



Whole-School Maths Progression Map

	EYFS	KS1		KS2			
	Playgroup Nursery Reception Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number and Place Value	<p>Count in everyday contexts, sometimes skipping numbers - '1-2-3-5.'</p> <p>Recite numbers past 5.</p> <p>Say one number for each item in order: 1,2,3,4,5.</p> <p>Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').</p> <p>Count objects, actions and sounds.</p> <p>Count beyond ten.</p> <p>Verbally count beyond 20, recognising the</p>	<p>Counting: Count from 0 to and across 100, forward and backwards, beginning with 0 or 1, and from any given number</p> <p>Count, numbers to 100 in numerals, count in different multiples including: twos, fives and tens</p> <p>Represent: Identify using objects and pictorial representations</p> <p>Read and write numbers from 1 to 100 in numerals</p> <p>Read and write numbers from 1 to 20 in numerals and</p>	<p>Counting: Count in steps of 2, 3, and 5 from 0 and in tens from any number, forwards and backwards.</p> <p>Represent: Read and write numbers to at least 100 in numerals and in words.</p> <p>Identify, represent and estimate numbers using different representations including number line.</p> <p>Use PV & Compare: Recognise the place value of each digit in a two-digit number (tens, ones)</p> <p>Compare and order numbers from 0 up to 100; use <, > and = signs</p>	<p>Counting: Count from 0 in multiples of 4, 8, 50 and 100</p> <p>Find 10 or 100 more or less than a given number</p> <p>Represent: Identify, represent and estimate numbers using different representations</p> <p>Read and write numbers up to 1,000 in numerals and in words</p> <p>Use PV & Compare: Recognise the place value of each digit in a 3-digit number (100s, 10s, 1s)</p>	<p>Counting: Count in multiples of 6, 7, 9, 25 and 1,000</p> <p>Count backwards through 0 to include negative numbers</p> <p>Represent: Identify, represent and estimate numbers using different representation</p> <p>Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of 0 and place value.</p> <p>Use PV & Compare: Find 1,000 more or less than a given number</p> <p>Recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s, and 1s)</p>	<p>Counting: Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000</p> <p>Count forwards and backwards with positive and negative whole numbers, including through zero</p> <p>Represent: Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit</p> <p>Read Roman numerals to 1000 (M) and recognise years written in Roman numerals</p>	<p>Counting: Revise previous years' coverage</p> <p>Represent: Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</p> <p>Use PV & Compare: Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</p> <p>Problems & Rounding: Round any whole number to a required degree of accuracy</p> <p>Use negative numbers in context,</p>

	<p>pattern of the counting system.</p>	<p>words.</p> <p>Use PV & Compare: Given a number, identify one more and one less</p>	<p>Problems & Rounding: Use place value & number facts to solve problems.</p>	<p>Compare and order numbers up to 1,000</p> <p>Problems & Rounding: Solve number problems and practical problems involving these ideas</p>	<p>Order and compare numbers beyond 1,000</p> <p>Problems & Rounding: Round any number to the nearest 10, 100 or 1,000</p> <p>Solve number and practical problems that involve all of the above and with increasingly large positive numbers</p>	<p>Use PV & Compare: Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit</p> <p>Problems & Rounding: Interpret negative numbers in context</p> <p>Round any number up to 1,000,000 to the nearest 10; 100; 1000; 10,000 and 100,000.</p> <p>Solve number problems and practical problems that involve all of the above</p>	<p>and calculate intervals across zero-</p> <p>Solve number and practical problems that involve all of the above</p>
<p>Key Vocabulary</p>	<p>Numbers to 5 Count Bigger than Little More than Smaller than Less than How many Lots/more/same</p> <p>Number zero</p>	<p>Number Zero, one, two, three to twenty, and beyond None Count (on/up/to/from/down)</p> <p>Before, after More, less, many, few, fewer, least, fewest, smallest, greater, lesser</p>	<p>Numbers to one hundred Hundreds Partition, recombine Hundred more/less Related numbers Relationship</p>	<p>Numbers to one thousand</p>	<p>Thousand more/less than</p> <p>Negative integers Count through zero</p> <p>Roman numerals (I to C)</p> <p>Consecutive</p>	<p>Powers of 10</p>	<p>Numbers to 10 million</p>

