, from 2-D representations. Know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles. Draw given angles, measuring them in degrees (°) Identify angles at a point and one whole turn (total 360°), angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°), other multiples of 90° Use the properties of a rectangle to deduce related facts and find missing lengths and angles. Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.	Draw 2D shapes using given dimensions and angles Recognise, describe and build simple 3-D shapes, including making nets. Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons. Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.
	<b>Position and Direction</b>	Uses spatial language, including following and giving directions, using relative terms and describing what they see from different viewpoints. Investigates turning and flipping objects in order to make shapes fit and create models; predicting and visualising how they will look.	Describe position, directions and movements, including half, quarter and three-quarter turns.	Order and arrange combinations of mathematical objects in patterns. Use mathematical vocabulary to describe position, direction and movement, including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise/anti-clockwise)		Describe positions on a 2- D grid as coordinates in the first quadrant. Describe movement between positions as translations of a given unit to the left/right and up/down Plot specified points and draw sides to complete a given polygon.	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.	Describe positions on the full coordinate grid (all four quadrants). Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.
	<b>Statistics</b>			Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. 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 compare categorical data	Interpret and present data using bar charts, pictograms and tables. Solve one-step and twostep questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts and pictograms and tables.	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	Solve comparison, sum and difference problems using information presented in a line graph. Complete, read and interpret information in tables, including timetables.	Interpret and construct pie charts and line graphs and use these to solve problems. Calculate and interpret the mean as an average.

	<b>Ratio</b>							<p>Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division. Solve problems involving the calculation of Ratio percentages (e.g. of measures, and such as 15% of 360) and the use of percentages for comparison. Solve problems involving similar shapes where the scale factor is known or can be found. Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples</p>
	<b>Algebra</b>							<p>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.</p>