

Maths progression framework

	Reception	Y1	Y2	Y3	Y4	Y5	Y6
Place Value		<p>Counts to and across 100, forwards and backwards, beginning with 0 or one, or from any given number</p> <p>Counts, reads and writes numbers to 100 in numerals;</p> <p>Counts in multiples of twos, fives and tens</p> <p>Given a number, identifies one more and one less</p>	<p>Counts in steps of two, three, and five from 0, and in tens from any number, forward and backward</p> <p>Compares and orders numbers from 0 up to 100</p> <p>Uses < > and = signs correctly</p> <p>Uses place value and number facts to solve problems</p>	<p>Counts from 0 in multiples of four, eight, 50 and 100</p> <p>Can work out if a given number is greater or less than 10 or 100</p> <p>Recognises the place value of each digit in a three-digit number (hundreds, tens, and ones)</p> <p>Solves number problems and practical problems involving these ideas</p>	<p>Counts in multiples of six, seven, nine, 25 and 1,000</p> <p>Counts backwards through zero to include negative numbers</p> <p>Orders and compares numbers beyond 1,000</p> <p>Rounds any number to the nearest 10, 100 or 1,000</p>	<p>Reads, writes, orders and compares numbers to at least 1,000,000 and determines the value of each digit</p> <p>Interprets negative numbers in context, counts forwards and backwards with positive and negative whole numbers including through zero</p>	<p>Rounds any whole number to a required degree of accuracy</p> <p>Uses negative numbers in context and calculates intervals across zero</p>

Maths progression framework

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							<p>Multiplies multi-digit numbers up to four digits by a two-digit whole number using the formal written method of long multiplication</p> <p>Divides 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</p> <p>Solves addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p> <p>Uses estimation to check answers to calculations and determines, in the context of a problem, an</p>

Maths progression framework

							appropriate degree of accuracy
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Maths progression framework

Calculation	<p>Represents and uses number bonds and related subtraction facts within 20</p> <p>Add and subtract one-digit and two-digit numbers to 20, including 0.</p>	<p>Solves problems with addition and subtraction by: Using concrete objects and pictorial representations, including those involving numbers, quantities and measures.</p> <p>applying an increasing knowledge of mental and written methods.</p> <p>Recalls and uses addition and subtraction facts fluently to 20</p> <p>Recalls and uses addition and subtraction facts to 20 and 100</p> <p>Recalls and uses multiplication and division facts for the two, five and 10 multiplication tables</p> <p>Recognises odd and even numbers</p>	<p>Adds and subtracts numbers mentally including a three-digit number and ones</p> <p>Adds and subtracts numbers mentally including a three-digit number and tens</p> <p>Adds and subtracts numbers mentally including a three-digit number and hundreds</p> <p>Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction</p> <p>Adds and subtracts numbers mentally including a three-digit number and ones</p> <p>Adds and subtracts numbers mentally including a three-</p>	<p>Solves addition and subtraction two-step problems in context, deciding which operations and methods to use and why</p> <p>Recalls multiplication and division facts for multiplication tables up to 12 x 12</p>	<p>Adds and subtracts whole numbers with more than four digits, including using formal written methods (columnar addition and subtraction)</p> <p>Adds and subtracts numbers mentally with increasingly large numbers (eg $12,462 - 2,300 = 10,162$)</p> <p>Identifies multiples and factors including finding all factor pairs of a number and common factors of two numbers</p> <p>Solves problems involving multiplication and division including using a knowledge of factors and multiples, squares and cubes</p> <p>Solves problems involving multiplication and</p>	

Maths progression framework

			<p>Solves problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</p>	<p>digit number and tens</p> <p>Adds and subtracts numbers mentally including a three-digit number and hundreds</p> <p>Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction</p> <p>Recalls and uses multiplication and division facts for the three times tables</p> <p>Recalls and uses multiplication and division facts for the four times tables</p> <p>Recalls and uses multiplication and division facts for the eight times tables.</p> <p>Writes and calculates mathematical statements for</p>		<p>division, including scaling by simple fractions and problems involving simple rates</p>	
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Maths progression framework

