Maths Progression EYFS							
Using our whole Schools Maths Mastery Scheme: White Rose Maths. Where complementary, supported by Number Block episodes and NCETM Materials							
Autumn 1	Spring 1	Summer 1					
Learning intentions: Subitising: To recognise numbers of things without counting. Children build images for numbers to visualise and learn number facts.  Phase - Getting to Know You: Opportunities for settling in, introducing the areas of provision, and getting to know the children. Key times of day, class routines. Exploring the continuous provision inside and out. Where do things belong? Positional Language.  Phase - Just Like Me: Match and sort Identical & Non-Identical: Use five frames - line up identical objects and count-check, more than, less than, fewer than, equal to, the same as. Compare amounts. Compare size, mass and capacity. Exploring pattern.	Learning intentions: Subitising: To recognise numbers of things without counting. Children build images for numbers, to visualise and to learn number facts.  Phase – Alive in 5!: Introducing zero. Comparing, Composition 4 & 5. Compare Mass. Compare Capacity.  Phase - Growing 6,7,8: 6,7 & 8. Making pairs. Combining 2 groups. Length & Height. Time: use yesterday, today & tomorrow. Time: To order events & seasons.	Learning intentions: Subitising: To recognise numbers of things without counting. Children build images for numbers, to visualise and to learn number facts.  Phase – To 20 and Beyond: Counting beyond 10. Counting patterns beyond 10. Spatial reasoning. Match, rotate, manipulate.  Phase – First Then Now: Adding more / number stories. Taking away. Spatial reasoning. Compose and decompose shapes so that children recognise a shape can have other shapes within it.					
Autumn 2	Spring 2	Summer 2					
Learning intentions:  Subitising: To recognise numbers of things without counting. Children build images for numbers, to visualise and to learn number facts.  Phase – It's Me 1 2 3! Representing 1, 2 & 3. Comparing 1, 2 & 3. Composition 1, 2 & 3. Circles and triangles. Positional Language.  Phase – Light & Dark Representing numbers to 5. One more and less. Shapes with 4 sides. Time – Night and day.	Learning intentions:  Subitising: To recognise numbers of things without counting. Children build images for numbers, to visualise and to learn number facts.  Phase – Building 9 & 10: 9 & 10. Comparing numbers to 10. Number bonds to 10. 3D shapes. Continue, copy & recreate patterns.  Consolidation period for Phases: Alive in 5!, Growing 6,7,8 & Building 9 & 10	Learning intentions:  Subitising: To recognise numbers of things without counting. Children build images for numbers, to visualise and to learn number facts.  Phase – Find my Pattern: Doubling, Sharing & Grouping. Even and Odd. Spatial Reasoning.  Phase – On the Move:  Deepening Understanding: develop and extend children's problem solving skills. Patterns and Relationships, exploring the relationship between numbers and shapes. Spatial Reasoning. Mapping. Consolidation period for Phases: To 20 and Beyond, Find my pattern & On the Move					

## **Maths Progression Years 1-6**

Using our whole Schools Maths Mastery Scheme: White Rose Maths. Where complementary, supported by HFL, NCETM and Twinkl Materials

## Progression: Number and place value

**Programme of study (statutory requirements)** 

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Y1	Y2	Y3	Y4	Y5	Y6		
Number and place value	Number and place value	Number and place value	Number and place value	Number and place value	Number and place value		
Pupils should be taught to:  count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number  count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens  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 (fewer), most, least  read and write numbers from 1 to 20 in numerals and words	<ul> <li>Pupils should be taught to:</li> <li>count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward</li> <li>recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>identify, represent and estimate numbers using different representations, including the number line</li> <li>compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>read and write numbers to at least 100 in numerals and in words</li> <li>use place value and number facts to solve problems</li> </ul>	Pupils should be taught to:  count from 0 in multiples of 4, 8, 50 and 100; 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 identify, represent and estimate numbers using different representations read and write numbers up to 1000 in numerals and in words solve number problems and practical problems involving these ideas	<ul> <li>count in multiples of 6, 7, 9, 25 and 1000</li> <li>find 1000 more or less than a given number</li> <li>count backwards through zero to include negative numbers</li> <li>recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>order and compare numbers beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>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</li> </ul>	<ul> <li>Pupils should be taught to:</li> <li>read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit</li> <li>count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000</li> <li>interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero</li> <li>round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000</li> <li>solve number problems and practical problems that involve all of the above</li> <li>read Roman numerals to 1000 (M) and recognise years written in Roman numerals</li> </ul>	Pupils should be taught to:  read, write, order and compare numbers up to 10 000 000 and determine the value of each digit round any whole number to a required degree of accuracy use negative numbers in context, and calculate intervals across zero solve number and practical problems that involve all of the above		

