

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number and Place Value	<p>*Count to and across 100, forwards and backwards beginning with 0 or 1, or from any given number</p> <p>*Count in multiples of twos, fives and tens</p> <p>*Count, read and write numbers to 100 in numerals</p> <p>*Given a number, identify one more, one less</p> <p>*Read and write numbers from 1 to 20 in numerals and words</p> <p>*Identify and represent numbers using objects and pictorial representations, including the number line and use the language of: equal to, more than, less than (fewer), most, least</p>	<p>*Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward or backward</p> <p>*Read and write numbers to at least 100 in numerals and words</p> <p>*Compare and order numbers from 0 up to 100; use < > and = signs</p> <p>*Recognise the place value of each digit in a two digit number (tens, ones)</p> <p>*Identify, represent and estimate numbers using different representations, including the number line</p> <p>*Use place value and number facts to solve problems</p>	<p>Count from 0 in multiples of 4, 8, 50 and 100</p> <p>Read and write numbers to 1000 in numerals and in words</p> <p>Compare and order numbers up to 1000</p> <p>Find 10 or 100 more or less than a given number</p> <p>Recognise the place value of each digit in a three-digit number (hundreds, tens, and ones)</p> <p>Identify, represent and estimate numbers using different representations</p> <p>Solve number problems and practical problems involving Y3 place value</p>	<p>Count backwards through zero to include negative numbers</p> <p>Count in multiples of 6, 7, 9, 25 and 100</p> <p>Order and compare numbers beyond 1000</p> <p>Find 1000 more or less than a given number</p> <p>Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, ones)</p> <p>Read Roman numerals to 100 (I to C)</p> <p>Round any number to the nearest 10, 100 or 1000</p> <p>Solve number problems and practical problems involving Y4 place value and with increasingly large positive numbers</p>	<p>Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero</p> <p>Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000</p> <p>Read, write, order and compare numbers to at least 1 000 000</p> <p>Determine the value of each digit in numbers up to 1 000 000</p> <p>Read Roman numerals to 1000 (M) and recognise years written in Roman numerals</p> <p>Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000</p> <p>Solve number problems and practical problems involving Y5 place value</p>	<p>Use negative numbers in context, and calculate intervals across zero</p> <p>Read, write, order and compare numbers to at least 10 000 000</p> <p>Determine the value of each digit in numbers up to 10 000 000</p> <p>Round any whole number to a required degree of accuracy</p> <p>Solve number problems and practical problems involving Y6 place value</p>
Addition, subtraction, multiplication and division (calculations)	<p>*Represent and use number bonds and related subtraction facts within 20</p> <p>*Add and subtract one-digit and two-digit numbers to 20, including zero</p> <p>*Read, write and interpret mathematical statements involving addition (+), subtractions (-) and equals (=) signs</p> <p>*Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = - 9</p>	<p>*Recall and use addition and subtraction facts to 20 fluently; and derive and use related facts up to 100</p> <p>*Add and subtract numbers mentally including:</p> <ul style="list-style-type: none"> • A two-digit number and ones • A two-digit number and tens • Two two-digit numbers • Adding three one-digit numbers <p>*Add and subtract numbers using concrete objects and pictorial representations, including:</p> <ul style="list-style-type: none"> • A two-digit number and ones • A two-digit number and tens • Two two-digit numbers • Adding three one-digit numbers 	<p>*Add and subtract numbers mentally including:</p> <ul style="list-style-type: none"> • A three-digit number and ones • A three-digit number and tens • A three-digit number and hundreds <p>*Add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction</p> <p>*Estimate the answer to a calculation and use inverse operations to check answers</p> <p>Solve problems including missing number problems, using number facts, place value and more complex addition and subtraction</p> <p>* Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p>	<p>*Add and subtract numbers with up to four digits, using the formal written methods of columnar addition and subtraction where appropriate</p> <p>*Estimate and use inverse operations to check answers to a calculation</p> <p>Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</p> <p>*Recall multiplication and division facts for multiplication tables up to 12 X 12</p> <p>* 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</p>	<p>*Add and subtract numbers mentally with increasingly large numbers</p> <p>*Add and subtract numbers with up to four digits, using the formal written methods of columnar addition and subtraction where appropriate</p> <p>*Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</p> <p>*Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p> <p>*Identify multiples and factors, including finding all factor pairs of a number and common factors of two numbers</p>	<p>*Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy</p> <p>*Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p> <p>*Identify common factors, common multiples and prime numbers</p> <p>*Perform mental calculations, including with mixed operations and large numbers</p> <p>*Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</p>