	<p>One, two, three to twenty and beyond. None Count on/up/to/from/down Before, after More, less, many, few, fewer, fewest, smaller, smallest Equal to, the same as Odd, even Digit Numeral Compare sort Order Size Value Between, halfway between</p>	<p>Equal to, the same as, odd, even Pair Units, ones, tens</p> <p>Ten more/less Digit/Numeral Figure(s) Compare (In) order/a different order Size, value Between, halfway between Above, below</p>					
Addition and Subtraction	<p>Take part in finger rhymes with numbers. React to changes of amount in a group of up to three items</p> <p>Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').</p> <p>Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').</p> <p>Show 'finger numbers' up to 5.</p>	<p>Recall, Represent & Use: Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals(=) signs</p> <p>Represent and use number bonds and related subtraction facts within 20</p> <p>Calculations: Add and subtract one- digit and two-digit numbers to 20, including zero</p> <p>Solve Problems: Solve one-step</p>	<p>Recall, Represent & Use: Recall and use addition & subtraction facts to 20 fluently and derive and use related facts up to 100. Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. Recognise and use the inverse relationship</p> <p>between addition and subtraction and use this to check calculations and solve missing number problems.</p> <p>Calculations:</p>	<p>Recall, Represent & Use: Estimate the answer to a calculation and use inverse operations to check answers</p> <p>Calculations: Add and subtract numbers mentally, including: a three-digit number and 1s; a three-digit number and 10s; a three-digit number and 100s</p> <p>Add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction</p>	<p>Recall, Represent & Use: Estimate and use inverse operations to check answers to a calculation</p> <p>Calculations: Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</p> <p>Solve Problems: Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</p>	<p>Recall, Represent & Use: Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</p> <p>Calculations: Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)</p> <p>Add and subtract numbers mentally with increasing accuracy</p>	<p>Recall, Represent & Use: Revise previous years' coverage</p> <p>Calculations: Perform mental calculations including with mixed operations and large numbers</p> <p>Use their knowledge of the order of operations to carry out calculations involving the four operations.</p> <p>Solve Problems: Solve addition & subtraction multi-step problems in context, deciding</p>

	<p>Subitise.</p> <p>Explore the composition of numbers to 10.</p> <p>Automatically recall number bonds 0-5 and some to 10.</p> <p>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.</p> <p>Have a deep understanding of numbers to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p>	<p>problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square + 9$</p>	<p>Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones; a two-digit number and tens; two two-digit numbers; adding three one-digit numbers.</p> <p>Solve Problems: Solve problems with addition and subtraction: Using concrete objects and pictorial representations, including those involving numbers, quantities and measures and Applying their increasing knowledge of mental and written methods</p>	<p>Solve Problems: Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</p>		<p>large numbers</p> <p>Solve Problems: Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p> <p>Solve problems involving addition, subtraction, multiplication & division and a combination of these including understanding the meaning of the equals (=) sign.</p>	<p>which operations and methods to use and why.</p>
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Key Vocabulary	<p>How many lots more more/fewer than same altogether more thanless than add Take away subtract estimat e</p>	<p>equal to number bond/fact greater than part whole not whole 1 more/less partition(ing) addend</p>	<p>part-part- whole combine total sum plus minus difference equation commutative bridging</p>	<p>complements (to 100) column/columnar calculate/calculati on minuend subtrahend inverse exchange equivalent regroup</p>			
Multiplication and Division	<p>Solve real world mathematical problems with numbers up to 5. Explore the composition of numbers to 10. • Automatically recall number bonds for numbers 0-5 and some to 10 Explore and represent patterns with numbers up to 10, including evens and odds, double facts and how quantities can be distributed</p>	<p>Revise & consolidate the EYFS objective(s)</p>	<p>Recall, Represent & Use: Recall and use multiplication & division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.</p> <p>Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.</p> <p>Calculations: Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (?), division (?) and equals (=) signs</p>	<p>Recall, Represent & Use: Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p> <p>Calculations: Write and calculate mathematical statements for multiplication and division using the multiplication table that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods</p> <p>Solve Problems:</p>	<p>Recall, Represent & Use: Recall multiplication and division facts for multiplication tables up to 12 x 12 Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations</p> <p>Calculations: Multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p> <p>Solve Problems: Solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one digit,</p>	<p>Recall, Represent & Use: Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers Establish whether a number up to 100 is prime and recall prime numbers up to 19 Recognise and use square numbers and cube numbers, and the notation for squared (²) and cubed (³)</p> <p>Calculations: Multiply numbers</p>	<p>Recall, Represent & Use: Identify common factors, common multiples and prime numbers Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</p> <p>Calculations: 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</p>

