



## Maths Progression document



	EYFS	End of KS expectations		End of lower KS expectations		End of upper KS expectations	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Number and Place Value</b>							
<b>Counting</b>	<ul style="list-style-type: none"> <li>-beginning to familiarise themselves with the tens structure of the number</li> <li>-counting up to three or four objects by saying one number name for each item</li> <li>-begin to use teens to count beyond 10</li> <li>-counting an irregular arrangement of up to 10 objects</li> <li>-have a deep understanding of numbers to 10, including the composition of each number</li> <li>-order numbers to 10</li> <li>-verbally count beyond 20,</li> </ul>	<ul style="list-style-type: none"> <li>• count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>• count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens</li> <li>• given a number, identify one more and one less</li> </ul>	<ul style="list-style-type: none"> <li>• count in steps of 2, 3, and 5 from 0, and in tens from any number, forwards and backwards</li> </ul>	<ul style="list-style-type: none"> <li>• count from 0 in multiples of 4, 8, 50 and 100</li> <li>• find 10 or 100 more or less than a given number</li> </ul>	<ul style="list-style-type: none"> <li>• count in multiples of 6, 7, 9, 25 and 1000</li> <li>• count backwards through zero to include negative numbers</li> <li>• find 1000 more or less than a given number</li> </ul>	<ul style="list-style-type: none"> <li>• count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000</li> <li>• count forwards and backwards with positive and negative whole numbers, including through zero</li> </ul>	<ul style="list-style-type: none"> <li>• use negative numbers in context and calculate intervals across zero</li> </ul>

	recognising the pattern of the counting system -explore and represent patterns within numbers up to 10, including evens and odds						
<b>Comparing Numbers</b>		<ul style="list-style-type: none"> <li>•use the language of; equal to, more than, less than (fewer), most, least</li> <li>•use <math>&gt;</math>, <math>&lt;</math> or <math>=</math> symbols comparing numbers to 50</li> </ul>	<ul style="list-style-type: none"> <li>•compare and order numbers from 0 up to 100</li> <li>•use <math>&gt;</math>, <math>&lt;</math> or <math>=</math> symbols</li> </ul>	<ul style="list-style-type: none"> <li>•compare and order numbers up to 1000</li> </ul>	<ul style="list-style-type: none"> <li>•compare and order numbers beyond 1000</li> </ul>	<ul style="list-style-type: none"> <li>•read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit</li> </ul>	<ul style="list-style-type: none"> <li>•read, write, order and compare numbers up to 10,000,000 and determine the value of each digit</li> </ul>
<b>Place Value</b>	<ul style="list-style-type: none"> <li>-finding one more or one less from a group of up to 5 objects, then 10</li> <li>-compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity</li> </ul>	<ul style="list-style-type: none"> <li>given a number, identify one more and one less</li> <li>-read and write numbers from 1 to 20 in numerals and words</li> </ul>	<ul style="list-style-type: none"> <li>-recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>-read and write numbers to at least 100 in numerals and in words</li> <li>-compare and order numbers from 0 up to 100; use <math>&lt;</math>, <math>&gt;</math> and <math>=</math> signs</li> </ul>	<ul style="list-style-type: none"> <li>recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</li> <li>-read and write numbers up to 1000 in numerals and in words</li> <li>-compare and order numbers up to 1000</li> </ul>	<ul style="list-style-type: none"> <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> </ul>	<ul style="list-style-type: none"> <li>-read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit.</li> </ul>	<ul style="list-style-type: none"> <li>read, write, order and compare numbers up to 10,000,000 and determine the value of each digit</li> </ul>

