The Ropemakers' SEMH Academy



PROGRESSION MAP

MATHS 2021-22 KS1 to KS2

Subject Leader: To Be Confirmed Last Review of this Subject: September 2021

Love, Flourish, Social Justice, Community

Maths: Whole-School Curriculum Progression Map

Mathematical Vocabulary	EYFS (30 - 50mths to ELGs)	KS1 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance Teacher Assessment Framework		KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance			
ıatical ulary	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Mathematical Vocabulary	Use a wider range of vocabulary Understand why questions such as "why do you think? Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door". Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen. Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen. Use new vocabulary in different contexts	To read and spell mathematical vocabulary, at a level consistent with their increasing word reading and spelling knowledge at year 1.	To read and spell mathematical vocabulary, at a level consistent with their increasing word reading and spelling knowledge at key stage 1.	To read and spell mathematical vocabulary correctly and confidently, using their growing word reading knowledge and their knowledge of spelling.	To read and spell mathematical vocabulary correctly and confidently, using their growing word reading knowledge and their knowledge of spelling.	To read, spell and pronounce mathematical vocabulary correctly.	To read, spell and pronounce mathematical vocabulary correctly.

Number and Value	EYFS (30 - 50mths to ELGs)	KS1 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance Teacher Assessment Framework		KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance			
nd Place	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Counting	Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Count objects, actions and sounds. Count beyond ten. Verbally count beyond 20, recognising the pattern of the counting system.	To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. To identify one more and one less than a given number. To count in multiples of twos, fives and tens from different multiples to develop their recognition of patterns in the number system, including varied and frequent practice through increasingly complex questions. To recognise and create repeating patterns with objects and with shapes.	To count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.	To continue to count in ones, tens and hundreds, so that pupils become fluent in the order and place value of numbers to 1000. To count from 0 in multiples of 4, 8, 50 and 100.	To count in tens and hundreds, and maintain fluency in other multiples through varied and frequent practice. To count in multiples of 6, 7, 9, 25 and 1000. To count backwards through zero to include negative numbers. To find 1000 more or less than a given number.	To count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000. To interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero.	

Number and Value	EYFS (30 - 50mths to ELGs)	Non-Statutory Cui	S1 culum Guidance rriculum Guidance ment Framework	KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance			
nd Place ue	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Identifyi	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Show "finger numbers' up to 5.						
Identifying, Representing	Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.						
ng and Est	Experiment with their own symbols and marks as well as numerals.						
timat	Subitise.						
and Estimating Numbers	Link the number symbol (numeral) with its cardinal number value.						
SJE	Subitise (recognise quantities without counting) up to 5.						

Reading and Writing Numbers	Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Experiment with their own symbols and marks as well as numerals. Link the number symbol (numeral) with its cardinal number value.	To read and write numbers from 1 to 20 in numerals and words. To count, read and write numbers to 100 in numerals.	To read and write numbers to at least 100 in numerals and in words.	To read and write numbers up to 1000 in numerals and in words.		To read and write numbers to at least 1 000 000 and determine the value of each digit.	To say, read and write, numbers up to 10 000 000 accurately and determine the value of each digit.
Number and Place Value	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance riculum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
nd Place ue	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Compare and Order Numbers	Compare quantities using language: 'more than', 'fewer than'. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then' Compare numbers. Understand the 'one more than/one less than' relationship between consecutive numbers. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.		To compare and order numbers from 0 up to 100; use <, > and = signs.	To compare and order numbers up to 1000.	To order and compare numbers beyond 1000.	To order and compare numbers to at least 1 000 000 and determine the value of each digit.	To order and compare numbers up to 10 000 000 accurately and determine the value of each digit.

