



## Mathematics whole school planning and progression

Wk number	Term	1	2	3	4	5	6	7	8	9	10	11	12
Rec	Autumn	Baseline assessments						Numbers to 3			Numbers to 5		
	Spring	Numbers to 5			Numbers to 8			Numbers to 10			Consolidation		
	Summer	Numbers to 20			Sequencing			Patterns			Positional language		
Y1	Autumn	Place value				Addition and subtraction					Shape	Place value within 20	
	Spring	Addition and subtraction				Place value			Length and height		Weight and volume		Consolidation
	Summer	Consolidation	Multiplication and division			Fractions		Position & direction	Place value		Money	Time	
Y2	Autumn	Place value				Addition and subtraction					Shape		
	Spring	Money		Multiplication and division				Length and height		Mass, capacity and temperature			
	Summer	Statistics		Fractions			Position and direction		Consolidation		Time		
Y3	Autumn	Place value			Addition and Subtraction					Multiplication and division			
	Spring	Multiplication and division			Length and perimeter			Fractions			Mass and capacity		
	Summer	Fractions		Money		Time			Shape		Statistics		
Y4	Autumn	Place value				Addition and subtraction			Area	Multiplication and division A			Consolidation
	Spring	Multiplication and division B			Length and perimeter		Fractions			Decimals A			
	Summer	Decimals B		Money		Time		Consolidation	Shape		Statistics	Position and direction	
Y5	Autumn	Place value			Addition and subtraction		Multiplication and division			Fractions (A)			
	Spring	Multiplication and division			Fractions (B)		Decimals and percentages			Perimeter and area		Statistics	
	Summer	Shape			Position and direction		Decimals			Negative numbers	Converting units		Volume
Y6	Autumn	Place value		Addition, subtraction, multiplication and division					Fractions			Converting units	
	Spring	Ratio		Algebra		Decimals		Fractions, decimals and percentages		Area, perimeter and volume		Statistics	
	Summer	Shape			Position & direction	Consolidation of learning/projects							



## Mathematics Progression

### NUMBER & PLACE VALUE

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>COUNTING</b>						
<p>Know number names, initially to 5, then 10, and extending to larger numbers, including crossing boundaries across 10</p> <p>Say number words in sequence</p> <p>Count things in irregular arrangements</p> <p>Know the last number counted gives the total so far</p> <p>Subitise up to 5</p>	<p>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</p> <p>Count numbers to 100 in numerals</p> <p>Count in multiples of twos, fives and tens</p>	<p>Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward</p>	<p>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>Count in multiples of 6, 7, 9, 25 and 1000</p> <p>Count backwards through zero to include negative numbers</p>	<p>Count forwards or backwards in steps of powers of 10 for any given number up to 1000 000</p> <p>Count forwards and backwards with positive and negative whole numbers, including through zero</p>	<p>Use negative numbers in context, and calculate intervals across zero</p>
<b>REPRESENTING NUMBERS</b>						
<p>Can select correct numeral for 1-20 objects</p> <p>Record using marks they can explain</p>	<p>Identify and represent numbers using objects and pictorial representations</p> <p>Read and write numbers to at least 100 in numerals</p> <p>Read and write numbers from 1 to 20 in numerals and words</p>	<p>Read and write numbers to at least 100 in numerals and in words</p> <p>Identify, represent and estimate numbers using different representations including the number line</p>	<p>Identify, represent and estimate numbers using different representations</p> <p>Read and write numbers up to 1000 in numerals and in words</p>	<p>Identify, represent and estimate numbers using different representations</p> <p>Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of zero and place value</p>	<p>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 and recognize years written in Roman numerals</p>	<p>Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit</p>
<b>PLACE VALUE &amp; COMPARING NUMBERS</b>						
<p>Use the language of more than/less than</p> <p>Identify equal amounts of things</p> <p>Compare quantities up to 10 in different contexts</p>	<p>Use the language of: equal to, more than, less than (fewer), most, least</p> <p>Given a number, identify one more and one less</p>	<p>Recognise the place value of each digit in a 2-digit number (tens, ones)</p> <p>Compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</p>	<p>Recognise the place value of each digit in a 3-digit number (hundreds, tens, ones)</p> <p>Compare and order numbers up to 1000</p>	<p>Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens and ones)</p> <p>Order and compare numbers beyond 1000</p> <p>Find 1000 more or less than a given number</p> <p>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 units, tenths and hundredths</p>	<p>Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit</p> <p>Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents</p>	<p>Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</p> <p>Identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places</p>