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Number and place value  Pupils practise counting (1, 2, 3), ordering (for example, first, second, third), or to indicate a quantity (for example, 3 apples, 2 centimetres), including solving simple concrete problems, until they are fluent.  Pupils begin to recognise place value in numbers beyond 20 by reading, writing, counting and comparing numbers up to 100, supported by objects and pictorial representations.  They practise counting as reciting numbers and counting as enumerating objects, and counting in twos, fives and tens from different multiples to develop their recognition of patterns in the number system (for example, odd and even numbers), including varied and frequent practice through increasingly complex questions.	V2  Number and place value  Using materials and a range of representations, pupils practise counting, reading, writing and comparing numbers to at least 100 and solving a variety of related problems to develop fluency. They count in multiples of three to support their later understanding of a third.  As they become more confident with numbers up to 100, pupils are introduced to larger numbers to develop further their recognition of patterns within the number system and represent them in different ways, including spatial representations.  Pupils should partition numbers in different ways (for example, 23 = 20 + 3 and 23 = 10 + 13) to support subtraction. They become fluent and apply their knowledge of numbers to reason with, discuss and solve	Number and place value  Pupils now use multiples of 2, 3, 4, 5, 8, 10, 50 and 100.  They use larger numbers to at least 1000, applying partitioning related to place value using varied and increasingly complex problems, building on work in year 2 (for example, 146 = 100 and 40 and 6, 146 = 130 and 16).  Using a variety of representations, including those related to measure, pupils continue to count in ones, tens and hundreds, so that they become fluent in the order and place value of numbers to 1000.	V4 Number and place value Using a variety of representations, including measures, pupils become fluent in the order and place value of numbers beyond 1000, including counting in tens and hundreds, and maintaining fluency in other multiples through varied and frequent practice.  They begin to extend their knowledge of the number system to include the decimal numbers and fractions that they have met so far.  They connect estimation and rounding numbers to the use of measuring instruments.  Roman numerals should be put in their historical context so pupils understand that there have been different ways to write whole numbers and that the important concepts of zero and place value were introduced over a period of time.	Pupils identify the place value in large whole numbers.  They continue to use number in context, including measurement. Pupils extend and apply their understanding of the number system to the decimal numbers and fractions that they have met so far.  They should recognise and describe linear number sequences including those involving fractions and decimals, and find the term-to-term rule  They should recognise and describe linear number sequences (for example, 3, 3 ½, 4, 4 1/2), including those involving fractions and decimals, and find the term-to-term rule in words (for example, add ½)	Number and place value  Pupils use the whole number system, including saying, reading and writing numbers accurately.

Progression:
Programme of study (statutory requirements)

## **Addition and subtraction**

Y1	Y2	Y3	Y4	Y5	Y6
Addition and subtraction  Pupils should be taught to:  • read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs  • represent and use number bonds and related subtraction facts within 20	Addition and subtraction Pupils should be taught 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  • recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	Addition and subtraction  Pupils should be taught to:  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	Y4 Addition and subtraction Pupils should be taught to:  • 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	Addition and subtraction  Pupils should be taught to:  • add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)  • add and subtract numbers mentally with increasingly large numbers	Addition and subtraction  Pupils should be taught to:  • perform mental calculations, including with mixed operations and large numbers  • use their knowledge of the order of operations to carry out calculations involving the four operations  • solve addition and
inclu numl mea: - app know writte  recal subtr fluen relat  add a using picto ment	lding those involving bers, quantities and sures olying their increasing wledge of mental and en methods  Il and use addition and raction facts to 20 ontly, and derive and use ed facts up to 100 and subtract numbers g concrete objects, orial representations, and tally, including:	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	4 digits using the formal written methods of columnar addition and subtraction where appropriate  • estimate and use inverse operations to check answers to	more than 4 digits, including using formal written methods (columnar addition and subtraction)  add and subtract numbers mentally with increasingly	with mixed operations and large numbers  use their knowledge of the order of operations to carry out calculations involving the four operations
de-digit and two- git numbers to de including zero delve one-step coblems that colve addition de subtraction, de subtraction, de concrete dectorial dectorial dectorial	<ul> <li>a two-digit number and ones</li> <li>a two-digit number and tens</li> <li>two two-digit numbers</li> <li>adding three one-digit numbers</li> <li>show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</li> <li>recognise and use the inverse</li> </ul>	<ul> <li>inverse operations to check answers</li> <li>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</li> </ul>	contexts, deciding which operations and methods to use and why	<ul> <li>context of a problem, levels of accuracy</li> <li>solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> </ul>	<ul> <li>methods to use and why</li> <li>solve problems involving addition and subtraction, use estimation to check answers to calculations and determine, in the context of a problem,</li> </ul>
and missing number problems such as 7 = □ - 9	relationship between addition and subtraction and use this to check calculations and missing number problems				an appropriate degree of accuracy

