Faith, Respect, Courtesy and Endeavour

## Progression of Knowledge and Skills - Maths

Foundation 1

- Develop fast
recognition of up to 3 objects, without having to count them individually ('subitising').
- Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5.
- Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').
- Show 'finger numbers' up to 5 .
- Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5 .
- Experiment with their own symbols and marks as well as numerals.
- Solve real world mathematical problems with numbers up to 5

Foundation 2

- Count objects actions and sounds.
- Subitise.
- Link the number symbol (numeral) with its cardinal number value.
- Count beyond ten.
- Compare numbers.
- Understand the 'one more than/one less than' relationship between consecutive numbers.

Count: across 100, forwards and backwards, beginning with 0 or 1 , or from any given number

- Count numbers to 100 in numerals; count in multiples of twos, fives and tens

Represent:

- Identify and represent numbers using objects and pictorial representations
- Read and write numbers to 100 in numerals
- Read and write numbers from 1 to 20 in numerals and words


## Use and compare:

- Given a number, identify one more and one less


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|  | - Compare quantities using language: 'more than', 'fewer than'. |  |  | $\begin{aligned} & 100 ; \text { use }<,>\text { and } \\ & =\text { signs } \end{aligned}$ <br> Problems/rounding: <br> - Use place value and number facts to solve problems | involving these ideas | - Order and compare numbers beyond 1000 <br> Problems/rounding: <br> - Round any number to the nearest 10, 100 or 1000 . <br> - Solve number and practical problems that involve all of the above and with increasingly large positive numbers | the value of each digit <br> Problems/rounding: <br> - Interpret <br> negative <br> numbers in <br> context <br> - Round any number up to 1 000000 to the nearest 10, 100, 1000, 10000 and 100000 <br> - Solve number problems and practical problems that involve all of the above |  |
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|  | Foundation 1 | Foundation 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  |  | - Explore the composition of numbers to 10. <br> - Automatically recall number bonds for numbers $0-5$ and some to 10. | Calculations: <br> - Add and subtract one-digit and two-digit numbers to 20, including zero <br> Problems: <br> - Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number | Calculations: <br> - Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <br> a two-digit number and ones <br> a two-digit number and tens two two-digit numbers | Calculations: <br> Add and subtract numbers <br> mentally, <br> including: <br> a three-digit number and ones <br> a three-digit number and tens <br> a three-digit number and hundreds <br> - Add and subtract numbers with up to three | Calculations: <br> - Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate <br> Problems: <br> Solve addition and subtraction twostep problems in contexts, deciding which operations | Calculations: <br> - Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) <br> - Add and subtract numbers mentally with increasingly large numbers | Calculations: <br> - Perform mental calculations, including with mixed operations and large numbers <br> - Use their knowledge of the order of operations to carry out calculations involving the four operations <br> Problems: |

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|  |  |  | problems such as $7=\square-9$ | adding three one-digit numbers <br> Problems: <br> - Solve problems with addition and subtraction: <br> using concrete objects and pictorial representat ions, including those involving numbers, quantities and measures applying their increasing knowledge of mental and written methods | digits, using formal written methods of columnar addition and subtraction <br> Problems: <br> - Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction | and methods to use and why | Problems: <br> - Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why • solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign | - Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why |
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|  | Foundation 1 | Foundation 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  |  |  | Problems: <br> - solve one-step <br> problems <br> involving <br> multiplication and division, by calculating the answer using concrete objects, pictorial | Recall/use: <br> - Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables, including recognising odd and even numbers | Recall/use: <br> - Recall and use multiplication and division facts for the 3,4 and 8 multiplication tables <br> Calculations: | Recall/use: <br> - Recall multiplication and division facts for multiplication tables up to $12 \times$ 12 <br> - Use place value, known and derived facts to multiply | Recall/use: <br> - Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers <br> - Know and use the vocabulary of | Recall/use: <br> - Identify common factors, common multiples and prime numbers <br> - Use estimation to check answers to calculations and determine, in the context of a |

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|  |  |  | representations and arrays with the support of the teacher | - Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot <br> Calculations: <br> - 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 <br> Problems: <br> - Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, | - 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 <br> Problems: <br> - 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 | and divide mentally, including: multiplying by 0 and 1 ; dividing by 1; multiplying together three numbers <br> - Recognise and use factor pairs and commutativity in mental calculations <br> Calculations: <br> - Multiply two-digit and three-digit numbers by a onedigit number using formal written layout <br> Problems: <br> 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 | prime numbers, prime factors and composite (nonprime) numbers <br> - Establish whether a number up to 100 is prime and recall prime numbers up to 19 <br> - Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) <br> Calculations: <br> - 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 <br> - Multiply and divide numbers mentally drawing upon known facts <br> - Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders | problem, an <br> appropriate degree <br> of accuracy <br> Calculations: <br> - Multiply multi-digit numbers up to 4 digits by a twodigit whole number using the formal written method of long multiplication <br> - 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 <br> - 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 |
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|  |  |  |  |  |  |  | that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal <br> - Solve problems which require knowing percentage and decimal equivalents of $1 / 2$ , 1/4, 1/5, 2/5, $4 / 5$ and those fractions with a denominator of a multiple of 10 or 25 |  |
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|  | Foundation 1 | Foundation 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  |  |  | Algebra: <br> - Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7=\square$ - 9 | Algebra: <br> - Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems | Algebra: <br> - Solve problems, including missing number problems |  |  | Algebra: <br> - Use simple formulae <br> - Generate and describe linear number sequences <br> - Express missing number problems algebraically <br> - Find pairs of numbers that satisfy an equation with two unknowns <br> - Enumerate possibilities of combinations of two variables |