Understanding Place Value	Understand the 'one more than/one less than' relationship between consecutive numbers. • Explore the composition of numbersto10. Have a deep understanding of numbers to 10, including the composition of each number.		To recognise the place value of each digit in a two-digit number (tens, ones) to become fluent and apply their knowledge of numbers to reason with, discuss and solve problems. To begin to understand zero as a place holder.	To recognise the place value of each digit in a three-digit number (hundreds, tens, ones) and apply partitioning related to place value using varied and increasingly complex problems, building on work in year 2 (for example, 146 = 100 + 40 and 6, 146 =	To recognise the place value of each digit in a four-digit number. To begin to extend their knowledge of the number system to include the decimal numbers and fractions that they have met so far.	To extend and apply their understanding of the number system to the decimal numbers and fractions that they have met so far.	To use negative numbers in context, and calculate intervals across zero.
e Rounding				130 + 16).	To round any number to the nearest 10, 100 or 1000. To connect estimation and rounding numbers to the use of measuring instruments.	To round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000.	To round any whole number to a required degree of accuracy.
Number and Place Value	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cu	S1 culum Guidance rriculum Guidance ment Framework			S2 culum Guidance rriculum Guidance	
nd							
Place	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Solve Problems	Solve real world mathematical problems with numbers up to 5. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'	To practise ordinal numbers and solve simple concrete problems.	To use place value and number facts to solve related problems to develop fluency.	To solve number problems and practical problems involving these ideas.	To solve number and practical problems that involve all of the above and with increasingly large positive numbers.	To solve number problems and practical problems that involve all of the above.	To solve number and practical problems that involve all of the above.
Addition and Subtraction	EYFS (30 - 50mths to ELGs)	Non-Statutory Cu	S1 culum Guidance rriculum Guidance ment Framework		Statutory Curric	S2 culum Guidance rriculum Guidance	

Mental Calculations	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger numbers' up to 5. Subitise. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0-10. • Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. Have a deep understanding of numbers to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5.	To add and subtract one-digit and two-digit numbers to 20, including zero. To realise the effect of adding or subtracting zero.	To extend the language of addition and subtraction to include sum and difference. To show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. To add and subtract numbers using an efficient strategy, explaining their method verbally using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit numbers, add three one-digit numbers.	To add and subtract numbers mentally, including: two-digit numbers, where the answers could exceed 100, a three-digit number and ones, a three-digit number and tens and a three-digit number and hundreds.	To continue to practise both mental methods and columnar addition and subtraction with increasingly large numbers to aid fluency.	To add and subtract numbers mentally with increasingly large numbers.	To perform mental calculations, including with mixed operations and large numbers.
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- 0	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number Bonds	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Show 'finger numbers' up to 5. Subitise. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0-10. Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. Have a deep understanding of numbers to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5.	To memorise, represent and use number bonds and related subtraction facts within 20.	To recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships. To recall and use addition and subtraction facts to 20 to become fluent in deriving associative facts (e.g. 10 - 7 = 3, 100 - 70 = 30) and derive and use related facts up to 100.				

Written Calculations		To read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.	To begin to record addition and subtraction in columns to support place value and prepare for formal written methods with larger numbers.	To use the understanding of place value and partitioning to enable adding and subtracting numbers with up to three digits, using formal written methods of columnar addition and subtraction to become fluent.	To add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction where appropriate.	To add and subtract whole numbers with more than four digits, including using formal written methods of columnar addition and subtraction fluently.	
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Inverse Operations, Estimating and Checking Answers	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Explore the composition of numbers to 10.		To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	To estimate the answer to a calculation and use inverse operations to check answers.	To estimate and use inverse operations to check answers to a calculation.	To use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.	To round answers to a specified degree of accuracy, for example, to the nearest 10,20,50 etc., but not to a specified number of significant figures.

