

Subject Entitlement and Progression Overview

Subject: Mathematics

Coverage of National Curriculum Objectives

Rationale

Objective overviews for each year group have been adapted from White Rose Maths and are designed to support a mastery approach to teaching and learning. They have number at their heart and a large proportion of time is spent reinforcing number to build competency. In addition to this LTP, key objectives will be interleaved according to the needs of a cohort. Our overviews provide plenty of opportunities to build reasoning and problem solving elements into the curriculum and the opportunity to build competency by taking a concrete-pictorial-abstract approach. Alongside these overviews, we reinforce calculation fluency throughout the year through short burst sessions. Our progression maps are taken from the NCETM and support staff in ensuring teaching and learning always builds on prior knowledge and skills.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
F1	<p>Colours Recognising, naming and matching colours</p> <p>Sorting Sorting by various attributes</p> <p>Pattern Continuing an AB pattern</p>	<p>Size Using the language of size</p> <p>Counting One-one principles, stable-order principle, cardinal principle, abstraction principle, order-irrelevance principle.</p> <p>Comparing Comparing amount of objects</p>	<p>Number Exploring numbers 1,2,3</p>	<p>Number Exploring numbers 4,5,6</p>	<p>Shape Exploring shape</p> <p>My day Ordering events of the day</p> <p>Length Long, short and tall. Comparing length.</p>	<p>Weight Light and heavy comparison</p> <p>Capacity Comparison</p> <p>Position and direction Using language related to position and direction.</p>
F2	<p>Number Match and sort Comparing amounts</p> <p>Measure and Shape Compare, size, mass and capacity Exploring pattern</p> <p>Number Representing 1,2 and 3 Comparing 1,2 and 3 Composition of 1,2 and 3</p> <p>Shape and spatial reasoning Circles and triangles Positional language</p> <p>Number Representing numbers to 5 One more and one less</p> <p>Shape Shapes with four sides Time</p>	<p>Number Introducing zero Comparing numbers to 5 Composition of 4 and 5</p> <p>Measure Compare mass Compare capacity</p> <p>Number 6,7 and 8 Comparing 2 amounts Making pairs</p> <p>Measure Length and height Time</p> <p>Number Counting to 9 and 10 Comparing numbers to 10 Bonds to 10</p> <p>Shape and spatial awareness 3D Shapes Spatial awareness Patterns</p>	<p>Number Building numbers beyond 10 Counting patterns beyond 10</p> <p>Spatial thinking Spatial reasoning - match rotate and manipulate</p> <p>Number Adding more Taking away</p> <p>Spatial Thinking Compose and decompose</p> <p>Spatial Reasoning Mapping</p> <p>Number Doubling, sharing and grouping. Even and odd</p> <p>Spatial Reasoning Visualise and build</p> <p>Number Deepening Understanding Patterns and relationships</p>			

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Y1

Place Value

Count to ten, forwards and backwards, beginning with 0 or 1, or from any given number.
Count, read and write numbers to 10 in numerals and words.
Given a number, identify one more or one less.
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.

Addition and Subtraction

Represent and use number bonds and related subtraction facts within 10.
Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
Add and subtract one-digit numbers to 10, including zero.
Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems.

Shape

Recognise and name common 2-D shapes, including: (for example, rectangles (including squares), circles and triangles)
Recognise and name common 3-D shapes, including: (for example, cuboids (including cubes), pyramids and spheres)

Place Value

Count to twenty, forwards and backwards, beginning with 0 or 1, from any given number.
Count, read and write numbers to 20 in numerals and words.
Given a number, identify one more or one less.
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.

Addition and Subtraction

Represent and use number bonds and related subtraction facts within 20.
Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
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 $7 = \square - 9$

Place Value

Count to 50 forwards and backwards, beginning with 0 or 1, or from any number.
Count, read and write numbers to 50 in numerals.
Given a number, identify one more or one less.
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.
Count in multiples of twos, fives and tens.

Measurement: Length and Height

Measure and begin to record lengths and heights.
Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)

Measurement: Weight and Volume

Measure and begin to record mass/weight, capacity and volume.
Compare, describe and solve practical problems for mass/weight: [for example, heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]

Multiplication and Division

Count in multiples of twos, fives and tens.
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.