Y1	Y2	Y3	Y4	Y5	Y6
Addition and subtraction  Pupils memorise and reason with number bonds to 10 and 20 in several forms (for example, 9 + 7 = 16; 16 - 7 = 9; 7 = 16 - 9). They should realise the effect of adding or subtracting zero. This establishes addition and subtraction as related operations.  Pupils combine and increase numbers, counting forwards and backwards.  They discuss and solve problems in familiar practical contexts, including using quantities.  Problems should 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 enabled to use these operations flexibly.	Addition and subtraction  Pupils extend their understanding of the language of addition and subtraction to include sum and difference.  Pupils practise addition and subtraction to 20 to become increasingly fluent in deriving facts such as using 3 + 7 = 10, 10 - 7 = 3 and 7 = 10 - 3 to calculate 30 + 70 = 100, 100 - 70 = 30 and 70 = 100 - 30. They check their calculations, including by adding to check subtraction and adding numbers in a different order to check addition (for example, 5 + 2 + 1 = 1 + 5 + 2 = 1 + 2 + 5). This establishes commutativity and associativity of addition.  Recording addition and subtraction in columns supports place value and prepares for formal written methods with larger numbers.	Addition and subtraction  Pupils practise solving varied addition and subtraction questions. For mental calculations with two-digit numbers, the answers could exceed 100.  Pupils use their understanding of place value and partitioning, and practise using columnar addition and subtraction with increasingly large numbers up to three digits to become fluent (see Appendix 1).	Addition and subtraction  Pupils continue to practise both mental methods and columnar addition and subtraction with increasingly large numbers to aid fluency (see Mathematics Appendix 1).	Addition and subtraction  Pupils practise using the formal written methods of columnar addition and subtraction with increasingly large numbers to aid fluency (see Mathematics Appendix 1).  They practise mental calculations with increasingly large numbers to aid fluency (for example, 12 462 – 2 300 = 10 162).	Addition and subtraction  Pupils practise addition and subtraction for larger numbers, using the formal written methods of columnar addition and subtraction (see Mathematics Appendix 1).  They undertake mental calculations with increasingly large numbers and more complex calculations.  Pupils 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.  Pupils explore the order of operations using brackets; for example, 2 + 1 x 3 = 5 and (2 + 1) x 3 = 9.

#### Programme of study (statutory requirements)

Y1	Y2	Y3	Y4	Y5	Y6
Multiplication	Multiplication and division	Multiplication and division	Multiplication and division	Multiplication and division	Addition, subtraction,
and division	Dupile should be tought to:	Pupils should be taught to:	Punils should be taught to:	Pupils should be taught to:	multiplication and division
Pupils should be	Pupils should be laught to.	Fupils should be taught to.	Pupils should be taught to.	identify multiples and factors.	Pupils should be taught to:
Pupils should be taught 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	<ul> <li>Pupils should be taught to:</li> <li>recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</li> <li>calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs</li> <li>show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> </ul>	<ul> <li>Pupils should be taught to:         <ul> <li>recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</li> </ul> </li> <li>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</li> <li>solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems</li> </ul>	<ul> <li>Pupils should be taught to:</li> <li>recall multiplication and division facts for multiplication tables up to 12 x 12</li> <li>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</li> <li>recognise and use factor pairs and commutativity in mental calculations</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> </ul>	<ul> <li>identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers</li> <li>know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers</li> <li>establish whether a number up to 100 is prime and recall prime numbers up to 19</li> <li>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</li> <li>multiply and divide numbers mentally drawing upon known facts</li> <li>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</li> <li>multiply and divide whole numbers</li> </ul>	Pupils should be taught to:  • 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,
	solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	in which n objects are connected to m objects	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	and those involving decimals by 10, 100 and 1000  • recognise and use square numbers and cube numbers, and the notation for squared ( ) and cubed ( )  • solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes  • solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign  • solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates	common multiples and prime numbers  • use their knowledge of the order of operations to carry out calculations involving the four 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