<b>Identifying, representing and estimating number.</b>	-selecting the correct numeral to represent 1 to 5, then 1 to 10 objects -linking the number symbol with its cardinal value -show a number of fingers together without counting them - estimating the amount of objects, they can see and checking by counting them - subitise- recognise quantities without counting) up to 5	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	-identify, represent and estimate numbers using different representations, including the number line	identify, represent and estimate numbers using different representations	identify, represent and estimate numbers using different representation		
<b>Rounding</b>					round any number to the nearest 10, 100 or 1000	-round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000	-round any whole number to a required degree of accuracy
<b>Problem Solving</b>			use place value and number facts to solve problems.	solve number problems and practical problems involving these ideas.	solve number and practical problems that involve increasingly large positive numbers	-solve number problems and practical problems	-solve number and practical problems
<b>Reading and writing numbers (including Roman Numerals)</b>		•read and write numbers from 1-20 in numerals and words	•read and write numbers to at least 100 in numerals and in words	•read and write numbers up to 1000 in numerals and words	read Roman numerals to 1000 (M) and recognise years written in Roman Numerals.	•read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit	•read, write, order and compare numbers up to 10 000 000 and determine the value of each digit

				read Roman numerals to 100 (I to C) & know that over time, the numeral system changed to include the concept of zero & place value		•read Roman numerals to 1000 (M) and recognise years written in Roman numerals	
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	EYFS	End of KS expectations		End of lower KS 2 expectations		End of upper KS 2 expectations	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Addition and Subtraction</b>							
<b>Facts</b>	-understand addition up to 5 using all combinations. Then 6,7,8,9,20 -recall number bonds to 5 (without the use of rhymes or counting) and some bonds to 10, including double facts	• represent and use number bonds and related subtraction facts within 20	• recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100				

<p><b>Problem Solving</b></p>	<p>find the total number of items in two groups by counting all of them -beginning to use the vocabulary involved in adding and subtracting</p>	<ul style="list-style-type: none"> <li>• solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = [ ] - 9</math>.</li> </ul>	<ul style="list-style-type: none"> <li>• 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</li> </ul>	<ul style="list-style-type: none"> <li>• solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.</li> </ul>	<ul style="list-style-type: none"> <li>• solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>	<ul style="list-style-type: none"> <li>• solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why.</li> </ul>	<ul style="list-style-type: none"> <li>• 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</li> </ul>
<p><b>Understanding and using statements and relationships</b></p>		<p>read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p>	<p>-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 between addition &amp; subtraction and use this to check calculations and solve missing number problems</p>	<p>estimate the answer to a calculation and use inverse operations to check answers</p>	<p>estimate and use inverse operations to check answers to a calculation</p>	<p>use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</p>	<p>use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy. -use their knowledge of the order of operations to carry out calculations involving the four operations</p>

<b>Addition and subtraction – Mental and written methods.</b>		<ul style="list-style-type: none"> <li>• add and subtract one digit and two-digit numbers to 20, including zero</li> <li>• read, write and interpret mathematical statements involving addition, subtraction and equals symbols.</li> </ul>	<ul style="list-style-type: none"> <li>• add and subtract numbers using concrete objects, pictorial representations, and mentally, (with number lines or jottings), including: <ul style="list-style-type: none"> <li>- a two-digit number &amp; ones</li> <li>- a two-digit number and tens</li> <li>- two two-digit numbers</li> <li>- adding three one-digit numbers</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>- a three-digit number and ones</li> <li>- a three-digit number and tens</li> <li>- a three-digit number and hundreds</li> </ul> </li> <li>- add and subtract numbers with up to three digits, using formal written methods including expanded method of columnar addition and subtraction</li> </ul>	<ul style="list-style-type: none"> <li>• add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction</li> </ul>	<ul style="list-style-type: none"> <li>• add and subtract whole numbers with more than 4 digits, (and decimals with up to 3 dp) including using formal written methods (columnar addition and subtraction)</li> <li>- add and subtract numbers mentally with increasingly large numbers</li> </ul>	<ul style="list-style-type: none"> <li>• perform mental calculations, including with mixed operations and large numbers</li> </ul>

	EYFS	End of KS1 expectations		End of lower KS 2 expectations		End of upper KS 2 expectations	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Multiplication and Division</b>							
<b>Facts</b>	- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	• count in multiples of twos, fives and tens	• recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	• recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	• recall multiplication and division facts for multiplication tables up to $12 \times 12$	• establish whether a number up to 100 is prime and recall prime numbers up to 19	