Fractions

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.
Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)
Compare, describe and solve practical problems for: mass/weight [for example, heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]

Geometry: Position and Direction

Describe position, direction and movement, including half, quarter and three-quarter turns.

Place Value

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.
Given a number, identify one more and one less.
Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than, most, least.

Money

Recognise and know the value of different denominations of coins and notes.

Time

Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening].
Recognise and use 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 face to show these times.
Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later]
Measure and begin to record time (hours, minutes, seconds).

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Y2

Place Value

Read and write numbers to at least 100 in numerals and in words.
Recognise the place value of each digit in a two-digit number (tens, ones)
Identify, represent and estimate numbers using different representations including the number line.
Compare and order numbers from 0 up to 100; use and = signs.
Use place value and number facts to solve problems.
Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.

Number - Addition and Subtraction

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; adding three one-digit numbers.
Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.
Solve 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.
Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Geometry: 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 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.

Measurement: Money

Recognise and use symbols for pounds (£) and pence (p); 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

Multiplication and Division

Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers.
Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs.
Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts.
Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.

Measurement: Length and Height

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}$ C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.
Compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and =

Measurement: Mass, Capacity and Temperature

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}$ C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.
Compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and =

Number - Fractions

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 for example, $\frac{1}{2}$ of $6 = 3$ and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.

Measurement: Time

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.
Know the number of minutes in an hour and the number of hours in a day.
Compare and sequence intervals of time.

Statistics

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.

Geometry: 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 (clockwise and anti-clockwise)

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Y3

Number – Place Value

Identify, represent and estimate numbers using different representations.

Find 10 or 100 more or less 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

Read and write numbers up to 1000 in numerals and in words.

Solve number problems and practical problems involving these ideas.

Count from 0 in multiples of 4, 8, 50 and 100

Number – Addition and Subtraction

Add and subtract numbers mentally, including: a 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.

Number – Multiplication and Division

Count from 0 in multiples of 4, 8, 50 and 100

Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Write and calculate mathematical statements for multiplication and division using the multiplication tables they 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 positive integer scaling problems and correspondence problems in which n objects are connected to m objectives.

Number – Multiplication and Division

Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Write and calculate mathematical statements for multiplication and division using the multiplication tables they 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 positive integer scaling problems and correspondence problems in which n objects are connected to m objectives.

Measurement – Length and Perimeter

Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).

Measure the perimeter of simple 2D shapes.

Number – Fractions

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 and use fractions as numbers: unit fractions and non-unit fractions with small denominators.

Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.

Solve problems that involve all of the above.

Measurement – Mass and Capacity

Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).

Number – Fractions

Recognise and show, using diagrams, equivalent fractions with small denominators.

Compare and order unit fractions, and fractions with the same denominators.

Add and subtract fractions with the same denominator within one whole [for example, $5/7 + 1/7 = 6/7$]

Solve problems that involve all of the above.

Measurement – Money

Add and subtract amounts of money to give change, using both £ and p in practical contexts.

Measurement – Time

Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks.

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.

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].

Geometry – Properties of Shape

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.

Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

Draw 2-D shapes and make 3D shapes using modelling materials.

Recognise 3-D shapes in different orientations and describe them.

Statistics

Interpret and present data using bar charts, pictograms and tables.

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.

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Y4

Number – Place Value

Count in multiples of 6, 7, 9, 25 and 1000.
Find 1000 more or less than a given number.
Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones)
Order and compare numbers beyond 1000
Identify, represent and estimate numbers using different 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.
Count backwards through zero to include negative numbers.
Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

Number- Addition and Subtraction

Add and subtract numbers with up to 4 digits using the formal written methods of columnar 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.

Number – Multiplication and Division

Recall and use multiplication and division facts for multiplication tables up to 12×12 .
Count in multiples of 6, 7, 9, 25 and 1000
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.
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.

Measurement – Length and Perimeter

Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
Convert between different units of measure [for example, kilometre to metre]

Number – Multiplication and Division

Recall and use multiplication and division facts for multiplication tables up to 12×12 .
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.
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.

Measurement- Area

Find the area of rectilinear shapes by counting squares.

Fractions

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 one hundred and dividing tenths by ten.
Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number.
Add and subtract fractions with the same denominator.