# Progression: Programme of study (statutory requirements)

## Fractions (decimals Y4+; percentages Y5+)

Y1 Y2 Y3 Y4 Y5 Y6

#### Fractions (including decimals) Fractions (including decimals and **Fractions Fractions Fractions** Fractions (including decimals and percentages) percentages) Pupils should be Pupils should be Pupils should be taught Pupils should be taught to: Pupils should be taught to: Pupils should be taught to: taught to: taught to: · compare and order fractions whose · use common factors to simplify recognise and show, using denominators are all multiples of the same · count up and down fractions; use common multiples to · recognise, find, diagrams, families of common recognise. number in tenths; recognise express fractions in the same name and write find and name equivalent fractions that tenths arise · identify, name and write equivalent fractions denomination a half as one fractions $\frac{1}{3}$ , $\frac{1}{4}$ , · count up and down in of a given fraction, represented visually, from dividing an · compare and order fractions, including of two equal hundredths: recognise that including tenths and hundredths object into 10 equal fractions >1 $^{2}/_{4}$ and $^{3}/_{4}$ of a parts of an hundredths arise when dividing parts and in dividing recognise mixed numbers and improper add and subtract fractions with object, shape an object by a hundred and fractions and convert from one form to the one-digit numbers or length, shape, different denominators and mixed or quantity dividing tenths by ten other and write mathematical statements > 1 quantities by 10 set of objects or numbers, using the concept of solve problems involving as a mixed number (for example, $\frac{2}{1_5} + \frac{4}{1_5} = \frac{6}{1_5}$ · recognise, find and quantity equivalent fractions recognise. increasingly harder fractions to write fractions of a multiply simple pairs of proper find and name calculate quantities, and $=1^{1}/_{-}$ discrete set of write simple fractions, writing the answer in its a quarter as fractions to divide quantities, obiects: unit fractions for simplest form (for example, 1/4 x 1/2 one of four · add and subtract fractions with the same including non-unit fractions fractions and nonexample, <sup>1</sup>/<sub>2</sub> of denominator and denominators that are equal parts of where the answer is a whole $=\frac{1}{2}$ unit fractions with multiples of the same number an object, number 6 = 3 and small denominators shape or multiply proper fractions and mixed numbers · add and subtract fractions with · divide proper fractions by whole recognise the · recognise and use quantity by whole numbers, supported by materials the same denominator equivalence of numbers (for example, $\frac{1}{2} \div 2 = \frac{1}{2}$ ) fractions as and diagrams 2/and 1/2 · recognise and write decimal numbers: unit • read and write decimal numbers as fractions · associate a fraction with division and equivalents of any number of fractions and non-(for example, $0.71 = \frac{71}{100}$ ) calculate decimal fraction equivalents tenths or hundredths unit fractions with (for example, 0.375) for a simple · recognise and write decimal small denominators · recognise and use thousandths and relate equivalents to 4, 4, 3/ fraction (for example, 3/2) · recognise and show, them to tenths, hundredths and decimal using diagrams, equivalents identify the value of each digit in · find the effect of dividing a oneequivalent fractions • round decimals with two decimal places to the numbers given to three decimal places or two-digit number by 10 and with small and multiply and divide numbers by nearest whole number and to one decimal 100, identifying the value of the denominators 10, 100 and 1000 giving answers up to place digits in the answer as ones, add and subtract three decimal places tenths and hundredths • read, write, order and compare numbers with fractions with the multiply one-digit numbers with up to up to three decimal places · round decimals with one same denominator two decimal places by whole numbers · solve problems involving number up to three decimal place to the nearest within one whole (for use written division methods in cases whole number decimal places example, $\frac{5}{7} + \frac{1}{7} =$ where the answer has up to two compare numbers with the • recognise the per cent symbol (%) and 6/<sub>7</sub>) decimal places understand that per cent relates to "number of same number of decimal solve problems which require answers places up to two decimal parts per hundred", and write percentages as to be rounded to specified degrees of · compare and order places a fraction with denominator 100, and as a unit fractions, and · solve simple measure and decimal accuracy fractions with the • solve problems which require knowing recall and use equivalences between money problems involving same denominators simple fractions, decimals and fractions and decimals to two percentage and decimal equivalents of 1/2, 1/4, solve problems that percentages, including in different decimal places $^{1}/_{5}$ , $^{2}/_{5}$ , $^{4}/_{5}$ and those with a denominator of a involve all of the contexts above multiple of 10 or 25

Y1	Y2	Y3	Y4	Y5	Y6
Fractions	Fractions	Fractions	Fractions (including decimals)	Fractions (incl. decimals and percentages)	Fractions (incl. decimals and percentages)

Pupils are taught half and quarter as 'fractions of' discrete and continuous quantities by solving problems using shapes, objects and quantities.

For example, they could recognise and find half a length, quantity, set of objects or shape.

Pupils 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.

Pupils use fractions as 'fractions of' discrete and continuous quantities by solving problems using shapes, objects and quantities. They connect unit fractions to equal sharing and grouping, to numbers when they can be calculated, and to measures, finding fractions of lengths, quantities, set of objects or shapes.

They meet <sup>3</sup>/<sub>4</sub> as the first example of a non-unit fraction.

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 (for example, 11/4, 11/4 (or 11/2), 13/4, 2). This reinforces the concept of fractions as numbers and that they can add up to more than one.

Pupils connect tenths to place value, decimal measures and to division by 10.

They begin to understand unit and non-unit fractions as numbers on the number line, and deduce relations between them, such as size and equivalence. They should go beyond the [0, 1] interval, including relating this to measure.