## Mathematics Progression

### PROBLEM SOLVING & ROUNDING

Solve simple problems and questions involving a deep understanding of numbers to 10	Solve place value problems by using concrete objects, arrays and pictorial representations	Use place value and number facts to solve problems	Solve number problems and practical problems involving these ideas	Round any number to the nearest 10, 100 or 1 000  Round decimals with one decimal place to the nearest whole number  Solve number and practical problems that involve all of the above and with increasingly large positive numbers	Round any number up to 1000 000 to the nearest 10, 100, 1 000, 10 000 and 100 000  Round decimals with two decimal places to the nearest whole number and to one decimal place  Solve number problems and practical problems that involve all of the above	Round any whole number to a required degree of accuracy  Solve number and practical problems which require answers to be rounded to specified degrees of accuracy
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## Mathematics Progression

### ADDITION AND SUBTRACTION

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>FACTUAL FLUENCY, REPRESENTING &amp; USING ADDITION AND SUBTRACTION</b>						
<p>Find one more than a number from one to ten</p> <p>Understand addition as an increase and subtraction as a decrease</p> <p>Automatically recall number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts</p>	<p>Represent and use number bonds and related subtraction facts within 20</p> <p>Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p>	<p>Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</p> <p>Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</p> <p>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems</p>	<p>Estimate the answer to a calculation and use the 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 calculation 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, levels of accuracy.</p>
<b>CALCULATIONS</b>						
<p>Use quantities and objects to add and subtract two single-digit numbers by counting on or back to find the answer</p>	<p>Add and subtract one-digit and two-digit numbers to 20, including zero</p>	<p>Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</p> <ul style="list-style-type: none"> <li>* a two-digit number and ones</li> <li>* a two-digit number and tens</li> <li>* two two-digit numbers</li> <li>* adding three one-digit numbers</li> </ul>	<p>Add and subtract numbers mentally, including:</p> <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> <p>Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction</p>	<p>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</p>	<p>Add and subtract whole numbers with more than 4 digits, including using formal written methods</p> <p>Add and subtract numbers mentally with increasingly large numbers</p>	<p>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>



## Mathematics Progression

### PROBLEM SOLVING

Solve problems involving doubling and halving	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$	Solve problems with addition and subtraction: <ul style="list-style-type: none"><li>* using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li><li>* applying their increasing knowledge of mental and written methods</li></ul>	Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	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 and a combination of these, including understanding the meaning of the equals sign
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## Mathematics Progression

### MULTIPLICATION & DIVISION

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>FACTUAL FLUENCY, REPRESENTING &amp; USING MULTIPLICATION &amp; DIVISION</b>						
<p>Recall double facts and how quantities can be distributed equally</p>	<p>Count in multiples of twos, fives and tens</p> <p>Recall multiplication and division facts for 2 and 10 and use them to solve simple problems, demonstrating and understanding of the commutativity as necessary</p>	<p>Recall and use multiplication and 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>Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p>	<p>Recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></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</p> <p>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</p> <p>Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers</p> <p>Establish whether a number up to 100 is prime and recall prime numbers up to 19</p> <p>Recognise and use square numbers and cube numbers, and the notation for squared and cubed</p>	<p>Identify common factors, common multiples and prime numbers</p> <p>Use estimation to check answers to calculations and determine, in the context of a problem an appropriate degree of accuracy</p>
<b>CALCULATIONS</b>						
<p>Make equal groups using concrete materials</p>	<p>Make equal groups using repeated addition and begin to link with multiplication and division</p>	<p>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</p>	<p>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 (appears also in Mental Methods)</p>	<p>Multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p>	<p>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</p> <p>Multiply and divide numbers up to 4 digits by a 1-digit number using the formal written method of short division and interpret remainders appropriately for the context</p>	<p>Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</p> <p>Divide numbers up to 4-digits by a two-digit whole number using the formal written method of short division where appropriate for the context</p> <p>Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and</p>



## Mathematics Progression

					Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context  Perform mental calculations, including with mixed operations and large numbers
<b>SOLVE PROBLEMS</b>						
Explore how quantities can be distributed equally	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	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	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	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	Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes  Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign  Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates	Solve problems involving addition, subtraction, multiplication and division  Use their knowledge of the order of operations to carry out calculation involving the four operations