Decimals

Recognise and write decimal equivalents of any number of tenths or hundredths.
Find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths
Solve simple measure and money problems involving fractions and decimals to two decimal places.
Convert between different units of measure [for example, kilometre to metre]

Decimals

Compare numbers with the same number of decimal places up to two decimal places.
Round decimals with one decimal place to the nearest whole number.
Recognise and write decimal equivalents to 1 4 , 1 2 and 3 4
Find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths

Measurement- Money

Estimate, compare and calculate different measures, including money in pounds and pence.
Solve simple measure and money problems involving fractions and decimals to two decimal places.

Time

Convert between different units of measure [for example, kilometre to metre; hour to minute]
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.

Statistics

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.

Geometry – Shape

Identify acute and obtuse angles and compare and order angles up to two right angles by size.
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.

Geometry- Position and Direction

Describe positions on a 2-D grid as coordinates in the first quadrant.
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.

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Y5

Number – Place Value

Read, write, order and compare numbers to at least 1000000 and determine the value of each digit.

Count forwards or backwards in steps of powers of 10 for any given number up to 1000000.

Round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000

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. Number- Addition and Subtraction Add and subtract numbers mentally with increasingly large numbers.

Addition and Subtraction

Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) 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.

Number – Multiplication and Division

Multiply and divide numbers mentally drawing upon known facts. Multiply and divide whole numbers by 10, 100 and 1000.

Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.

Recognise and use square numbers and cube numbers and the notation for squared (2) and cubed (3)

Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes.

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

Number: Fractions

Compare and order fractions whose denominators are 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 form to the other and write mathematical statements >1 as a mixed number [for example $2\frac{5}{4} = 1\frac{5}{4} = 1\frac{1}{4} + 1 = 1\frac{1}{4} + 1 = 2\frac{1}{4}$]

Add and subtract fractions with the same denominator and denominators that are multiples of the same number.

Number – Multiplication and Division

Multiply and divide numbers mentally drawing upon known facts.

Multiply numbers up to 4 digits by a one or two-digit number using a formal written method, including long multiplication for 2 digit numbers.

Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context.

Solve problems involving addition and subtraction, multiplication and division and a combination of these, including understanding the use of the equals sign.

Number – Fractions

Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.

Read and write decimal numbers as fractions [for example $0.71 = \frac{71}{100}$]

Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

Number: Decimals and Percentages

Read, write, order and compare numbers with up to three decimal places.

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.

Solve problems involving number up to three 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 $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25.

Perimeter and Area

Measure and calculate the perimeter of composite rectilinear shapes in cm and m.

Calculate and compare the area of rectangles (including squares), and including using standard units, cm^2 , m^2 estimate the area of irregular shapes.

Statistics

Solve comparison, sum and difference problems using information presented in a line graph.

Complete, read and interpret information in tables including timetables.

Number: Decimals

Solve problems involving number up to three decimal places.

Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.

Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.

Geometry- Properties of Shapes and Angles

Identify 3D shapes, including cubes and other cuboids, from 2D representations.

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.

Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.

Draw given angles, and measure them in degrees (o)

Identify: angles at a point and one whole turn (total 360o), angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180o) other multiples of 90o

Geometry- Position and Direction

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.

Measurement- Converting Units

Convert between different units of metric measure [for example, km and m; cm and m; cm and mm; g and kg; l and ml]

Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.

Solve problems involving converting between units of time.

Measures – Volume

Estimate volume [for example using 1cm³ blocks to build cuboids (including cubes)] and capacity [for example, using water]

Use all four operations to solve problems involving measure.

Negative Numbers

Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero.

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Y6

Number – Place Value

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 0
Solve number and practical problems that involve all of the above

Number – Addition, Subtraction, Multiplication and Division

Multiply multi-digit 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 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 a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context
perform mental calculations, including with mixed operations and large numbers

Identify common factors, common multiples and prime numbers
Use their knowledge of the order of operations to carry out calculations involving the 4 operations
Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why
Solve problems involving addition, subtraction, multiplication and division
Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy

Number – Fractions

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 [for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$]

Divide proper fractions by whole numbers [for example, $\frac{1}{3} \div 2 = \frac{1}{6}$]
associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for

example, $\frac{3}{8}$]

Measurement – Converting Units

Solve problems involving the calculation and conversion of units of Measure, using decimal notation up to 3 decimal places where appropriate
Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit

Number – Ratio and Proportion

Solve problems involving the relative sizes of 2 quantities where missing values can be found by using integer multiplication and division facts
Solve problems involving the calculation of percentages [for example, 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