	equally		<p>Solve Problems: Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</p>	<p>Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects</p>	<p>integer scaling problems and harder correspondence problems such as n objects are connected to m objects</p>	<p>up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers Multiply and divide numbers mentally drawing upon known facts 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 Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000</p> <p>Solve Problems: Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes Solve problems involving multiplication and division, including scaling</p>	<p>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</p> <p>Solve Problems: Solve problems involving addition, subtraction, multiplication and division</p> <p>Combined Operations Use their knowledge of the order of operations to carry out calculations involving the four operations</p>
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Key Vocabulary	<p>Groups, share, share equally, lots</p> <p>Double Half/halve Groups, share,</p>	<p>Odd, even Count in twos/fives Count in tens (forwards from/backwards from) How many times? Lots of Groups of Once, twice, Share equally Group in pairs, equal groups of</p>	<p>Three times, five times Multiple of Times Multiply Multiply by Repeated addition Array, row, column, Divide Divide by Left, left over</p>	<p>Product, factor Multiples of 4, eight, fifty and one hundred Scale up Divisibility Divisible by Exchange Remainder</p>	<p>Multiplication facts (up to 12X12) Division facts (associated facts) Inverse Inverse operation Derive</p>	<p>Factor pairs Composite numbers, prime numbers, prime factors, square numbers, cubed numbers Formal written method Dividend, divisor, quotient Multiplicand, multiplier</p>	<p>Order of operations (BODMAS) Common factors, common multiples Highest common factor Lowest common multiple, factorise,</p>

Fractions, Decimals & Percentages		<p>Fractions: Recognise & Write: Recognise, find and name a half as one of two equal parts of an object, shape or quantity Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</p>	<p>Fractions: Recognise & Write: Recognise, find, name and write fractions $1/3$; $1/4$; $1/2$ $1/4$; $3/4$ of a length, shape, set of objects or quantity. Fractions: Compare: Recognise the equivalence of $2/4$ and $1/2$. Fractions: Calculations: Write simple fractions e.g. $1/2$ of 8 = 4</p>	<p>Fractions - Recognise & Write: Count up and down tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</p> <p>Fractions - Compare: Recognise and show, using diagrams, equivalent fractions with small denominators Compare and order unit fractions, and fractions with the same denominators</p>	<p>Fractions - Recognise & Write: Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. Fractions - Compare: Recognise and show, using diagrams, families of common equivalent fractions. Fractions - Calculations: Add and subtract fractions with the same denominator Fractions - Solve Problems: 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 Decimals - Recognise & Write Recognise and write decimal equivalents of any number of tenths or hundredths Recognise and write decimal equivalents to $1/4$; $1/2$; $3/4$ Decimals - Compare: Round decimals with one decimal place to the</p>	<p>Fractions - Recognise & Write: Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example, $2/5 + 4/5 = 6/5 = 1 \frac{1}{5}$]. Fractions - Compare: Compare and order fractions whose denominators are all multiples of the same number. Fractions - Calculations: Add and subtract fractions with the same denominator and denominators that are multiples of the same</p>	<p>Fractions - Compare: Use common factors to simplify fractions; use common multiples to express fractions in the same denominator Compare and order fractions, including fractions greater than 1 Fractions - Calculations: Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $? \times ? = 1/8$ Divide proper fractions by whole numbers [for example, $1/3 \div 2 = 1/6$] Decimals - Recognise & Write Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places</p>