Order of Operations							To use their knowledge of the order of operations to carry out calculations involving the four operations.
Solve Problems	Solve real world mathematical problems with numbers up to 5. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then' Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.	To discuss and solve one-step problems (in familiar practical contexts) that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems. Problems include the terms: put together, add, altogether, total, take away, distance between, difference between, more than and less than, so that pupils develop the concept of addition and subtraction and are enable to use these operations flexibly.	To 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.				
Multiplication and Division	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
cation	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Mental Calculations	Explore the composition of numbers to 10. Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.		To begin to use other multiplication tables and recall multiplication facts, including using related division facts to perform written and mental calculations. To begin to relate multiplication and division facts to fractions and measures (e.g., $40 \div 2 = 20, 20$ is a half of 40). To show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot, to develop multiplicative reasoning.	To 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 efficient mental methods, for example, using commutativity and associativity, and progressing to formal reliable written methods of short multiplication and division.	To combine their knowledge of number facts and rules of arithmetic to solve mental and written calculations, e.g. 2 x 6 x 5 = 10 x 6 = 60. To practise mental methods and extend this to three-digit numbers to derive associative facts, (e.g. 600 ÷ 3 = 200 can be derived from 2 x 3 = 6). To recognise and use factor pairs and commutativity in mental calculations. To 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.	To multiply and divide numbers mentally drawing upon known facts.	To perform mental calculations, including with mixed operations and large numbers.
Multiplication and Division	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
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Multiplication and Division Facts	Explore the composition of numbers to 10. Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly. Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.	To make connections between arrays, number patterns, and counting in twos, fives and tens. Through grouping and sharing small quantities, pupils begin to understand: multiplication and division; doubling numbers and quantities; and finding simple fractions of objects, numbers and quantities.	To use a variety of language to describe multiplication and division. To count from 0 in multiples of 4, 8, 50 and 100. To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers and use them to solve simple problems, demonstrating an understanding of commutativity as necessary. To connect the 10 multiplication table to place value, and the 5 multiplication table to the divisions on the clock face.	To recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables when they are calculating mathematical statements in order to improve fluency. To connect the 2, 4 and 8 multiplication tables through doubling.	To recall multiplication and division facts for multiplication tables up to 12 × 12 to aid fluency. To write statements about the equality of expressions (for example, use the distributive law 39 × 7 = 30 × 7 + 9 × 7 and associative law (2 × 3) × 4 = 2 × (3 × 4)).	To apply all the multiplication tables and related division facts frequently, commit them to memory and use them confidently to make larger calculations.	To continue to use all the multiplication tables to calculate mathematical statements in order to maintain their fluency.
Multiplication and Division	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance rriculum Guidance		Statutory Curric	S2 culum Guidance irriculum Guidance	
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Written Calculation			To calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs. To begin to use other multiplication tables and recall multiplication facts, including using related division facts to perform written and mental calculations.	To 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 efficient mental methods, for example, using commutativity and associativity, and progressing to formal reliable written methods of short multiplication and division. (included in mental calculation section)	To multiply two-digit and three-digit numbers by a one-digit number using the formal written layout of short multiplication with exact answers. To become fluent in the formal written method of short division with exact answers.	To multiply numbers up to four digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers fluently. To divide numbers up to four digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context fluently. To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.	To multiply multi-digit numbers up to four digits by a two-digit whole number using the formal written method of long multiplication. To divide numbers up to four 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. To divide numbers up to four 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.
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Properties of Numbers	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.					To use and understand the terms factor, multiple and prime, square and cube numbers and use them to construct equivalence statements. To identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. To know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers. To establish whether a number up to 100 is prime and recall prime numbers up to 19. To recognise and use square numbers, and the notation for squared (2) and cubed (3).	To identify common factors, common multiples and prime numbers.
Multiplication and Division	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance riculum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
cation vision	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Order of Operations							To use their knowledge of the order of operations to carry out calculations involving the four operations.
Solve Problems	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.	To 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.	To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	To solve simple problems in contexts, deciding which of the four operations to use and why. These include missing number problems, involving multiplication and division, including measuring and positive integer scaling problems and correspondence problems in which n objects are connected to m objects.	To solve two-step problems in contexts 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 nobjects are connected to mobjects.	To solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. To solve problems, including in missing number problems, involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign (to indicate equivalence). To solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.	To solve problems involving addition, subtraction, multiplication and division. To use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.
Fractions, Decimals ar	EYFS (30 - 50mths to ELGs)	KS1 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance Teacher Assessment Framework		KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance			