Number – Algebra

Use simple formulae
Generate and describe linear number sequences
Express missing number problems algebraically
Find pairs of numbers that satisfy an equation with 2 unknowns
enumerate possibilities of combinations of 2 variables

Number – Decimals

Identify the value of each digit in numbers given to 3 decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers up to 3 decimal places
Multiply one-digit numbers with up to 2 decimal places by whole numbers
Use written division methods in cases where the answer has up to 2 decimal places
Solve problems which require answers to be rounded to specified degrees of accuracy

Number – Percentages

Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts

Measurement – Perimeter, Area and Volume

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 (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³]

Statistics

Interpret and construct pie charts and line graphs and use these to solve problems
Calculate and interpret the mean as an average

Geometry – Properties of Shape

Draw 2-D 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

Geometry – Position and Direction

Describe positions on the full coordinate grid (all 4 quadrants)
Draw and translate simple shapes on the coordinate plane, and reflect them in the axes

Wider Problem Solving

Open Ended Investigations (Mixed objectives)

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of measure to a larger unit, and vice versa, using decimal notation to up to 3 decimal places
Convert between miles and kilometres

NUMBER AND PLACE VALUE					
COUNTING					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number			count backwards through zero to include negative numbers	interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	use negative numbers in context, and calculate intervals across zero
count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or 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 1000 000	
given a number, identify one more and one less		find 10 or 100 more or less than a given number	find 1000 more or less than a given number		
COMPARING NUMBERS					
use the language of: equal to, more than, less than (fewer), most, least	compare and order numbers from 0 up to 100; use <, > and = signs	compare and order numbers up to 1 000	order and compare numbers beyond 1000	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)
			compare numbers with the same number of decimal places up to two decimal places (copied from Fractions)		
IDENTIFYING, REPRESENTING AND ESTIMATING NUMBERS					
identify and represent numbers using objects and pictorial representations including the number line	identify, represent and estimate numbers using different representations, including the number line	identify, represent and estimate numbers using different representations	identify, represent and estimate numbers using different representations		
READING AND WRITING NUMBERS (including Roman Numerals)					

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read and write numbers from 1 to 20 in numerals and words.	read and write numbers to at least 100 in numerals and in words	read and write numbers up to 1000 in numerals and in words		read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Comparing Numbers)	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Understanding Place Value)
		<i>tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks (copied from Measurement)</i>	read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.	read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	
UNDERSTANDING PLACE VALUE					
	recognise the place value of each digit in a two-digit number (tens, ones)	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 (thousands, hundreds, tens, and ones)	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)
			<i>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 units, tenths and hundredths (copied from Fractions)</i>	<i>recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents (copied from Fractions)</i>	<i>identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places (copied from Fractions)</i>
ROUNDING					
			round any number to the nearest 10, 100 or 1000	round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000	round any whole number to a required degree of accuracy
			<i>round decimals with one decimal place to the nearest whole number (copied from Fractions)</i>	<i>round decimals with two decimal places to the nearest whole number and to one decimal place (copied from Fractions)</i>	<i>solve problems which require answers to be rounded to specified degrees of accuracy (copied from Fractions)</i>
PROBLEM SOLVING					
	use place value and number facts to solve problems	solve number problems and practical problems involving these ideas.	solve number and practical problems that involve all of the above and with increasingly large positive numbers	solve number problems and practical problems that involve all of the above	solve number and practical problems that involve all of the above

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ADDITION AND SUBTRACTION					
NUMBER BONDS					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
represent and use number bonds and related subtraction facts within 20	recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100				
MENTAL CALCULATION					
add and subtract one-digit and two-digit numbers to 20, including zero	add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <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 	add and subtract numbers mentally, including: <ul style="list-style-type: none"> * a three-digit number and ones * a three-digit number and tens * a three-digit number and hundreds 		add and subtract numbers mentally with increasingly large numbers	perform mental calculations, including with mixed operations and large numbers
read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs (appears also in Written Methods)	show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot				use their knowledge of the order of operations to carry out calculations involving the four operations
WRITTEN METHODS					
read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs (appears also in Mental Calculation)		add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction	add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	
INVERSE OPERATIONS, ESTIMATING AND CHECKING ANSWERS					
	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	estimate the answer to a calculation and use inverse operations to check answers	estimate and use inverse operations to check answers to a calculation	use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy.
PROBLEM SOLVING					
solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$	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 	solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why