				<p>Fractions Calculations: Add and subtract fractions with the same denominator within one whole e.g. $5/7 + 1/7 = 6/7$</p> <p>Fractions - Solve Problems: Solve problems that involve all of the above.</p>	<p>nearest whole number Compare numbers with the same number of decimal places up to two decimal places</p> <p>Decimals - Calculations & Problems: 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</p> <p>Fractions, Decimals and Percentages: Solve simple measure and money problems involving fractions and decimals to two decimal places</p>	<p>number Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams</p> <p>Decimals - Recognise & Write: Read and write decimal numbers as fractions [for example, $0.71 = 71/100$] Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents</p> <p>Decimals – Compare: Round decimals with two decimal places to the nearest whole number and to one decimal place Read, write, order and compare numbers with up to three decimal places</p>	<p>Decimals - Calculations & Problems: Multiply & divide numbers by 10, 100 & 1,000, giving answers up to three decimal places Multiply one-digit numbers with up to two decimal places by whole numbers Use written division methods in cases where the answer has up to two decimal places Solve problems which require answers to be rounded to specified degrees of accuracy</p> <p>Fractions, Decimals and Percentages: Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $3/8$] Recall and use equivalences between simple fractions, decimals & percentages including in different contexts.</p>
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						<p>Decimals - Calculations & Problem Solve problems involving number up to three decimal places</p> <p>Solve Problems Fractions, Decimals and Percentages: Recognise the per cent symbol (%) and understand that per cent relates to number of parts per hundred, and write percentages as a fraction with denominator 100, and as a decimal Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25</p>	
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Key Vocabulary	<p>Whole Whole, half, halve</p>	<p>Equal parts, four equal parts, One half, two halves, a quarter, two quarters</p>	<p>Three quarters, one third, a third, Equivalence, equivalent</p>	<p>Numerator or denominator Unit fraction, non-unit fraction Compare and order Tenths</p>	<p>Equivalent decimals and fractions Decimal point Decimal fraction Hundredths</p>	<p>Proper fractions, improper fractions, mixed numbers Percentage Out of 100 % Fifth, two fifths, three fifths, four fifths Ratio, proportion</p>	<p>Degree of accuracy Simplify</p>
Measure	<p>Compare sizes, weights etc. using gesture and language - 'bigger/little/smaller', 'high/low', 'tall', 'heavy'. Make comparisons between objects relating to size, length, weight and capacity. Compare length, weight and capacity</p>	<p>Using Measures: Compare, describe and solve practical problems for: lengths and heights, mass/weight, capacity and volume, time. Measure and begin to record the following: lengths and heights; mass/weight; capacity and volume; time- hours, minutes, seconds</p> <p>Money: Recognise and know the value of different denominations of coins and notes</p> <p>Time: Sequence events in chronological order using</p>	<p>Using Measures: 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 =</p> <p>Money: Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value Find different combinations of coins that equal the</p>	<p>Using Measures: Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</p> <p>Money: Add and subtract amounts of money to give change, using both £ and p in practical contexts</p> <p>Time: Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-</p>	<p>Using Measures: Convert between different units of measure Estimate, compare and calculate different measures</p> <p>Money: Estimate, compare and calculate different measures including money in pounds and pence</p> <p>Time: 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.</p> <p>Perimeter, Area and Volume: Measure and calculate</p>	<p>Using Measures: Convert between different units of metric measure Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints Use all four operations to solve problems involving measure using decimal notation, including scaling.</p> <p>Money: Use all four operations to solve problems involving measure using decimal notation, including</p>	<p>Using Measures: 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</p> <p>Time: Use read, write and convert between standard units, Converting</p>