# FRACTIONS, DECIMALS AND PERCENTAGES

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>RECOGNISING FRACTIONS, DECIMALS &amp; PERCENTAGES</b>						
Recognise 'fair share' and 'not fair share' of an item (e.g. a banana) or a set of objects (e.g. some grapes).	<p>Recognise, find and name a half as one of two equal parts of an object, shape or quantity</p> <p>Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</p>	<p>Recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</p>	<p>Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</p> <p>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.</p> <p>Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</p>	<p>Count up and down in hundredths</p> <p>Recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten</p> <p>Recognise and write decimal equivalents of any number of tenths or hundredths</p> <p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>; <math>\frac{1}{2}</math>; <math>\frac{3}{4}</math></p>	<p>Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths</p> <p>Recognise mixed numbers and improper fraction and convert from one form to another and write mathematical statements more than 1 as a mixed number</p> <p>Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents</p> <p>Read and write decimal numbers as fractions (e.g. <math>0.71 = \frac{71}{100}</math>)</p> <p>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 as a decimal fraction</p>	<p>Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. <math>\frac{3}{8}</math>)</p> <p>Use common factors to simplify fractions; use common multiples to express fractions in the same denomination</p>
<b>COMPARING FRACTIONS, DECIMALS AND PERCENTAGES</b>						
Can describe a part and a whole (e.g. a piece of carrot is a part, a small carrot is a whole)	Use comparative language to explore halves and quarters	Recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	<p>Compare and order unit fractions, and fractions with the same denominators</p> <p>Recognise and show, using diagrams, equivalent fractions with small denominators</p>	Recognise and show, using diagrams, families of common equivalent fractions	Compare and order fractions whose denominators are all multiples of the same number	Compare and order fractions, including fractions >1
					Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.





## Mathematics Progression

CALCULATIONS & PROBLEM SOLVING						
n/a	n/a	Write simple fractions e.g. $\frac{1}{2}$ of 6 = 3	Add and subtract fractions with the same denominator within one whole (e.g. $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$ )  Solve problems that involve all of the above	Add and subtract fractions with the same denominator  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	Add and subtract fractions with the same denominator and multiples of the same number  Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams  Solve problems involving numbers up to three decimal places  Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$ , $\frac{1}{4}$ , $\frac{1}{5}$ , $\frac{2}{5}$ , $\frac{4}{5}$ and those with a denominator of a multiple of 10 or 25.	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 (e.g. $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$ )  Multiply one-digit numbers with up to two decimal places by whole numbers  Divide proper fractions by whole numbers (e.g. $\frac{1}{3} \div 2 = \frac{1}{6}$ )



# MEASUREMENT

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
USING MEASURES						
<p>Recognise specific attributes of length, capacity and weight</p> <p>Directly compare lengths, capacities and weights</p> <p>Begin to estimate and predict using spatial awareness and measurement</p> <p>Begin to use units e.g. cm cubes, metre sticks, height charts, digital scales</p> <p>Measure different properties of an item e.g. the length or weight of a parcel</p>	<p>Compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> <li>* lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half]</li> <li>* mass/weight [e.g. heavy/light, heavier than, lighter than]</li> <li>* capacity and volume [e.g. full/empty, more than, less than, half, half full, quarter]</li> <li>* time [e.g. quicker, slower, earlier, later]</li> </ul> <p>Measure and begin to record the following:</p> <ul style="list-style-type: none"> <li>• lengths and heights</li> <li>• mass/weight</li> <li>• capacity and volume</li> <li>• time (hours, minutes, seconds)</li> </ul>	<p>Choose and use appropriate standard units to estimate and measure <b>length/height</b> in any direction (m/cm); <b>mass</b> (kg/g); <b>temperature</b> (°C); <b>capacity</b> (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</p> <p>Compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</p>	<p>Measure, compare, add and subtract: <b>lengths</b> (m/cm/mm); <b>mass</b> (kg/g); <b>volume/capacity</b> (l/ml)</p>	<p>Estimate, compare and calculate different measures, including money in pounds and pence</p> <p>Convert between different units of measure (e.g. kilometre to metre; hour to minute)</p>	<p>Understand and use equivalences between metric units and common imperial units such as inches, pounds and pints</p> <p>Use all four operations to solve problems involving measure (e.g. <b>length, mass, volume, money</b>) using decimal notation including scaling.</p>	<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> <p>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p> <p>Convert between miles and kilometres</p>
PERIMETER, AREA & VOLUME						
n/a	n/a	n/a	<p>Measure the <b>perimeter</b> of simple 2-D shapes</p>	<p>Measure and calculate the <b>perimeter</b> of a rectilinear figure (including squares) in centimetres and metres</p> <p>Find the area of rectilinear shapes by counting squares</p>	<p>Measure and calculate the <b>perimeter</b> of composite rectilinear shapes in centimetres and metres</p> <p>Calculate and compare the area of squares and rectangles 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 (e.g. using 1 cm<sup>3</sup> blocks to build cubes and cuboids) and capacity (e.g. using water)</p>	<p>Recognise that shapes with the same areas can have different <b>perimeters</b> and vice versa</p> <p>Calculate the area of parallelograms and triangles</p> <p>Calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>), and extending to other units such as mm<sup>3</sup> and km<sup>3</sup>.</p> <p>solve problems involving the calculation and conversion of <b>units of measure</b>, using decimal notation up to three decimal places where appropriate</p>