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Addition, subtraction, multiplication and division (calculations)		<ul style="list-style-type: none"> *Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems *Solve problems with addition and subtraction: <ul style="list-style-type: none"> •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 multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers *Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication, division and equals sign *Solve problems involving multiplication and division using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 	<ul style="list-style-type: none"> *Write and calculate mathematical statements for multiplication and division using the multiplication tables that children know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods *Solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects 	<ul style="list-style-type: none"> *Recognise and use factor pairs and commutativity in mental calculations *Multiply two-digit and three-digit numbers by a one-digit number using formal written layout *Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects 	<ul style="list-style-type: none"> *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 numbers and cube numbers, and the notation for squared and cubed *Multiply and divide numbers mentally drawing upon known facts *Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 *Multiply numbers up to 4 digits by a one-digit or two-digit number using a formal written method, including long multiplication for two-digit numbers *Solve problems involving multiplication and division including scaling by simple fractions and problems involving simple rates 	<ul style="list-style-type: none"> *Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division and interpret remainders as whole number remainders, fractions or by rounding, as appropriate for the context *Divide numbers up to 4 digits by two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context *Solve problems involving addition, subtraction, multiplication and division *Use their knowledge of the order of operations to carry out calculations involving the four operations
Fractions	<ul style="list-style-type: none"> *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 	<ul style="list-style-type: none"> *Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity *Write simple fractions (e.g. $\frac{1}{2}$ of $6 = 3$) *Recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ 	<ul style="list-style-type: none"> *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 denominators 	<ul style="list-style-type: none"> *Count up and down in hundredths; recognise that hundredths arise from dividing an object by a hundred equal parts and in dividing tenths by ten *Recognise and show, using diagrams, families of common equivalent fractions *Add and subtract fractions with the same denominator *Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ *Recognise and write decimal equivalents of any number of tenths or hundredths *Round decimals with one decimal place to the nearest whole number 	<ul style="list-style-type: none"> *Recognise mixed numbers and improper fractions and convert from one form to the other; write mathematical statements >1 as a mixed number ($\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1 \frac{1}{5}$) *Identify name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths *Compare and order fractions whose denominators are all multiples of the same number *Add and subtract fractions with the same denominator and denominators that are multiples of the same number 	<ul style="list-style-type: none"> *Use common factors to simplify fractions; use common multiples to express fractions in the same denomination *Compare and order fractions, including fractions >1 *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 ($\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$) *Divide proper fractions by whole numbers ($\frac{1}{3} \div 2 = \frac{1}{6}$)

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Fractions (continued)			<ul style="list-style-type: none"> *Compare and order unit fractions and fractions with the same denominators *Add and subtract fractions with the same denominator within one whole ($5/7+1/7=6/7$) 	<ul style="list-style-type: none"> *Compare numbers with the same number of decimal places up to two decimal places *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 *Solve problems involving harder fractions to calculate quantities and fractions to divide quantities including non-unit fractions where the answer is a whole number *Solve simple measure and money problems involving fractions and decimals to two decimal places 	<ul style="list-style-type: none"> *Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams *Read and write decimal numbers as fractions ($0.71 = 71/100$) *Recognise and use thousandths and relate them to tenths, hundredths and decimals 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 three 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'; write percentages as a fraction with denominator hundred and as a decimal *Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $1/5$, $2/5$, $4/5$ and those fractions with a denominator of a multiple of 10 or 25 	<ul style="list-style-type: none"> *Associate a fraction with division to calculate decimal fraction equivalents *Identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places *Multiply one-digit numbers with up to two decimal places by whole numbers *Use written division methods in cases where the answer has up to two-decimal places *Solve problems which require answers to be rounded to specified degrees of accuracy *Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
Ratio and proportion						<ul style="list-style-type: none"> *Solve problems involving the relative sizes of two quantities, where missing values can be found by using integer multiplication and division facts *Solve problems involving the calculation of percentages (e.g. measures 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