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	<i>solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change (copied from Measurement)</i>				Solve problems involving addition, subtraction, multiplication and division
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MULTIPLICATION AND DIVISION					
MULTIPLICATION & DIVISION FACTS					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<i>count in multiples of twos, fives and tens (copied from Number and Place Value)</i>	<i>count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward (copied from Number and Place Value)</i>	<i>count from 0 in multiples of 4, 8, 50 and 100 (copied from Number and Place Value)</i>	<i>count in multiples of 6, 7, 9, 25 and 1000 (copied from Number and Place Value)</i>	<i>count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 (copied from Number and Place Value)</i>	
	recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	recall multiplication and division facts for multiplication tables up to 12 × 12		
MENTAL CALCULATION					
		write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods (appears also in <i>Written Methods</i>)	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	multiply and divide numbers mentally drawing upon known facts	perform mental calculations, including with mixed operations and large numbers
	show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot		recognise and use factor pairs and commutativity in mental calculations (appears also in <i>Properties of Numbers</i>)	multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	<i>associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. $\frac{3}{8}$) (copied from Fractions)</i>
WRITTEN CALCULATION					
	calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs	write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods (appears also in <i>Mental Methods</i>)	multiply two-digit and three-digit numbers by a one-digit number using formal written layout	multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers	multiply multi-digit 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 one-digit number using the formal written method of short division	divide numbers up to 4-digits by a two-digit whole number using the formal written method of short

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				and interpret remainders appropriately for the context	division where appropriate for the context 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
					<i>use written division methods in cases where the answer has up to two decimal places (copied from Fractions (including decimals))</i>
PROPERTIES OF NUMBERS: MULTIPLES, FACTORS, PRIMES, SQUARE AND CUBE NUMBERS					
			recognise and use factor pairs and commutativity in mental calculations (repeated)	identify 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	identify common factors, common multiples and prime numbers <i>use common factors to simplify fractions; use common multiples to express fractions in the same denomination (copied from Fractions)</i>
				recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)	<i>calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm^3) and cubic metres (m^3), and extending to other units such as mm^3 and km^3 (copied from Measures)</i>
ORDER OF OPERATIONS					
					use their knowledge of the order of operations to carry out calculations involving the four operations
INVERSE OPERATIONS, ESTIMATING AND CHECKING ANSWERS					
		<i>estimate the answer to a calculation and use inverse operations to check answers (copied from Addition and Subtraction)</i>	<i>estimate and use inverse operations to check answers to a calculation (copied from Addition and Subtraction)</i>		use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy

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FRACTIONS					
COUNTING IN FRACTIONAL STEPS					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<i>Pupils should count in fractions up to 10, starting from any number and using the 1/2 and 2/4 equivalence on the number line (Non Statutory Guidance)</i>	count up and down in tenths	count up and down in hundredths		
RECOGNISING FRACTIONS					
recognise, find and name a half as one of two equal parts of an object, shape or quantity	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	recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators	recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten	recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents (appears also in Equivalence)	
recognise, find and name a quarter as one of four equal parts of an object, shape or quantity		recognise that tenths arise from dividing an object into 10 equal parts and in dividing one - digit numbers or quantities by 10.			
		recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators			
COMPARING FRACTIONS					
		compare and order unit fractions, and fractions with the same denominators		compare and order fractions whose denominators are all multiples of the same number	compare and order fractions, including fractions >1
COMPARING DECIMALS					
			compare numbers with the same number of decimal places up to two decimal places	read, write, order and compare numbers with up to three decimal places	identify the value of each digit in numbers given to three decimal places
ROUNDING INCLUDING DECIMALS					
			round decimals with one decimal place to the nearest whole number	round decimals with two decimal places to the nearest whole number and to one decimal place	solve problems which require answers to be rounded to specified degrees of accuracy
EQUIVALENCE (INCLUDING FRACTIONS, DECIMALS AND PERCENTAGES)					
	write simple fractions e.g. $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.	recognise and show, using diagrams, equivalent fractions with small denominators	recognise and show, using diagrams, families of common equivalent fractions	identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	use common factors to simplify fractions; use common multiples to express fractions in the same denomination
			recognise and write decimal equivalents of any number of tenths or hundredths	read and write decimal numbers as fractions (e.g. $0.71 = \frac{71}{100}$)	associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. $\frac{3}{8}$)