## Mathematics Progression

### TIME

Begin to use time to sequence events	<p>Recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</p> <p>Sequence events in chronological order using language [e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</p>	<p>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</p> <p>Know the number of minutes in an hour and the number of hours in a day</p> <p>Compare and sequence intervals of time</p>	<p>Know the number of seconds in a minute and the number of days in each month, year and leap year</p> <p>Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</p> <p>Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight</p> <p>Compare durations of events, for example to calculate the time taken by particular events or tasks</p>	<p>Read, write and convert time between analogue and digital 12 and 24-hour clocks</p> <p>Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</p>	<p>Solve problems involving converting between units of time</p> <p>Solve problems involving converting between units of time</p>
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### MONEY

Recognise differences between coins	<p>Recognise and know the value of different denominations of <b>coins and notes</b></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 the same amounts of money</p> <p><b>Solve simple problems</b> in a practical context involving addition and subtraction of money of the same unit, including giving change</p>	<p>Add and subtract amounts of <b>money</b> 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>	<p>Use all four operations to solve problems involving measure</p> <p>Use all four operations to solve complex problems involving measure</p>
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## Mathematics Progression

### GEOMETRY

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>2D SHAPES &amp; 3D SHAPES</b>						
<p>Describe properties of shape using comparisons</p> <p>Show awareness of properties of shape i.e. choosing a cylinder to represent wheels because they can roll</p> <p>Develop shape awareness through construction, selecting shapes to fulfil a particular need</p> <p>Identify similarities between shapes</p>	<p>Recognise and name common 2-D and 3-D shapes, including:</p> <ul style="list-style-type: none"> <li>* 2-D shapes [e.g. rectangles (including squares), circles and triangles]</li> <li>* 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres].</li> </ul>	<p>Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</p> <p>Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</p> <p>Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</p> <p>Compare and sort common 2-D and 3-D shapes and everyday objects</p>	<p>Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p>	<p>Identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry</p> <p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p>	<p>Identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p>	<p>Recognise, describe and build simple 3-D shapes, including making nets</p> <p>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</p> <p>Recognise, describe and build simple 3-D shapes, including making nets</p>
<b>ANGLES &amp; LINES</b>						
<p>n/a</p>	<p>n/a</p>	<p>n/a</p>	<p>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>Identify acute and obtuse angles and compare and order angles up to two right angles by size</p>	<p>Draw given angles, and measure them in degrees (<math>^{\circ}</math>)</p> <p>Use the properties of rectangles to deduce related facts and find missing lengths and angles</p> <p>Distinguish between regular and irregular polygons based on reasoning about equal sides and angles</p> <p>Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</p> <p>Identify:</p> <ul style="list-style-type: none"> <li>* angles at a point and one whole turn (total 360o)</li> <li>* angles at a point on a straight line and <math>\frac{1}{2}</math> a turn (total 180o)</li> <li>other multiples of 90o</li> </ul>	<p>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>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles</p>



## Mathematics Progression

### POSITION, DIRECTION AND MOVEMENT

Develop spatial awareness and recognize shapes when flipped or rotated	Describe position, direction and movement, including 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 anti-clockwise)  Order and arrange combinations of mathematical objects in patterns and sequences	n/a	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, 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)  Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.
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### STATISTICS

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>INTERPRETING, CONSTRUCTING AND PRESENTING DATA</b>						
n/a	n/a	Interpret and construct simple pictograms, tally charts, block diagrams and simple tables  Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity  Ask and answer questions about totalling and comparing categorical data	Interpret and present data using bar charts, pictograms and tables	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	Complete, read and interpret information in tables, including timetables	Interpret and construct pie charts and line graphs and use these to solve problems
<b>SOLVING PROBLEMS</b>						
n/a	n/a	n/a	Solve one-step and two-step questions [e.g. 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.	Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	Solve comparison, sum and difference problems using information presented in a line graph	Calculate and interpret the mean as an average



## Mathematics Progression

### ALGEBRA

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>EQUATIONS</b>						
n/a	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and <b>missing number problems</b> such as $7 = \square - 9$  Represent and use number bonds and related subtraction facts within 20	Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and <b>missing number</b> problems.  Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	Solve problems, including <b>missing number</b> problems, using number facts, place value, and more complex addition and subtraction.  Solve problems, including <b>missing number</b> problems, involving multiplication and division, including integer scaling	n/a	Use the properties of rectangles to deduce related facts and find <b>missing lengths and angles</b>	Express missing number problems algebraically  Find pairs of numbers that satisfy number sentences involving two unknowns enumerate all possibilities of combinations of two variables

### RATIO AND PROPORTION

Statements only appear in Year 6 but should be connected to previous learning, particularly fractions and multiplication and division					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					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 and grouping using knowledge of fractions and multiples.