		<p>language 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 clockface to show these times</p>	<p>same amounts of money Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</p> <p>Time: 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</p>	<p>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, am/pm, 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</p> <p>Perimeter, Area and Volume: measure the perimeter of simple 2-D shapes</p>	<p>the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares</p>	<p>money.</p> <p>Time: Use all four operations to solve problems involving converting between units of time</p> <p>Perimeter, Area and Volume: Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes Estimate volume and capacity.</p>	<p>measurements of time from a smaller unit of measure to a larger unit of measure and vice versa.</p> <p>Perimeter, Area and Volume: Recognise that shapes with the same areas can have different perimeters and vice versa Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³]</p>
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Key Vocabulary	<p>Using measure: Bigger, little, smaller High, low Tall, heavy</p> <p>Money: Spend How muchPay Coin penny</p> <p>Time: Time Days of the week: Monday, Tuesday, etc.</p> <p>Birthday, holiday</p> <p>Using measures: Full/empty Measure Size Compare Guess Estimate Too many, too few, not enough, enough Nearly/close to About the same asJust over Just underWide Narrow Balances Morning, afternoon, evening, night, midnight Bedtime, dinnertime,</p>	<p>Using measures: half full Holds Contains Weigh, weighs, balancesHeavy, heavier, heaviest, light, lighter, lightest Length, width, height, depth Scales < > =</p> <p>Long, longer, longest, short, shorter shortest, tall, taller, tallest, high, higher, highest Low, wide, narrow, deep, shallow, thick, thin Far, near, close Metre, ruler, metre stick</p> <p>Money: Money, coin, penny, pence, pound, price, cost, buy, sell, spend, spent, pay, change, dear(er), expensive, costs more, costs less, cheaper, costs the same as How much? how many?Total</p> <p>Time: Seasons: spring,</p>	<p>Using measure: Centimetres m/km, g/kg, ml/l Temperature (degreescentigrade) < > = Money: Combinati on Estimate Compare Bought Sold Different amounts</p> <p>Time: Quarter past/to Fortnight</p>	<p>Using measure: Mm Distance apart/to/from/between Money: Time: Calendar Am/pm Duration Twelve-hour/twenty-four-hour clock Roman numerals I toXIII Century Leap year</p>	<p>Convert</p> <p>Using measure: Unit, standard unit, metric unit Breadth Edge Sq cmMass Money: Time: Noon Millennium Date of birthTimetable Arrive/depart</p>	<p>Measure: Square metre Square millimetre Pint Gallon Inches Pounds Ounces Ton Scaling Concave and convexVolume Imperial units</p> <p>Money Currency discount Time: Converting</p>	<p>Using measure: Cubic mm/cm/m/km Yard Formula Circumference Centilitre Money Profit Loss Time: Greenwich Mean Time (GMT) British Summer Time International Date line</p>
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	<p>playtime</p> <p>Money: Money Coin Penny Pence Pound Price Cost Buy Sell Spend Spent pay</p> <p>Time: Time Days of the week: Monday, Tuesday, etc.</p> <p>Birthday, holiday Morning, afternoon, evening, night, midnight Bedtime, dinnertime, playtime</p>	<p>summer, autumn, winter Day, week, month, year, weekend</p> <p>Today, yesterday, tomorrow Before, after Next, last</p> <p>Now, soon, early, late Quick, quicker, quickest, quickly, fast, faster, fastest, slow, slower, slowest, slowly Old, older, oldest, new, newer, newest</p> <p>Takes longer, takes less time Hour, o'clock, half past Clock, watch, hands How long ago?, how long will it be to...?, how long will it take to...?, how often?</p> <p>Always, never, often, sometimes, usually</p> <p>Once, twice First, second, third, etc. Estimate, close to, about the same as, just over, just under</p>					
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Shape and Geometry	<p>Climb and squeeze themselves into different types of spaces. Build with a range of resources. Complete inset puzzles.</p> <p>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'. • 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'. • Make comparisons between objects relating to size, length, weight and capacity. • Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. • Combine shape</p> <p>• Select, rotate and</p>	<p>2D Shapes: Recognise and name common 2D shapes, for example: rectangles, including squares, circles and triangles.</p> <p>3D Shapes: Recognise and name common 3D shapes including cuboids, including cubes, pyramids and spheres.</p> <p>Position and Direction: describe position, direction and movement, including whole, half, quarter and three-quarter turns</p>	<p>2D Shapes: Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</p> <p>Identify 2D shapes on the surface of 3D shapes, for example a circle on a cylinder or a triangle on a pyramid. Compare and sort common 2-D shapes and everyday objects.</p> <p>3D Shapes: Recognise and name common 3D shapes including cuboids, including cubes, pyramids and spheres.</p> <p>Compare and sort common 3-D shapes and everyday objects.</p> <p>Position and Direction: Order and arrange combinations of mathematical objects in patterns and sequences</p> <p>Use mathematical vocabulary to describe position, direction and movement, including</p>	<p>2D Shapes: Draw 2-D shapes</p> <p>3D Shapes: Make 3D shapes, using modelling materials</p> <p>Recognise 3-D shapes in different orientations and describe them.</p> <p>Angles and Lines: Recognise angles as a property of shape or a description of a turn.</p> <p>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.</p> <p>Identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p>	<p>2D Shapes: Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <p>Identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>Angles and Lines: Identify acute and obtuse angles and compare and order angles up to two right angles by size</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry.</p> <p>Position and Direction: Describe positions on a 2-D grid as coordinates in the first quadrant</p> <p>Describe movements between positions as translations of a given unit to the left/right and up/down</p> <p>Plot specified points and draw sides to complete a given polygon</p>	<p>2D Shapes: Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</p> <p>Use the properties of rectangles to deduce related facts and find missing lengths and angles</p> <p>3D Shapes: Identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p> <p>Angles and Lines: know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</p> <p>draw given angles, and measure them in degrees (°)</p> <p>identify: angles at a point and one whole turn; angles at a point on a straight line and 1/2-a-turn and other multiples of</p>	<p>2D Shapes: Draw 2-D shapes using given dimensions and angles</p> <p>Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</p> <p>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</p> <p>3D Shapes: Recognise, describe and build simple 3-D shapes, including making nets</p> <p>Angles and Lines: Find unknown angles in any triangles, quadrilaterals and regular polygons</p> <p>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles</p> <p>Position and Direction: Describe positions on the full</p>
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	<p>manipulate shapes 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. Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and object</p>		<p>movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)</p>			<p>90 degrees</p> <p>Position and Direction: identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know</p>	<p>coordinate grid (all four quadrants) Draw and translate simple shapes on the coordinate plane, and reflect them in the axes</p>
<p>Key Vocabulary (position and direction)</p>	<p>Over, under, underneath, above, below, top, bottom, side On, in outside, inside around, in front, behind front, back before, after beside, next to opposite Between Up down Forwards, backwards To, from Stretch, bend</p>	<p>Position Apart Middle, edge, centre, corner, Direction on Journey Left, right Sideways Across Close, far, near Along, through towards, away from Movement Slide, roll, turn, whole turn, half turn</p>	<p>Rotate, rotation Clockwise, anti-clockwise Straight line Ninety degree turn, right angle</p>	<p>Greater than/less than ninety degrees Orientation and orientation)</p>	<p>Greater than/less than ninety degrees Orientation (same and different orientation)</p>	<p>Revision of prior vocabulary</p>	<p>Four quadrants Translation Reflection</p>