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Counting Recognising, Finding and Naming Fractions		To recognise, find and name a half as one of two equal parts of an object, shape or quantity by solving problems. To recognise, find and name a quarter as one of four equal parts of an object, shape or quantity by solving problems. To connect halves and quarters to the equal sharing and grouping of sets of objects and to measures, as well as recognising and combining halves and quarters as parts of a whole.	To recognise, find, name, identify and write fractions of the whole. To connect unit fractions to equal sharing and grouping, to numbers when they can be calculated, and to measures, finding fractions of lengths, quantities, sets of objects or shapes. They meet as the first example of a non-unit fraction.	down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by ten. To understand the relation between unit fractions as operators (fractions of), and division by integers. To recognise, understand and use fractions as numbers: unit fractions and nonunit fractions with small denominators as numbers on the number line (going beyond 0-1 and relating this to measure), and deduce relations between them, such as size and equivalence. To recognise, find and write fractions of a discrete set of objects: unit fractions and nonunit fractions with small denominators.	down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. To make connections between fractions of a length, of a shape and as a representation of one whole or set of quantities. To know that decimals and fractions are different ways of expressing numbers and proportions. To understand the relation between nonunit fractions and multiplication and division of quantities, with particular emphasis on tenths and hundredths.	year 4, using decimals and fractions including bridging zero, for example on a number line. To continue to practise counting forwards and backwards in simple fractions. To identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths.	
Fractions, Decimals and	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assess	culum Guidance rriculum Guidance		Statutory Curric	SZ culum Guidance ırriculum Guidance	
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Comparing and Ordering				To compare and order unit fractions, and fractions with the same denominators.		To compare and order fractions whose denominators are all multiples of the same number.	To compare and order fractions, including fractions > 1.
Adding and Subtracting Fractions				To add and subtract fractions with the same denominator within one whole through a variety of increasingly complex problems to improve fluency.	To add and subtract fractions with the same denominator to become fluent through a variety of increasingly complex problems beyond one whole.	To add and subtract fractions with the same denominator and denominators that are multiples of the same number to become fluent through a variety of increasingly complex problems. To recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number.	To add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions starting with fractions where the denominator of one fraction is a multiple of the other and progress to varied and increasingly complex problems.
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Multiplying and Dividing Fractions						To continue to develop their understanding of fractions as numbers, measures and operators by finding fractions of numbers and quantities. To multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.	To multiply simple pairs of proper fractions, writing the answer in its simplest form using a variety of images to support their understanding of multiplication with fractions. To divide proper fractions by whole numbers.
Equivalence			To write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence $\frac{2}{4}$ and $\frac{1}{2}$.	To recognise and show, using diagrams, equivalent fractions with small denominators.	To use factors and multiples to recognise equivalent fractions and simplify where appropriate. To recognise and show, using diagrams, families of common equivalent fractions. To recognise and write decimal equivalents of any number of tenths or hundredths. To recognise and write decimal equivalents to and write decimal equivalents to and write decimal equivalents to and are shown and are	To read and write decimal numbers as fractions. To recognise and use thousandths and relate them to tenths, hundredths, decimal equivalents and measures. To 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.	To recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. To use common factors to simplify fractions; use common multiples to express fractions in the same denomination.
Fractions, Decimals ar	EYFS (30 - 50mths to ELGs)	KS1 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance Teacher Assessment Framework			Statutory Curric	S2 culum Guidance rriculum Guidance	
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Comparing and Ordering Decimals					To learn decimal notation and the language associated with it, including in the context of measurements. To represent numbers with one or two decimal places in several ways, such as on number lines. To compare numbers, amounts and quantities with the same number of decimal places up to two decimal places.	To read, say, write, order and compare numbers with up to three decimal places.	To identify the value of each digit in numbers given to three decimal places.
Rounding Decimals					with one decimal place to the nearest whole number.	with two decimal places to the nearest whole number and to one decimal place.	
Fractions, Decimals and	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance riculum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
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Adding and Subtracting Decimals						To mentally add and subtract tenths, and one-digit whole numbers and tenths. To practise adding and subtracting decimals, including a mix of whole numbers and decimals, decimals with different numbers of decimal places, and complements of 1.	
Multiplying and Dividing Decimals					To 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.		To multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places. To associate a fraction with division and calculate decimal fraction equivalents for a simple fraction. To multiply one-digit numbers with up to two decimal places by whole numbers in practical contexts, such as measures and money.
Fractions, Decimals and	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance riculum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
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Multiplying and Dividing Decimals							To multiply and divide numbers with up to two decimal places by one-digit and two-digit whole numbers in practical contexts involving measures and money. To use written division methods in cases where the answer has up to two decimal places. To recognise division calculations as the inverse of multiplication.
Solve Problems				To solve problems that involve all of the above.	To 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. To solve simple measure and money problems involving fractions and decimals to two decimal places.	To solve problems involving numbers up to three decimal places. To make connections between percentages, fractions and decimals and relate this to finding 'fractions of' to solve problems which require knowing percentage and decimal equivalents of \(\frac{1}{4}, \frac{1}{2},	To solve problems which require answers to be rounded to specified degrees of accuracy and checking the reasonableness of their answers.
Algebra	EYFS (30 - 50mths to ELGs) KS1 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance Teacher Assessment Framework		KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance				
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Algebra			To introduce the language of algebra as a means for solving a variety of problems. To introduce the use of symbols and letters to represent variables and unknowns in mathematical familiar situations, such as: missing numbers, lengths, coordinates and angles. To use simple formulae. To generate and describe linear number sequences. To express missing number problems algebraically. To find pairs of numbers that satisfy an equation with two unknowns. To enumerate possibilities of combinations of two variables.
Measurement	EYFS (30 - 50mths to ELGs)	KS1 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance Teacher Assessment Framework	KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance