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|  |  |  |  |  |  |  |  | Ratio and proportion: <br> - Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts <br> - Solve problems involving the calculation/use of percentages for comparison <br> - Solve problems involving similar shapes where the scale factor is known or can be found <br> - Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples |
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|  | Foundation 1 | Foundation 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  | - Make comparisons between objects relating to size, length, weight and capacity. | - Compare length, weight and capacity. | Using measures: <br> - Compare, describe and solve practical problems for: $>$ lengths and heights >mass/weight | Using measures: <br> - Choose and use appropriate standard units to estimate and measure length/height in any direction | Using measures: <br> - Measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm} / \mathrm{mm}$ ); mass (kg/g); volume/capacity ( $1 / \mathrm{ml}$ ) | Using measures: <br> - Convert between different units of measure [for example, kilometre to metre; hour to minute] | Using measures: <br> - Convert between different units of metric measure <br> - Understand and use approximate equivalences between metric | Using measures: <br> - Solve problems involving the calculation and conversion of units of measure, using decimal notation |

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|  |  |  | weeks, months and years <br> - Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times | same unit, including giving change <br> Time: <br> - Compare and sequence intervals of time <br> - 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 <br> - Know the number of minutes in an hour and the number of hours in a day | - Compare durations of events [for example to calculate the time taken by particular events or tasks] <br> Perimeter, area, volume: <br> - Measure the perimeter of simple 2-D shapes | Find the area of rectilinear shapes by counting squares | (including squares) and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes <br> - Estimate volume [for example, using blocks to build cuboids] and capacity [for example, using water] | formulae for area and volume of shapes - calculate the area of parallelograms and triangles <br> - 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 |
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|  | Foundation 1 | Foundation 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| $$ | - Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical la nguage: ‘sides', 'corners'; 'straight', 'flat', 'round'. <br> - Select shapes appropriately: flat surfaces for | - Select, rotate and manipulate shapes to develop spatial reasoning skills. <br> - Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. <br> - Continue, copy and create repeating patterns | 2-D shapes: <br> - Recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles] <br> 3-D shapes: <br> - Recognise and name common 3-D shapes [for example, cuboids (including cubes), | 2-D shapes: <br> - Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line <br> - Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] | 2-D shapes: <br> - Draw 2-D shapes <br> 3-D shapes: <br> - Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them <br> Angles and lines: <br> - Recognise angles as a property of shape or a | 2-D shapes: <br> - Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes <br> - Identify lines of symmetry in 2-D shapes presented in different orientations <br> Angles and lines: <br> - Identify acute and obtuse angles and | 2-D shapes: <br> - Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. <br> - Use the properties of rectangles to deduce related facts and find missing lengths and angles <br> 3-D shapes: | 2-D shapes: <br> - Draw 2-D shapes using given dimensions and angles <br> - Compare and classify geometric shapes based on their properties and sizes <br> - Illustrate and name parts of circles, including radius, diameter and circumference and know that the |

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building, a
triangular prism for a roof, etc.

- Combine shapes to make new ones - an arch, a bigger triangle, etc.
- 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'.
- Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper Use informal language like 'pointy', 'spotty', 'blobs', etc.


## pyramids and spheres]

## Position and

 direction:- Describe position, direction and movement, including whole, half, quarter and three-quarter turns
- | Compare and sort |
| :--- |
| common 2-D |
| shapes and |
| everyday objects |$|$ •


## 3-D shapes:

- Recognise and name common 3D shapes [for example, cuboids (including cubes), pyramids and spheres]
Compare and sort common 3-D shapes and everyday objects


## Position and

 direction:Order and arrange combinations of mathematical objects in patterns and sequences

- Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in erms of right angles for
compare 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


## Position and

## direction:

- Describe positions on a 2-D grid as coordinates in the first quadrant
- Describe movements between positions as translations of a given unit to the left/right and up/down
- Plot specified points and draw sides to complete a given polygon

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

## Angles and lines:

- Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- Draw given angles, and measure them in degrees
- Identify:
$>$ angles at a point and one whole turn (total $360^{\circ}$ )
$>$ angles at a point on a straight line and ! \$ a turn (total $180^{\circ}$ )
$>$ other multiples of $90^{\circ}$

Position and direction:

- Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the
diameter is twice the radius


## 3-D shapes:

- Recognise, describe and build simple 3-D shapes, including making nets

Angles and lines:

- Find unknown angles in any triangles, quadrilaterals, and regular polygons
- Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

Position and direction:

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

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|  | - Extend and create $A B A B$ patterns - stick, leaf, stick, leaf. <br> - Notice and correct an error in a repeating pattern. <br> - Beginto describe a sequence of events, real or fictional, using words such as 'first', 'then...' |  |  | quarter, half and three-quarter turns (clockwise and anticlockwise) |  |  | shape has not changed |  |
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|  | Foundation 1 | Foundation 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  |  |  |  | Present and interpret data: <br> - Interpret and construct simple pictograms, tally charts, block diagrams and simple tables <br> Solve statistical problems: <br> - 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 | Present and interpret data: <br> - Interpret and present data using bar charts, pictograms and tables <br> Solve statistical problems: <br> - Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?’] using information presented in scaled bar charts | Present and interpret data: <br> - Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs <br> Solve statistical problems: <br> - Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs | Present and interpret data: <br> - Complete, read and interpret information in tables, including timetables <br> Solve statistical problems: <br> - Solve comparison, sum and difference problems using information presented in a line graph | Present and interpret data: <br> - Interpret and construct pie charts and line graphs and use these to solve problems <br> Solve statistical problems: <br> - Calculate and interpret the mean as an average |

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