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Algebra						<ul style="list-style-type: none">*Express missing number problems algebraically*Use simple formulaeGenerate and describe linear number sequences*Find pairs of numbers that satisfy an equation with two unknowns*Enumerate possibilities of combinations of two variables

Measurement

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	<p>*Compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> •Lengths and heights (long/shirt, longer/shorter, tall/short, double/half) •Mass/weight (heavy/light, heavier than, lighter than) •Capacity and volume (full/empty, more than, less than, half, half full, quarter) •Time (quicker, slower, earlier, later) <p>*Measure and begin to record the following:</p> <ul style="list-style-type: none"> •Lengths and heights •Mass/weight •Capacity and volume •Time (hours, minutes, seconds) <p>*Recognise and know the value of different denominations of coins and notes</p> <p>*Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</p> <p>*Sequence events in chronological order using language (before and after, next, first, today, yesterday, tomorrow morning, afternoon, evening)</p> <p>*Recognise and use language relating to dates, including days of the week, weeks, months and years</p>	<p>*Compare and order lengths, mass, volume/capacity and record the results using < > and =</p> <p>*Choose and use appropriate standard units to estimate and measure length/height in any direction (m,cm); mass (kg/g); temperature (Celsius); capacity (litres/ml) to the nearest appropriate unit using rulers, scales, thermometers and measuring vessels</p> <p>*Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</p> <p>*Find different combinations of coins that equal the same amounts of money</p> <p>*Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times</p> <p>*Compare and sequence intervals of time</p> <p>*Know the number of minutes in an hour and the number of hours in a day</p>	<p>*Compare lengths (m/cm/mm)</p> <p>*Compare mass (kg/g)</p> <p>*Compare volume / capacity (l/ml)</p> <p>*Measure lengths (m/cm/mm)</p> <p>*Measure Mass (kg/g)</p> <p>*Measure volume/capacity (l/ml)</p> <p>*Tell and write the time from an analogue clock; 12-hour clocks</p> <p>*Tell and write the time from an analogue clock; 24-hour clocks</p> <p>*Tell and write the time from an analogue clock, including using Roman Numerals from I to XII</p> <p>*Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock/a.m./p.m., morning, afternoon, noon and midnight</p> <p>*Know the number of seconds in a minute and the number of days in each month, year and leap year</p> <p>*Compare durations of events, (eg: to calculate the time taken by particular events or tasks)</p> <p>*Measure the perimeter of simple 2-D shapes</p> <p>*Add and subtract amounts of money to give change, using both £ and p in practical contexts</p> <p>*Add and subtract lengths (m/cm/mm)</p> <p>*Add and subtract volume / capacity (l/ml)</p>	<p>*Compare different measures, including money in pounds and pence</p> <p>*Estimate different measures, including money in pounds and pence</p> <p>*Read, write and convert time between analogue and digital 12 hour clocks</p> <p>*Read, write and convert time between analogue and digital 24 hour clocks</p> <p>*Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</p> <p>*Convert between different units of measurement (eg: km to m; hour to minute)</p> <p>*Measure and calculate the perimeter of a rectilinear shape (including squares) in centimetres and metres</p> <p>*Find the area of rectilinear shapes by counting squares</p> <p>*Calculate different measures, including money in pounds and pence</p>	<p>*Solve problems involving converting between units of time</p> <p>*Convert between different units of metric measure (eg: k and m; cm and m; cm and mm; g and kg; l and ml)</p> <p>*Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints</p> <p>*Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</p> <p>*Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes</p> <p>*Estimate volume (eg: using 1cm³ blocks to build cuboids (including cubes) and capacity (eg: using water)</p> <p>*Use all four operations to solve problems involving measure (money) using decimal notation, including scaling</p> <p>*Use all four operations to solve problems involving measure (eg: length) using decimal notation, including scaling</p> <p>*Use all four operations to solve problems involving measure (eg: volume) using decimal notation, including scaling</p>	<p>*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 of up to three decimal places</p> <p>*Convert between miles and kilometres</p> <p>*Recognise that shapes with the same areas can have different perimeters and vice versa</p> <p>*Calculate the area of parallelograms and triangles</p> <p>*Recognise when it is possible to use the formulae for the area of shapes</p> <p>*Calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm³) and cubic metres (m³) and extending to other units (eg: mm³ and km³)</p> <p>*Recognise when it is possible to use the formulae for the volume of shapes</p> <p>*Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p>