<p><b>Understanding and using statements and relationships</b></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>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>-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 -recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)</p>	<p>identify common factors, common multiples and prime numbers -use their knowledge of the order of operations to carry out calculations involving the four operations</p>
<p><b>Problem solving</b></p>		<p>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.</p>	<p>solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts including problems in context</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>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.</p>	<p>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</p>	<p>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</p>

						<p>equals sign -solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.</p>	<p>appropriate degree of accuracy.</p>
<p><b>Multiplication and Division – Mental and written methods.</b></p>			<ul style="list-style-type: none"> <li>•calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (=) signs</li> </ul>	<ul style="list-style-type: none"> <li>• write and calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (=) signs, including for 2-digit times 1-digit numbers, progressing to formal written methods.</li> </ul>	<ul style="list-style-type: none"> <li>•multiply two digit and three digit numbers by a one digit number, using the formal written layout</li> </ul>	<ul style="list-style-type: none"> <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 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 and those involving</li> </ul>	<ul style="list-style-type: none"> <li>• multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</li> <li>-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</li> <li>-divide numbers up to 4 digits by a two digit number using the formal written</li> </ul>



						<p>decimals by 10, 100 and 1000</p>	<p>method of short division where appropriate, interpreting remainders according to the context</p> <p>-perform mental calculations, including with mixed operations and large numbers</p>
<p><b>Properties of Numbers: Multiples, Factors, Primes, Square and Cube numbers</b></p>					<ul style="list-style-type: none"> <li>•recognise and use factor pairs in mental calculations</li> </ul>	<ul style="list-style-type: none"> <li>•identify multiples and factors, including finding all factor pairs of a number, and common factors of 2 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> </ul>	<ul style="list-style-type: none"> <li>•identify common factors, common multiples and prime numbers</li> </ul>

	EYFS	End of KS 1 expectations		End of lower KS 2 expectations		End of upper KS2 expectations	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Fractions (including Decimals and Percentages)</b>							
<b>Recognising, Finding, Naming and Writing Fractions Inc. Equivalent Fractions</b>		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.	-recognise, find, name and write fractions $\frac{1}{2}$ -recognise $\frac{1}{4}$ $\frac{3}{4}$ of a length, shape, set of objects or quantity. -Write simple fractions for example $\frac{1}{2}$ of 6 = 3 and recognise equivalent fractions.	- 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 (understand what they are) with small denominators	recognise and show, using diagrams, families of common equivalent fractions. -Recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}$ $\frac{1}{2}$ $\frac{3}{4}$ --compare numbers with the same number of decimal places up to two decimal places	-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, $\frac{3}{5} + \frac{4}{5} = 1 \frac{2}{5}$ -read and write decimal numbers as fractions [for example, 0.71 = $\frac{71}{100}$ -recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents recognise the per cent symbol (%) and understand that per cent	-use common factors to simplify fractions; -use common multiples to express fractions in the same denomination associate a fraction with division and calculate decimal equivalents [for example, 0.375] or a simple fraction $\frac{3}{8}$ -recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

						relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal - identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	
<b>Counting and ordering</b>				count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 - compare and order unit fractions, and fractions with the same denominators	count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. -round decimals with one decimal place to the nearest whole number	-read, write, order and compare numbers with up to three decimal places -round decimals with two decimal places to the nearest whole number and to one decimal place -compare and order fractions whose denominators are all multiples of the same number -	compare and order fractions, including fractions > 1
<b>Adding, Subtracting, Dividing &amp; Multiplying Fractions</b>				-add and subtract fractions with the same denominator within one whole [for	-add and subtract fractions with the same denominator -find the effect of dividing a one	add and subtract fractions with the same denominator and denominators	-add and subtract fractions with different denominators and mixed numbers,