				multiplication and division using the multiplication tables that are known including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods			
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Fractions (including decimals)		<p>Recognises, finds and names a half as one of two equal parts of an object, shape or quantity</p> <p>Recognises, finds and names a quarter as one of four equal parts of an object, shape or quantity</p>	<p>Recognises, finds, names and writes fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, and $\frac{3}{4}$ of a length, shape, set of objects or quantity</p>	<p>Counts up and down in tenths; recognises that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</p> <p>Recognises, finds and writes fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</p> <p>Recognises and shows, using diagrams, equivalent fractions with small denominators</p>	<p>Recognises and shows, using diagrams, families of common equivalent fractions</p> <p>Counts up and down in hundredths; recognises that hundredths arise when dividing an object by 100 and dividing tenths by 10</p> <p>Rounds decimals with one decimal place to the nearest whole number</p> <p>Solves simple measure and money problems involving fractions and decimals to two decimal places</p>	<p>Compares and orders fractions whose denominators are all multiples of the same number</p> <p>Reads and writes decimal numbers as fractions eg $0.71 = \frac{71}{100}$</p> <p>Reads, writes, orders and compares numbers with up to three decimal places</p> <p>Solves 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</p>	<p>Uses written division methods in cases where the answer has up to two decimal places</p> <p>Solves problems which require answers to be rounded to specified degrees of accuracy</p> <p>Recalls and uses equivalences between simple fractions, decimals and percentages, including in different contexts</p>

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Maths	progression framework		Compares, describes and solves practical problems for: -lengths and heights eg long/short, longer/shorter, tall/short, double/half; -mass/weight eg heavy/light, heavier than, lighter than; capacity and volume eg full/empty, more than, less than, half, half full, quarter Time eg quicker, slower, earlier, later. Time- Tells the time to the hour and half past the hour and draws the hands on a clock face to show these times	Solves simple problems in a practical context involving addition and subtraction of money of the same unit including giving change	Interprets and presents data using bar charts, pictograms and tables Measures, compares, adds and subtracts lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) Adds and subtracts amounts of money to give change, using both £ and p in practical contexts Tells and writes the time from an analogue clock and 12-hour and 24-hour clocks Identifies right angles, recognises that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identifies whether angles are greater than or less than a right angle	Converts between different units of measure eg kilometre to metre Converts between different units of measure eg hour to minute	Converts between different units of metric measure (eg kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) Measures and calculates the perimeter of composite rectilinear shapes in centimetres and metres Calculates and compares the area of rectangles (including squares), and including using standard units, square centimetres (cm ²) and square metres (m ²)	Uses, reads, writes and converts 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
		Measurement						

		Reception	Y1	Y2	Y3	Y4	Y5	Y6
Maths	progression framework		<p>Recognises and names common 2-D and 3-D shapes, including:</p> <ul style="list-style-type: none"> -2-D shapes eg rectangles (including squares), circles and triangles -3-D shapes eg cuboids (including cubes), pyramids and spheres 	<p>Compares and sorts common 2-D and 3-D shapes and everyday objects</p>		<p>Compares and classifies geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <p>Identifies lines of symmetry in two dimensional shapes presented in different orientations</p>	<p>Draws given angles and measures them in degrees (0)</p> <p>Distinguishes between regular and irregular polygons based on reasoning about equal sides and angles</p>	<p>Compares and classifies geometric shapes based on their properties and sizes and finds unknown angles in any triangles, quadrilaterals and regular polygons</p>

		Reception	Y1	Y2	Y3	Y4	Y5	Y6
Maths	Geometry: Position and direction	progression framework		Uses mathematical vocabulary to describe position, direction and movement including movement in a straight line, and distinguishes between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)		Plots specified points and draws sides to complete a given polygon		Draws and translates simple shapes on the coordinate plane and reflects them in the axes

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Maths progression framework Ratio and proportion							Solves problems involving the calculation of percentages eg of measures and calculations such as 15 per cent of 360, and the use of percentages for comparison Solves problems involving unequal sharing and grouping using knowledge of fractions and multiples

Algebra	Reception	Y1	Y2	Y3	Y4	Y5	Y6
	Maths progression framework						Uses simple formulae

Statistics	Reception	Y1	Y2	Y3	Y4	Y5	Y6
			Asks and answers questions about totalling and comparing categorical data	Interprets and presents data using bar charts, pictograms and tables	Solves comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	Completes, reads and interprets information in tables, including timetables	Interprets pie charts and line graphs and uses these to solve problems Calculates and interprets the mean as an average