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Properties of shape	<ul style="list-style-type: none"> *Recognise and name common 2-D shapes (e.g. rectangles (including squares), circles and triangles) *Recognise and name common 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres) 	<ul style="list-style-type: none"> *Compare and sort common 2-D shapes and everyday objects *Compare and sort common 3-D shapes and everyday objects *Identify and describe the properties of 2-D shapes, including the number of sides and line of 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 (e.g. circle on a cylinder and a triangle on a pyramid) 	<ul style="list-style-type: none"> *Identify horizontal, vertical lines and pairs of perpendicular and parallel lines *Draw 2-D shapes *Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them *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 	<ul style="list-style-type: none"> *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 figure with respect to a specific line of symmetry 	<ul style="list-style-type: none"> *Use the properties of rectangles to deduce related facts and find missing lengths and angles *Distinguish between regular and irregular polygons based on reasoning about equal sides and angles *Identify 3-D shapes including cubes and other cuboids, from 2-D representations *Identify: <ul style="list-style-type: none"> •Angles at a point and one whole turn (total 360 degrees) •Angles at a point on a straight line and $\frac{1}{2}$ a turn (180 degrees) •Other multiples of 90 degrees *Draw given angles and measure them in degrees 	<ul style="list-style-type: none"> *Compare and classify geometric shapes based on their properties and sizes *Describe simple 3-D shapes *Draw 2-D shapes using given dimensions and angles *Recognise and build simple 3-D shapes, including making nets *Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles *Illustrate and name parts of a circles, including radius, diameter and circumference and know that the diameter is twice the radius
position and direction	<ul style="list-style-type: none"> *Describe position, directions and movement, including half, quarter and three-quarter turns 	<ul style="list-style-type: none"> *Order and arrange combinations of mathematical objects in patterns and sequences *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 (clockwise and anti clockwise) 		<ul style="list-style-type: none"> *Describe movements between positions as translations of a given unit to the left/right and up/down *Describe positions on a 2-D grid as co-ordinates in the first quadrant *Plot specified points and draw sides to complete a given polygon 	<ul style="list-style-type: none"> *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 changes 	<ul style="list-style-type: none"> *Draw and translate simple shapes on the co-ordinate plane, and reflect them in the axes *Describe positions on the full co-ordinate grid (all four quadrants)
Statistics		<ul style="list-style-type: none"> *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 comparing categorical data 	<ul style="list-style-type: none"> *Interpret an present data using bar charts, pictograms and tables *Solve one-step and two-step questions (eg: 'How many more?' and 'How many fewer?') using information presented in scaled bar charts, pictograms and tables 	<ul style="list-style-type: none"> *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 	<ul style="list-style-type: none"> *Complete, read and interpret information in tables, including timetables *Solve comparison, sum and difference problems using information presented in a line graph 	<ul style="list-style-type: none"> *Interpret and construct pie charts and line graphs and use these to solve problems *Calculate and interpret the mean as an average