				<p>example <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math></p>	<p>- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</p>	<p>that are multiples of the same number -multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams</p>	<p>using the concept of equivalent fractions</p> <ul style="list-style-type: none"> <li>-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</li> <li>-multiply simple pairs of proper fractions, writing the answer in its simplest form</li> <li>-divide proper fractions by whole numbers</li> <li>-multiply one-digit numbers with up to two decimal places by whole numbers</li> <li>use written division methods in cases where the answer has up to two decimal places</li> </ul>
<b>Problem Solving</b>				<p>solve problems that involve all of the above</p>	<p>solve problems involving increasingly harder fractions to</p>	<p>solve problems involving number up to three decimal places</p> <p>solve problems</p>	<p>solve problems which require answers to be</p>

					calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number -solve simple measure and money problems involving fractions and decimals to two decimals	which require knowing percentage and decimal equivalents. and those fractions with a denominator of a multiple of 10 or 25.	rounded to specified degrees of accuracy
<b>Comparing Decimals</b>					<ul style="list-style-type: none"> <li>compare numbers with the same number of decimal places up to two decimal places</li> </ul>	<ul style="list-style-type: none"> <li>read, write and compare numbers with up to three decimal places</li> </ul>	<ul style="list-style-type: none"> <li>identify the value of each digit in numbers given to three decimal places</li> </ul>
<b>Rounding, including decimals</b>					<ul style="list-style-type: none"> <li>round decimals with one decimal place to the nearest whole number</li> </ul>	<ul style="list-style-type: none"> <li>round decimals with two decimal places to the nearest whole number and to one decimal place</li> </ul>	<ul style="list-style-type: none"> <li>solve problems which require answers to be rounded to a specified degree of accuracy</li> </ul>

	EYFS	End of KS 1 expectations		End of lower KS 2 expectations		End of upper KS 2 expectations	
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<b>Ratio and Proportion</b>							

**Ratio and  
Proportion**

Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts - solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison -solve problems involving similar shapes where the scale factor is known or can be found -solve problems involving unequal sharing & grouping using knowledge of fractions & multiples.

	EYFS	End of KS 1 expectations		End of lower KS 2 expectations		End of upper KS 2 expectations	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Measurement</b>							
<b>Measuring length, mass, temperature, capacity (volume), perimeter &amp; area</b>	<p>talking about the routine of the day and language like before and after</p> <ul style="list-style-type: none"> <li>-use comparative language such as taller, shorter and the same</li> <li>-beginning to experiment with length, height and capacity</li> <li>-begin to compare length, weight and capacity</li> </ul>	<p>-compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> <li>-lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</li> <li>-mass/weight [for example, heavy/light, heavier than, lighter than]</li> <li>-capacity and volume [for</li> </ul>	<p>compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =(include comparison</p> <ul style="list-style-type: none"> <li>-choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature</li> </ul>	<p>compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</p> <ul style="list-style-type: none"> <li>-measure the perimeter of simple 2-D shapes</li> </ul>	<p>convert between different units of measure [for example, kilometre to metre; hour to minute]</p> <ul style="list-style-type: none"> <li>-measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> <li>-find the area of rectilinear shapes by counting squares</li> </ul>	<p>convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)</p> <ul style="list-style-type: none"> <li>-understand and use approximate equivalences between metric units and common</li> </ul>	<p>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</p> <ul style="list-style-type: none"> <li>-convert between miles and kilometres</li> </ul>

		<p>example, full/empty, more than, less than, half, half full, quarter]</p> <p>-time [for example, quicker, slower, earlier, later]</p> <p>- measure and begin to record the following:</p> <p>-lengths and heights</p> <p>-mass/weight</p> <p>-capacity and volume</p> <p>-time (hours, minutes, Seconds</p>	<p>(°C); capacity (litres/ml)</p> <p>to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</p>		<p>-estimate, compare and calculate different measures, including money in pounds and pence</p>	<p>imperial units such as inches, pounds and pints</p> <p>-measure and calculate the perimeter of composite rectilinear shapes</p> <p>-calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm<sup>2</sup>) and square metres (m<sup>2</sup>) and estimate the area of irregular shapes</p> <p>-estimate volume [for example, using 1 cm<sup>3</sup> blocks to build cuboids (including cubes)] and capacity [for example, using water</p>	<p>-recognise that shapes with the same areas can have different perimeters and vice versa</p> <p>-recognise when it is possible to use formulae for area and volume of shapes</p> <p>-calculate the area of parallelograms and triangles</p> <p>-calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>), and extending to other units [for example, mm<sup>3</sup> and km<sup>3</sup>].</p>
<b>Money</b>	<p>identifying money and using money in play</p> <p>-use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities</p>	<p>recognise and know the value of different denominations of coins and notes</p>	<p>recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</p> <p>find different combinations of coins that equal</p>	<p>add and subtract amounts of money to give change, using both £ and p in practical contexts</p>	<p>estimate, compare and calculate different measures, including money in pounds and pence</p>		