Key Vocabulary (shape)	<p>General: Group Sort Shape Flat, curved, straight, round Corner Face, side, edge</p> <p>2D: circle, circular, triangle, square</p> <p>3D: Cube, cuboid, pyramid, sphere, cone, cylinder,</p>	<p>General: Hollow, solid Point, pointed Size – bigge r, large r, small er</p>	<p>General: Symmetry, symmetrical, line of symmetry Fold Matc h Mirr or line Refl ectio n Pattern, repeating patternVertex, vertices</p> <p>2D: Octagon, kite, pentagon,</p> <p>3D: Prism (adjectival forms of shapes e.g. triangular, hexagonal)</p>	<p>General: Horizontal, vertical, diagonal (distinguish from oblique), perpendicular and parallel lines rectilinear</p> <p>2D: Heptagon, hexagon, Parallelogram, rhombus, trapezium, and semi-circle</p> <p>3D: hemisphere</p>	<p>General: Right angle, acute and obtuse angles Net Compound rectilinear</p> <p>2D: Quadrilaterals Triangles – right angle, scalene, equilateral</p>	<p>General: Reflex angle dimension s</p> <p>3D: Regular and irregular polygons Dodecahedron</p>	<p>General: Vertically opposite angles Opposite angles Circumference, radius, diameter, arc, Bisecting, intersecting, Compasses (pair of) Congruent</p>
Statistics			<p>Present and Interpret: Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</p> <p>Solve Problems: Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity Ask and answer questions about totalling and comparing categorical data.</p>	<p>Present and Interpret: Interpret and present data using bar charts, pictograms and tables</p> <p>Solve Problems: Solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables</p>	<p>Present and Interpret: Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <p>Solve Problems: Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p>	<p>Present and Interpret: Complete, read and interpret information in tables, including time tables</p> <p>Solve Problems: Solve comparison, sum and difference problems using information</p>	<p>Present and Interpret: Calculate and interpret the mean as an average</p> <p>Solve Problems: Interpret and construct pie charts and line graphs and use these to solve problems.</p>