Pupils understand the relation between unit fractions as operators (fractions of), and division by integers.

They continue to recognise fractions in the context of parts of a whole, numbers, measurements, a shape, and unit fractions as a division of a quantity.

Pupils practise adding and subtracting fractions with the same denominator through a variety of increasingly complex problems to improve fluency. Pupils should connect hundredths to tenths and place value and decimal measure.

They extend the use of the number line to connect fractions, numbers and measures.

Pupils understand the relation between non-unit fractions and multiplication and division of quantities, with particular emphasis on tenths and hundredths

Pupils make connections between fractions of a length, of a shape and as a representation of one whole or set of quantities. Pupils use factors and multiples to recognise equivalent fractions and simplify where

appropriate (for example,  $\frac{6}{9} = \frac{2}{3}$  or  $\frac{1}{2}$  or  $\frac{1}{2}$  =  $\frac{2}{3}$ ).

Pupils continue to practise adding and subtracting fractions with the same denominator, to become fluent through a variety of increasingly complex problems beyond one whole.

Pupils are taught throughout that decimals and fractions are different ways of expressing numbers and proportions.

Pupils' understanding of the number system and decimal place value is extended at this stage to tenths and then hundredths. This includes relating the decimal notation to division of whole number by 10 and later 100.

They practise counting using simple fractions and decimal fractions, both forwards and backwards.

Pupils learn decimal notation and the language associated with it, including in the context of measurements. They make comparisons and order decimal amounts and quantities that are expressed to the same number of decimal places. They should be able to represent numbers with one or two decimal places in several ways, such as on number lines.

Pupils should be taught throughout that percentages, decimals and fractions are different ways of expressing proportions.

They extend their knowledge of fractions to thousandths and connect to decimals and measures.

Pupils connect equivalent fractions > 1 that simplify to integers with division and other fractions > 1 to division with remainders, using the number line and other models, and hence move from these to improper and mixed fractions.

Pupils connect multiplication by a fraction to using fractions as operators (fractions of), and to division, building on work from previous years. This relates to scaling by simple fractions, including fractions > 1. Pupils practise adding and subtracting fractions to become fluent through a variety of increasingly complex problems. They extend their understanding of adding and subtracting fractions to calculations that exceed 1 as a mixed number.

Pupils continue to practise counting forwards and backwards in simple fractions.

Pupils continue to develop their understanding of fractions as numbers, measures and operators by finding fractions of numbers and quantities.

Pupils extend counting from year 4, using decimals and fractions including bridging zero, for example on a number line.

Pupils say, read and write decimal fractions and related tenths, hundredths and thousandths accurately and are confident in checking the reasonableness of their answers to problems.

They mentally add and subtract tenths, and one-digit whole numbers and tenths.

They practise adding and subtracting decimals, including a mix of whole numbers and decimals, decimals with different numbers of decimal places, and complements of 1 (for example, 0.83 + 0.17 = 1).

Pupils should go beyond the measurement and money models of decimals, for example, by solving puzzles involving decimals.

Pupils should make connections between percentages, fractions and decimals (for example, 100% represents a whole quantity and 1% is 1/100, 50% is 50/100, 25% is 25/100) and relate this to finding 'fractions of'.

Pupils should practise, use and understand the addition and subtraction of fractions with different denominators by identifying equivalent fractions with the same denominator. They should start with fractions where the denominator of one fraction is a multiple of the other (for example, ½ + 1/8 = 5/8) and progress to varied and increasingly complex problems.

Pupils should use a variety of images to support their understanding of multiplication with fractions. This follows earlier work about fractions as operators (fractions of), as numbers, and as equal parts of objects, for example as parts of a rectangle. Pupils use their understanding of the relationship between unit fractions and division to work backwards by multiplying a quantity that represents a unit fraction to find the whole quantity (for example, if 1/4 of a length is 36cm. then the whole length is  $36 \times 4 = 144$ cm). They practise calculations with simple fractions and decimal fraction equivalents to aid fluency. including listing equivalent fractions to identify fractions with common denominators. Pupils can explore and make conjectures about converting a simple fraction to a decimal fraction (for example,  $3 \div 8 = 0.375$ ). For simple fractions with recurring decimal equivalents, pupils learn about rounding the decimal to three decimal places, or other appropriate approximations depending on the context. Pupils multiply and divide numbers with up to two decimal places by one-digit and two-digit whole numbers. Pupils multiply decimals by whole numbers, starting with the simplest cases, such as  $0.4 \times 2 = 0.8$ , and in practical contexts, such as measures and money.

Pupils are introduced to the division of decimal numbers by one-digit whole number, initially, in practical contexts involving measures and money. They recognise division calculations as the inverse of multiplication.

Pupils also develop their skills of rounding and estimating as a means of predicting and checking the order of magnitude of their answers to decimal calculations. This includes rounding answers to a specified degree of accuracy and checking the reasonableness of their answers.