	-use money with increased confidence, in play		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				
<b>Time</b>	-use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities	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.	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.	tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks (am & pm) -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	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.	solve problems involving converting between units of time	

				and leap year compare durations of events [for example to calculate the time taken by particular events or tasks]			
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	EYFS	End of KS 1 expectations		End of lower KS 2 expectations		End of upper KS 2 expectations	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Geometry - Shapes</b>							
<b>Recognising, naming and drawing, comparing &amp; classifying 2D and 3D shapes.</b>	being confident in identifying shapes in the environment -recognising particular shapes that maybe useful; for certain tasks -recalling the names of 2D and 3D -ordering and sorting according to simple properties -use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities	-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].	identify and describe the properties of 2-D shapes, including the number of sides and line 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]	draw 2-D shapes and make 3-D shapes using modelling materials; - recognise 3-D shapes in different orientations and describe them	compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	identify 3-D shapes, including cubes and other cuboids, from 2-D representations -distinguish between regular and irregular polygons based on reasoning about equal sides and angles.	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

	-explore characteristics of everyday objects and shapes and use mathematical language to describe them		-compare and sort common 2-D and 3-D shapes and everyday objects.				and circumference and know that the diameter is twice the radius
<b>Angles and symmetry</b>	-making more meaningful pictures, patterns and arrangements with shapes -create and describe patterns			-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	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.	know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles -draw given angles, and measure them in degrees (o) -identify: -angles at a point and one whole turn (total 360) -angles at a point on a straight line and a turn (total 180) -other multiples of 90 -use the properties of rectangles to deduce related facts and find missing lengths and angles	recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

	<b>EYFS</b>	<b>End of KS 1 expectations</b>		<b>End of lower KS 2 expectations</b>		<b>End of upper KS 2 expectations</b>	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

## Geometry – Position and Direction

<b>Describing</b>	use the language of direction when programming toys	describe position, direction and movement, including whole, half, quarter and three-quarter turns.	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)		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	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.	describe positions on the full coordinate grid (all four quadrants)
<b>Representing</b>			order and arrange combinations of mathematical objects in patterns and sequences		plot specified points and draw sides to complete a given polygon.	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	draw and translate simple shapes on the coordinate plane, and reflect them in the axes.

	<b>EYFS</b>	<b>End of KS 1 expectations</b>		<b>End of lower KS 2 expectations</b>		<b>End of upper KS 2 expectations</b>	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

Statistics							
<b>Problem Solving</b>			<ul style="list-style-type: none"> <li>interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> </ul>	<ul style="list-style-type: none"> <li>interpret and present data using bar charts, pictograms and tables</li> </ul>	<ul style="list-style-type: none"> <li>interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> </ul>	<ul style="list-style-type: none"> <li>complete, read and interpret information in tables, including timetables.</li> </ul>	<ul style="list-style-type: none"> <li>interpret and construct pie charts and line graphs and use these to solve problems</li> </ul>
<b>Representations</b>			<ul style="list-style-type: none"> <li>ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>ask and answer questions about totalling &amp; comparing categorical data</li> </ul>	<ul style="list-style-type: none"> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>	<ul style="list-style-type: none"> <li>solve comparison, sum and difference problems using information presented in a line graph</li> </ul>	<ul style="list-style-type: none"> <li>calculate and interpret the mean as an average.</li> </ul>

	EYFS	End of KS 1 expectations		End of lower KS 2 expectations		End of upper KS 2 expectations	
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Algebra							
							<ul style="list-style-type: none"> <li>use simple formulae -generate and describe linear number sequences -express missing number problems</li> </ul>

							algebraically -find pairs of numbers that satisfy an equation with two unknowns - enumerate possibilities of combinations of two variables
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