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				recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	
			recognise and write decimal equivalents to $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$	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 as a decimal fraction	recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
ADDITION AND SUBTRACTION OF FRACTIONS					
		add and subtract fractions with the same denominator within one whole (e.g. $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$)	add and subtract fractions with the same denominator	add and subtract fractions with the same denominator and multiples of the same number	add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
				recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number (e.g. $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$)	
MULTIPLICATION AND DIVISION OF FRACTIONS					
				multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$)
					multiply one-digit numbers with up to two decimal places by whole numbers
					divide proper fractions by whole numbers (e.g. $\frac{1}{3} \div 2 = \frac{1}{6}$)
MULTIPLICATION AND DIVISION OF DECIMALS					
					multiply one-digit numbers with up to two decimal places by whole numbers
			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		multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places

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					identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places
					associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. $\frac{3}{8}$)
					use written division methods in cases where the answer has up to two decimal places
PROBLEM SOLVING					
		solve problems that involve all of the above	solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number	solve problems involving numbers up to three decimal places	
			solve simple measure and money problems involving fractions and decimals to two decimal places.	solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}, \frac{1}{4}, \frac{1}{5}, \frac{2}{5}, \frac{4}{5}$ and those with a denominator of a multiple of 10 or 25.	

RATIO AND PROPORTION					
Statements only appear in Year 6 but should be connected to previous learning, particularly fractions and multiplication and division					
					Year 6
					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 [for example, 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

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					knowledge of fractions and multiples.
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MEASUREMENT					
COMPARING AND ESTIMATING					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
compare, describe and solve practical problems for: <ul style="list-style-type: none"> * lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half] * mass/weight [e.g. heavy/light, heavier than, lighter than] * capacity and volume [e.g. full/empty, more than, less than, half, half full, quarter] * time [e.g. quicker, slower, earlier, later] 	compare and order lengths, mass, volume/capacity and record the results using >, < and =		estimate, compare and calculate different measures, including money in pounds and pence (also included in Measuring)	calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm ²) and square metres (m ²) and estimate the area of irregular shapes (also included in measuring)	calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm ³) and cubic metres (m ³), and extending to other units such as mm ³ and km ³ .
sequence events in chronological order using language [e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]	compare and sequence intervals of time	compare durations of events, for example to calculate the time taken by particular events or tasks		estimate volume (e.g. using 1 cm ³ blocks to build cubes and cuboids) and capacity (e.g. using water)	
		estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight (appears also in Telling the Time)			
MEASURING and CALCULATING					
measure and begin to record the following: <ul style="list-style-type: none"> * lengths and heights * mass/weight * capacity and volume * time (hours, minutes, seconds) 	choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	estimate, compare and calculate different measures , including money in pounds and pence (appears also in Comparing)	use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling.	solve problems involving the calculation and conversion of units of measure , using decimal notation up to three decimal places where appropriate (appears also in Converting)
		measure the perimeter of simple 2-D shapes	measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres	recognise that shapes with the same areas can have different perimeters and vice versa

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MEASURING and CALCULATING					
recognise and know the value of different denominations of coins and notes	recognise and use symbols for pounds (£) and pence (p) ; combine amounts to make a particular value	add and subtract amounts of money to give change, using both £ and p in practical contexts			
	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				
			find the area of rectilinear shapes by counting squares	calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm ²) and square metres (m ²) and estimate the area of irregular shapes <i>recognise and use square numbers and cube numbers, and the notation for squared (²) and cubed (³) (copied from Multiplication and Division)</i>	calculate the area of parallelograms and triangles calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm ³) and cubic metres (m ³), and extending to other units [e.g. mm ³ and km ³].
					recognise when it is possible to use formulae for area and volume of shapes
TELLING THE TIME					
tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.	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.	tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks	read, write and convert time between analogue and digital 12 and 24-hour clocks (appears also in Converting)		
recognise and use language relating to dates, including days of the week, weeks, months and years	know the number of minutes in an hour and the number of hours in a day. (appears also in Converting)	estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight (appears also in Comparing and Estimating)			