#### Progression:

#### **Geometry: Position and direction**

Programme of study (statutory requirements)

Y1	Y2	Y3	Y4	Y5	Y6

Geometry: position and direction	Geometry: position and direction	Geometry: position and direction	Geometry: position and direction	Geometry: position, and direction
Pupils should be taught to:  • describe position,	Pupils should be taught to:  • order and arrange	Pupils should be taught to:  • describe positions on	Pupils should be taught to:  • identify, describe	Pupils should be taught to:  • describe positions on
describe position, direction and movement, including whole, half, quarter and three-quarter turns	<ul> <li>order and arrange combinations of mathematical objects in patterns and sequences</li> <li>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)</li> </ul>	<ul> <li>describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>describe movements between positions as translations of a given unit to the left/right and up/down</li> <li>plot specified points and draw sides to complete a given polygon</li> </ul>	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	<ul> <li>describe positions on the full coordinate grid (all four quadrants)</li> <li>draw and translate simple shapes on the coordinate plane, and reflect them in the axes</li> </ul>

Y1	Y2	Y3	Y4	Y5	Y6

Geometry: position and direction	Geometry: position and direction	Geometry: position, and direction	Geometry: position and direction	Geometry: position and direction
Pupils 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.  Pupils make whole, half, quarter and three-quarter turns in both directions and connect turning clockwise with movement on a clock face.	Pupils should work with patterns of shapes, including those in different orientations.  Pupils use the concept and language of angles to describe 'turn' by applying rotations, including in practical contexts (for example, pupils themselves moving in turns, giving instructions to other pupils to do so, and programming robots using instructions given in right angles).	Pupils draw a pair of axes in one quadrant, with equal scales and integer labels. They read, write and use pairs of coordinates (2, 5) including using coordinate-plotting ICT tools.	Pupils recognise and use reflection and translation in a variety of diagrams, including continuing to use a 2-D grid and coordinates in the first quadrant. Reflection should be in lines that are parallel to the axes.	Pupils draw and label a pair of axes in all four quadrants with equal scaling. This extends their knowledge of one quadrant to all four quadrants, including the use of negative numbers.  Pupils draw and label rectangles (including squares), parallelograms and rhombuses, specified by coordinates in the four quadrants, predicting missing coordinates using the properties of shapes. These might be expressed algebraically for example, translating vertex (a, b) to (a-2, b+3); (a, b) and (a+d, b+d) being opposite vertices of a square of side d.

**Geometry: properties of shapes** Progression: (Statutory requirements)

Y1	Y2	Y3	Y4	Y5	Y6
Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes	Geometry: properties of shapes
Pupils should be taught to:  • recognise and name common 2-D and 3-D shapes, including:  • 2-D shapes [for example, rectangles (including squares), circles and triangles]  • 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	Pupils should be taught to:  • identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line  • identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces  • identify 2-D shapes on the surface of 3-D shapes, [for example a circle on a cylinder and a triangle on a pyramid]  • compare and sort common 2-D and 3-D shapes and everyday objects	Pupils should be taught to:  • draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them  • 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	Pupils should be taught to:  compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes  identify acute and obtuse angles and compare and order angles up to two right angles by size  identify lines of symmetry in 2-D shapes presented in different orientations  complete a simple symmetric figure with respect to a specific line of symmetry	<ul> <li>identify 3-D shapes, including cubes and other cuboids, from 2-D representations</li> <li>know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</li> <li>draw given angles, and measure them in degrees (°)</li> <li>identify: <ul> <li>angles at a point and one whole turn (total 360°)</li> <li>angles at a point on a straight line and ½ a turn (total 180°)</li> <li>other multiples of 90°</li> <li>use the properties of rectangles to deduce related facts and find missing lengths and angles</li> <li>distinguish between regular and irregular polygons based on reasoning about equal sides and angles</li> </ul> </li> </ul>	Pupils should be taught to:      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

Y1	Y2	Y3	Y4	Y5	Y6
Geometry: properties	Geometry: properties	Geometry: properties	Geometry:	Geometry: properties of	Geometry: properties of
of shapes	of shapes	of shapes	properties of shapes	shapes	shapes

Pupils handle common 2-D and 3-D shapes, naming these and related everyday objects fluently. They recognise these shapes in different orientations and sizes, and know that rectangles, triangles, cuboids and pyramids are not always similar to each other.

Pupils handle and name a wider variety of common 2-D and 3-D shapes including: quadrilaterals and polygons, and cuboids, prisms and cones, and identify the properties of each shape (for example, number of sides, number of faces).

Pupils identify, compare and sort shapes on the basis of their properties and use vocabulary precisely, such as sides, edges, vertices and faces.