	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Describe, Measure, Compare and Solve (All Strands)	Make comparisons between objects relating to size, length, weight and capacity. Compare length, weight and capacity.	To compare, describe and solve practical problems for: lengths and heights, mass/weight, capacity and volume, time. To measure and begin to record the following: lengths and heights, mass/weight, capacity and volume, time. To move from using and comparing different types of quantities and measures using nonstandard units, including discrete (for example, counting) and continuous (for example, liquid) measurement, to using manageable common standard units using measuring tools, such as a ruler, weighing scales and containers.	To choose and use appropriate standard units with increasing accuracy using their knowledge of the number system 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. To use the appropriate language and record using standard abbreviations. To compare and order lengths, mass, volume/capacity and record the results using >, < and =. To compare measures including simple multiples such as 'half as high'; 'twice as wide'.	To measure using the appropriate tools and units, compare (including simple scaling by integers) add and subtract using mixed units: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).	To estimate, compare and calculate different measures, including money in pounds and pence.	To use all four operations to solve problems involving measure using decimal notation, including scaling and conversions.	To use a number line, to add and subtract positive and negative integers for measures such as temperature. To solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.

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ent	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
					To use multiplication to convert from larger to smaller units. To convert between different units of measure and build on their understanding of place value and decimal notation to record metric measures, including money.	To use the knowledge of place value and multiplication and division to convert between standard units. To convert between different units of metric measure. To understand and use approximate equivalences between metric units and common imperial units.	To 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. To convert between miles and kilometres. To know approximate conversions to tell if an answer is sensible.	
Measurement	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance riculum Guidance	KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance				
ement	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	

		To common overted:	To read tell and write	To tall and white the	To wood white and	To colve problem:	
	Begin to describe a	To sequence events in	To read, tell and write	To tell and write the	To read, write and	To solve problems	
	sequence of events, real or	chronological order	the time to five	time from an	convert time between	involving converting	
		using language.	minutes, including	analogue clock,	analogue and digital	between units of time.	
	fictional, using words, such		quarter past/to the	including using	12- and		
	as 'first', 'then'	To recognise and use	hour/half hour and	Roman numerals	24-hour clocks.		
		language relating to	draw the hands on a	from I to XII, and 12-			
		dates, including days of	clock face to show	hourand	To solve problems		
		the week, weeks,	these times.	24-hour clocks.	involving converting		
		months and years.	triese tirries.	24 Hour clocks.	from hours to		
		months and years.	To become fluent in	To bogin to use	minutes; minutes to		
		+ · !! .!		To begin to use	•		
		To tell the time to the	telling the time on	digital 12-hour clocks	seconds; years to		
		hour and half past the	analogue clocks and	and record their times	months; weeks		
		hour and draw the	recording it.	in preparation for	to days.		
		hands on a clock face		using digital 24-hour			
		to show these times.	To know the number of	clocks in year 4.			
			minutes in an hour and				
			the number of hours in	To estimate and read			
Telling the Time			a day.	time with increasing			
∃				accuracy to the			
g			To compare and	nearest minute;			
			sequence intervals	record and compare			
D			of time.	time in terms of			
<u> </u>			or time.				
3				seconds, minutes			
Ō				and hours.			
				To use vocabulary			
				such as o'clock,			
				a.m./p.m., morning,			
				afternoon, noon and			
				midnight.			
				illidiligit.			
				To know the number			
				of seconds in a			
				minute and the			
				number of days in			
				each month, year and			
				leap year.			
				To compare durations			
				of events.			