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			solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days (appears also in Converting)	solve problems involving converting between units of time	
CONVERTING					
	know the number of minutes in an hour and the number of hours in a day. (appears also in Telling the Time)	know the number of seconds in a minute and the number of days in each month, year and leap year	convert between different units of measure (e.g. kilometre to metre; hour to minute)	convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	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 up to three decimal places
			read, write and convert time between analogue and digital 12 and 24-hour clocks (appears also in Converting)	solve problems involving converting between units of time	solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate (appears also in Measuring and Calculating)
			solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days (appears also in Telling the Time)	understand and use equivalences between metric units and common imperial units such as inches, pounds and pints	convert between miles and kilometres

GEOMETRY - PROPERTIES OF SHAPE					
IDENTIFYING SHAPES AND THEIR PROPERTIES					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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 line symmetry in a vertical line		identify lines of symmetry in 2-D shapes presented in different orientations	identify 3-D shapes, including cubes and other cuboids, from 2-D representations	recognise, describe and build simple 3-D shapes, including making nets (appears also in Drawing and Constructing)
	identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces				illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
	identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]				

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DRAWING AND CONSTRUCTING					
		draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them	complete a simple symmetric figure with respect to a specific line of symmetry	draw given angles, and measure them in degrees ($^{\circ}$)	draw 2-D shapes using given dimensions and angles
					recognise, describe and build simple 3-D shapes, including making nets (appears also in Identifying Shapes and Their Properties)
COMPARING AND CLASSIFYING					
	compare and sort common 2-D and 3-D shapes and everyday objects		compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	use the properties of rectangles to deduce related facts and find missing lengths and angles	compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons
				distinguish between regular and irregular polygons based on reasoning about equal sides and angles	
ANGLES					
		recognise angles as a property of shape or a description of a turn		know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles	
		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	identify acute and obtuse angles and compare and order angles up to two right angles by size	identify: <ul style="list-style-type: none"> * 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° 	recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
		identify horizontal and vertical lines and pairs of perpendicular and parallel lines			

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PROPERTIES OF SHAPE - POSITION AND DIRECTION					
POSITION, DIRECTION AND MOVEMENT					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
describe position, direction and movement, including half, quarter and three-quarter turns.	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)		describe positions on a 2-D grid as coordinates in the first quadrant	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)
			describe movements 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		
PATTERN					
	order and arrange combinations of mathematical objects in patterns and sequences				
STATISTICS					
INTERPRETING, CONSTRUCTING AND PRESENTING DATA					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	interpret and construct simple pictograms, tally charts, block diagrams and simple tables	interpret and present data using bar charts, pictograms and tables	interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	complete, read and interpret information in tables, including timetables	interpret and construct pie charts and line graphs and use these to solve problems
	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				
SOLVING PROBLEMS					
		solve one-step and two-step questions [e.g. 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.	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	calculate and interpret the mean as an average

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ALGEBRA					
EQUATIONS					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ (copied from Addition and Subtraction)</p>	<p>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems. (copied from Addition and Subtraction)</p>	<p>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. (copied from Addition and Subtraction)</p>		<p>use the properties of rectangles to deduce related facts and find missing lengths and angles (copied from Geometry: Properties of Shapes)</p>	<p>express missing number problems algebraically</p>
		<p>solve problems, including missing number problems, involving multiplication and division, including integer scaling (copied from Multiplication and Division)</p>			
	<p>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (copied from Addition and Subtraction)</p>				<p>find pairs of numbers that satisfy number sentences involving two unknowns</p>
<p>represent and use number bonds and related subtraction facts within 20 (copied from Addition and Subtraction)</p>					<p>enumerate all possibilities of combinations of two variables</p>
FORMULAE					
			<p>Perimeter can be expressed algebraically as $2(a + b)$ where a and b are the dimensions in the same unit. (Copied from NSG measurement)</p>		<p>use simple formulae</p>
					<p>recognise when it is possible to use formulae for area and volume of shapes (copied from Measurement)</p>
SEQUENCES					
<p>sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening (copied from Measurement)</p>	<p>compare and sequence intervals of time (copied from Measurement)</p>				<p>generate and describe linear number sequences</p>
	<p>order and arrange combinations of mathematical objects in patterns (copied from Geometry: position and direction)</p>				