Pupils read and write names for shapes that are appropriate for their word reading and spelling. Pupils draw lines and shapes using a straight edge. Pupils' knowledge of the properties of shapes is extended at this stage to symmetrical and nonsymmetrical polygons and polyhedra.

Pupils extend their use of the properties of shapes.

They should be able to describe the properties of 2-D and 3-D shapes using accurate language, including lengths of lines and acute and obtuse for angles greater or lesser than a right angle.

Pupils connect decimals and rounding to drawing and measuring straight lines in centimetres, in a variety of contexts. Pupils continue to classify shapes using geometrical properties, extending to classifying different triangles (for example, isosceles, equilateral, scalene) and quadrilaterals (for example, parallelogram, rhombus, trapezium).

Pupils compare and order angles in preparation for using a protractor and compare lengths and angles to decide if a polygon is regular or irregular.

Pupils draw symmetric patterns using a variety of media to become familiar with different orientations of lines of symmetry; and recognise line symmetry in a variety of diagrams, including where the line of symmetry does not dissect the original shape.

Pupils become accurate in drawing lines with a ruler to the nearest millimetre, and measuring with a protractor. They use conventional markings for parallel lines and right angles.

Pupils use the term diagonal and make conjectures about the angles formed by diagonals and sides, and other properties of quadrilaterals, for example using dynamic geometry ICT tools.

Pupils use angle sum facts and other properties to make deductions about missing angles and relate these to missing number problems. Pupils draw shapes and nets accurately, using measuring tools and conventional markings and labels for lines and angles.

Pupils describe the properties of shapes and explain how unknown angles and lengths can be derived from known measurements.

These relationships might be expressed algebraically for example,  $d = 2 \times r$ ; a = 180 - (b + c).

#### **Progression:**

**Programme of study (statutory requirements)** 

#### Measurement

Y1	Y2	Y3	Y4	Y5	Y6
Measurement	Measurement	Measurement	Measurement	Measurement	Measurement
Pupils should be taught to:					

- compare, describe and solve practical problems for:
- lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
- mass / weight [for example, heavy/light, heavier than, lighter than]
- capacity and volume [full/empty, more than, less than, half, half full, quarter]
- time [quicker, slower, earlier, later]
- measure and begin to record the following:
  - lengths and heights
  - mass/weight
  - capacity and volume
  - time (hours, minutes, seconds)
- recognise and know the value of different denominations of coins and notes
- 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

- 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
- compare and order lengths, mass, volume/capacity and record the results using >, < and =
- 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
- compare and sequence intervals of 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

- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- measure the perimeter of simple 2-D shapes
- add and subtract amounts of money to give change, using both £ and p in practical contexts
- 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]

- convert between different units of measure (for example, kilometre to metre; hour to minute)
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares
- estimate, compare and calculate different measures, including money in pounds and pence
- read, write and convert time between analogue and digital 12 and 24-hour clocks
- solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days

- convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)
- understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints
- measure and calculate the perimeter of composite rectilinear shape s in centimetres and metres
- calculate and compare the area of rectangles (including squares) using standard units, square centimetres (cm<sup>2</sup>) and square metres (m<sup>2</sup>) and estimate the area of irregular shapes
- estimate volume [for example, using 1 cm blocks to build cuboids (including cubes) ] and capacity (for example, using water)
- solve problems involving converting between units of time
- use all four operations to solve problems involving measure [for example, 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
- 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
- convert between miles and kilometres
- recognise that shapes with the same areas can have different perimeters and vice versa
- recognise when it is possible to use formulae for area and volume of shapes
- calculate the area of parallelograms and triangles
- calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³]

Y1	Y2	Y3	Y4	Y5	Y6
Measurement	Measurement	Measurement	Measurement	Measurement	Measurement
The pairs of terms: mass and weight, volume and capacity, are used interchangeably at this stage.	Pupils use standard units of measurement with increasing accuracy, using their knowledge of the number	Pupils continue to measure using the appropriate tools and units, progressing to using a wider range of	Pupils build on their understanding of place value and decimal notation to record metric	Pupils use their knowledge of place value and multiplication and division to convert between standard units.	Pupils connect conversion (for example, from kilometres to miles) to a graphical representation as preparation

Pupils move from using and comparing different types of quantities and measures using non-standard units, including discrete (for example, counting) and continuous (for example, liquid) measurement, to using manageable common standard units.

In order to become familiar with standard measures, pupils begin to use measuring tools such as a ruler, weighing scales and containers.

Pupils use the language of time, including telling the time throughout the day, first using o'clock and then half past.

system. They use the appropriate language and record using standard abbreviations.

Comparing measures includes simple multiples such as 'half as high'; 'twice as wide'.

They become fluent in telling the time on analogue clocks and recording it.