Measuren	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cu	S1 culum Guidance rriculum Guidance ment Framework		Statutory Curric	S2 culum Guidance rriculum Guidance	
nent	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

		_				
			To measure the	To measure and	To measure and	To recognise that
			perimeter of simple	calculatethe	calculatethe	shapes with the
			2D shapes.	perimeter of a	perimeter of	same areas can have
				rectilinear figure	composite rectilinear	different perimeters
				(including squares) in	shapes in centimetres	and vice versa.
				centimetres and	and metres including	
				metres.	using the relations of	To recognise when it
					perimeter. Note:	is possible to use
				To know perimeter	Missing measures	formulae for area and
				can be expressed	questions can be	volume of shapes.
				algebraically as 2(a +	expressed	
70				b) where a and b are	algebraically.	To relate the area of
<u>e</u>				the dimensions in the		rectangles to
Perimeter, Area and				same unit.	To calculate and	parallelograms and
Je.					compare the area of	triangles and
te				To find the area of	rectangles (including	calculate their areas,
7				rectilinear shapes by	squares), and	understanding and
₽ .				counting squares.	including using	using the formulae
ea				To relate area to	standard units, square	(in words or symbols)
a				arrays and	centimetres (cm²) and	to do this.
				multiplication.	square metres (m²),	
7					use the area of	To calculate the area
<u>0</u>					rectangles to find	of parallelograms
⊑					unknown lengths and	and triangles.
Volume					estimate the area of	
(D					irregular shapes. Note:	To calculate,
					Missing measures	estimate and
					questions can be	compare volume of
					expressed	cubes and cuboids
					algebraically.	using standard units,
						including cubic
					To calculate the area	centimetres (cm³)
					from scale drawings	and cubic metres
					using given	(m³), and extending
					measurements.	to other units (for
						example, mm³ and
					To estimate volume.	km³).

Properties of Sh	EYFS (30 - 50mths to ELGs)	Non-Statutory Cu	S1 Julum Guidance Triculum Guidance Ment Framework		Statutory Curric	S2 culum Guidance rriculum Guidance	
Shapes	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Recognise 2D and 3D Shapes and Their Properties	Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Select, rotate and manipulate shapes in order to develop spatial reasoning skills	To recognise, handle and name common 2D and 3D shapes in different orientations/sizes and relate everyday objects fluently. To recognise that rectangles, triangles, cuboids and pyramids are not always similar to each other.	Pupils read and write names for shapes that are appropriate for their word reading and spelling. To handle, identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line. To handle, identify and describe the properties of 3D shapes, including the number of edges, vertices and faces. To identify 2D shapes on the surface of 3D shapes.	To describe the properties of 2D and 3D shapes using accurate language. To extend knowledge of the properties of shapes is extended at this stage to symmetrical and nonsymmetrical polygon and polyhedron. To recognise 3D shapes in different orientations and describe them.	To identify lines of symmetry in 2D shapes presented in different orientations. To recognise line symmetry in a variety of diagrams, including where the line of symmetry does not dissect the original shape.	To identify 3D shapes, including cubes and other cuboids, from 2D representations.	To illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. To express algebraically the relationship between angles and lengths.
Properties Shapes	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance riculum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
ties of pes	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Compare and Classify Shapes	Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.	To identify, compare and sort common 2D and 3D shapes and everyday objects on the basis of their properties and use vocabulary precisely.		To compare lengths and angles to decide if a polygon is regular or irregular. To compare and classify geometric shapes, including different quadrilaterals and triangles, based on their properties and sizes.	To distinguish between regular and irregular polygons based on reasoning about equal sides and angles.	To compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons using known measurements.
Drawing 2D Shapes and Constructing 3D Shapes	Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. Combine shapes to make new ones - an arch, a bigger triangle etc. Select, rotate and manipulate shapes in order to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.	Pupils draw lines and shapes using a straight edge.	To connect decimals and rounding to drawing and measuring straight lines in centimetres, in a variety of contexts. To identify horizontal and vertical lines and pairs of perpendicular and parallel lines. To draw 2D shapes and make 3D shapes using modelling materials.	To draw with increasing accuracy and develop mathematical reasoning to analyse shapes and their properties and confidently describe the relationships between them. To complete a simple symmetric figure with respect to a specific line of symmetry.	To become accurate in drawing lines with a ruler to the nearest millimetre, and measuring with a protractor. To use conventional markings for parallel lines and right angles	To draw 2D shapes and nets accurately using given dimensions and angles using measuring tools, conventional markings and labels for lines and angles. To recognise, describe and build simple 3D shapes, including making nets.