						presented in a line graph	
Key Vocabulary			statistics data representation interpret tally total pictogram key table (column + row)	bar chart scale axis/axes	discrete continuous line graph x and y axis		pie chart segment degrees percent protractor mean average
Ratio and Proportion							<p>Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</p> <p>Solve problems involving the calculation of percentages and the use of percentages for comparison.</p> <p>Solve problems</p>

							involving similar shapes where the scale factor is known or can be found Solve problems involving unequal sharing and grouping using knowledge of fractions and multiple
Key Vocabulary				equal part equal grouping equal sharing parts of a whole	unequal part unequal grouping unequal sharing	___ in every ___ to ___ Simplify Common factorsscale	Ration, proportion, simplify, Common factor Scale up, scale down Scale factor Equivalent ratios Equivalence
Algebra		Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems, such as $7 = ? - 9$	Recognise and use the inverse relationship between addition and subtraction and use this to check	Solve problems including missing number problems	Solve problems including missing number problems	Calculate the area and perimeter of rectilinear shapes, using formulae.	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

			calculations and solve missing number problems.				
Key Vocabulary	Swapping	Arrange Rearrange Missing numbers Number facts Best way Another way Not all Every Each Pattern Number sentence	Predict Inverse Describe the pattern Describe the rule Find all Find different Sequence	Statement	Consecutive Justify	Formula	Formulae Variable Generate Enumerate algebra, algebraically express ratio proportion linear number of sequence substitute, variables, symbol, known values

Note – although algebraic notation is not introduced until Y6, algebraic thinking starts much earlier as exemplified by the ‘missing number’ objectives from Y1/2/3/4 and the use of formulae to calculate both area and perimeter in Y5.