Pupils become fluent in counting and recognising coins. They read and say amounts of money confidently and use the symbols £ and p accurately, recording pounds and pence separately.

measures, including comparing and using mixed units (for example, 1 kg and 200g) and simple equivalents of mixed units (for example, 5m = 500cm).

The comparison of measures should also include simple scaling by integers (for example, a given quantity or measure is twice as long or five times as high) and this connects to multiplication.

Pupils continue to become fluent in recognising the value of coins, by adding and subtracting amounts, including mixed units, and giving change using manageable amounts. They record £ and p separately. The decimal recording of money is introduced formally in year 4.

Pupils use both analogue and digital 12-hour clocks and record their times. In this way they become fluent in and prepared for using digital 24-hour clocks in year 4. measures, including money.

They use multiplication to convert from larger to smaller units.

Perimeter can be expressed algebraically as 2(a + b) where a and b are the dimensions in the same unit.

They relate area to arrays and multiplication.

Pupils calculate the perimeter of rectangles and related composite shapes, including using the relations of perimeter or area to find unknown lengths. Missing measures questions such as these can be expressed algebraically 4 + 2b = 20 for a rectangle of sides 2 cm and b cm and perimeter of 20cm.

Pupils calculate the area from scale drawings using given measurements.

Pupils use all four operations in problems involving time and money, including conversions (for example, days to weeks, expressing the answer as weeks and days).

for understanding linear/proportional graphs.

They know approximate conversions and are able to tell if an answer is sensible.

Using the number line, pupils use, add and subtract positive and negative integers for measures such as temperature.

They relate the area of rectangles to parallelograms and triangles, for example, by dissection, and calculate their areas, understanding and using the formulae (in words or symbols) to do this.

Pupils could be introduced to compound units for speed, such as miles per hour, and apply their knowledge in science or other subjects as appropriate.

# Progression: Programme of study (statutory requirements)

#### **Statistics**

Y1	Y2	Y3	Y4	Y5	Y6

T					
Stat	atistics	Statistics	Statistics	Statistics	Statistics
Pup to:  • i  • i  • i  • i  • i  • i  • i  •	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	Pupils should be taught to:  • 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	Statistics  Pupils should be taught to:  • 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	Pupils should be taught to:  • solve comparison, sum and difference problems using information presented in a line graph  • complete, read and interpret information in tables, including timetables	Statistics  Pupils should be taught to:  • interpret and construct pie charts and line graphs and use these to solve problems  • calculate and interpret the mean as an average

V1	V2	V3	V۸	V5	Ve
1.1	1 4	13	14	13	10

		T		
Statistics	Statistics	Statistics	Statistics	Statistics
Pupils record, interpret, collate, organise and compare information (for example, using many-to-one correspondence in pictograms with simple ratios 2, 5, 10).	Pupils understand and use simple scales (for example, 2, 5, 10 units per cm) in pictograms and bar charts with increasing accuracy.  They continue to interpret data presented in many contexts.	Pupils understand and use a greater range of scales in their representations.  Pupils begin to relate the graphical representation of data to recording change over time.	Pupils connect their work on coordinates and scales to their interpretation of time graphs.  They begin to decide which representations of data are most appropriate and why.	Pupils connect their work on angles, fractions and percentages to the interpretation of pie charts.  Pupils both encounter and draw graphs relating two variables, arising from their own enquiry and in other subjects.  They should connect conversion from kilometres to miles in measurement to its graphical representation.  Pupils know when it is appropriate to find the mean of a data set.

## Pupils should be taught to: • solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and proportion division facts solve problems involving the calculation of percentages [for example, of measures, such as 15% of 360] and the use of percentages for and comparison solve problems involving similar shapes where the scale factor is known or can be found Ratio solve problems involving unequal sharing and grouping using knowledge of fractions and multiples Pupils link percentages or 360° to calculating angles of pie charts. They might use the notation a:b to record their work.

Pupils recognise proportionality in contexts when the relations between quantities are in the same ratio (for example, similar shapes, recipes).

Pupils should consolidate their understanding of ratio when comparing quantities, size and scale drawings by solving a variety of problems.

Pupils solve problems involving unequal quantities e.g. 'for every egg you need three spoonfuls of flour', '3/5 of the class are boys'. These problems are the foundation for later formal approaches to ratio and proportion.

Pupils should be introduced to the use of symbols and letters to represent variables and unknowns in mathematical situations that they already

#### Pupils should be taught to:

Algebra

and guidance n-statutory)

- use simple formulae
- generate and describe linear number sequences
- express missing number problems algebraically
- find pairs of numbers that satisfy an equation with two unknowns
- enumerate possibilities of combinations of two variables

#### understand, such as: missing numbers, lengths, coordinates and angles

- formulae in mathematics and science
- equivalent expressions (for example, a + b = b + a)
- generalisations of number patterns
- number puzzles (e.g. what two numbers can add up to)