Properties Shapes	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cu	S1 culum Guidance rriculum Guidance ment Framework		Statutory Curri	S2 culum Guidance ırriculum Guidance	
ies of)es	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Angles				To recognise angles as a property of shape or a description of a turn. To identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn To identify whether angles are greater than or less than a right angle.	To identify acute and obtuse angles and compare and order angles up to two right angles by size in preparation for using a protractor.	To know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles. To draw given angles, and measure them in degrees. To identify: angles at a point and one whole turn (total 360°), angles at a point on a straight line and ½ a turn (total 180°) and other multiples of 90°. To use the term diagonal and make conjectures about the angles formed between sides, and between diagonals and parallel sides. To use the properties of rectangles to deduce related facts and find missing lengths and angles by using angle sum facts and other properties to make deductions about missing angles and relate these to missing number problems.	To recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.

Position and Direction	EYFS (30 - 50mths to ELGs)	KS1 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance Teacher Assessment Framework		KS2 Statutory Curriculum Guidance Non-Statutory Curriculum Guidance				
n and tion	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Position, Direction and Movement	Understand position through words alone – for example, "The bag is under the table," – with no pointing. Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'. Draw information from a simple map.	To describe position, direction and movement, including whole, half, quarter and three-quarter turns in both directions and connect clockwise with the movement on a clock face. To use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside.	To 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 anticlockwise).		To describe positions on a 2D grid as coordinates in the first quadrant. To draw a pair of axes in one quadrant, with equal scales and integer labels. To read, write and use pairs of coordinates, including using coordinate plotting ICT tools. To plot specified points and draw sides to complete a given polygon. To describe movements between positions as translations of a given unit to the left/right and up/down.	To identify, describe and represent the position of a shape following a reflection (in lines that are parallel to the axes) or translation, using the appropriate language, and know that the shape has not changed.	To draw and label a pair of axes in all four quadrants with equal scaling. To describe positions on the full coordinate grid (all four quadrants). To draw and label simple shapes – rectangles (including squares), parallelograms and rhombuses, specified by coordinates in the four quadrants, predicting missing coordinates using the properties of shapes. To translate simple shapes where coordinates may be expressed algebraically on the coordinate plane and reflect them in the axes.	

	Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal		To order and arrange combinations of mathematical objects and shapes, including those in different				
	language like 'pointy', 'spotty', 'blobs' etc.		orientations, in patterns and sequences.				
	Extend and create ABAB patterns – stick, leaf, stick, leaf.						
	Notice and correct an error in a repeating pattern.						
Patterns	Continue, copy and create repeating patterns.						
rns							
		1//	24				
Statistics	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance rriculum Guidance		Statutory Curric	S2 culum Guidance irriculum Guidance	
tics	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Record, Present and Interpret Data		K	collate, organise and compare information. To interpret and construct simple pictograms, tally charts, block diagrams and simple tables (e.g. many-to-one correspondence in pictograms with simple ratios 2, 5, 10 scales). To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity. To ask and answer questions about totalling and comparing categorical data.	present data using bar charts, pictograms and tables and use simple scales with increasing accuracy.	use a greater range of scales in data representations. To interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.	which representations of data are most appropriate and why. To connect coordinates and scales to the interpretation of time graphs. To complete, read and interpret information in tables, including timetables.	conversion from kilometres to miles in measurement to its graphical representation. To connect work on angles, fractions and percentages to the interpretation of pie charts. To interpret and construct pie charts and line graphs (relating to two variables) and use these to solve problems.
Statistics	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cu	culum Guidance rriculum Guidance ment Framework		Statutory Curric	S2 culum Guidance rriculum Guidance	
tics	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Solve Problems				To solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables.	To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	To solve comparison, sum and difference problems using information presented in a line graph.	To know when it is appropriate to find the mean of a data set. To calculate and interpret the mean as an average.
Ratio and P	EYFS (30 - 50mths to ELGs)	Statutory Curric Non-Statutory Cur Teacher Assessi	ulum Guidance riculum Guidance		Statutory Curric	S2 culum Guidance rriculum Guidance	
and Proportion	Three and Four-Year-Olds Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

			To recognise
			proportionality in contexts when the
			relations between
			quantities are in the
			same ratio, e.g. recipes.
			+ 1 11
			To solve problems
			involving the relative sizes of two quantities
			where missing values
			can be found by using
			integer multiplication
			and division facts.
			To solve problems
			involving the calculation
			of percentages and the
			use of percentages for
			comparison including
			linking percentages or
			360° to calculating
			angles of pie chart.
			To solve problems
			involving similar
			shapes where the
			scale factor is known
			or can be found. To solve problems
			involving unequal
			quantities, sharing
			and grouping using
			knowledge of
			fractions and
			multiples.