MATHS PROGRESSION @ PENSANS

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number and Place Value							
Counting	-beginning to familiarise themselves with the tens structure of the number -counting up to three or four objects by saying one number name for each item -begin to use teens to count beyond 10 -counting an irregular arrangement of up to 10 objects -have a deep understanding of numbers to 10, including the composition of each number -verbally count beyond 20, recognising the pattern of the counting system	-count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number -count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	-count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	-count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	-count in multiples of 6, 7, 9, 25 and 1000 -count backwards through zero to include negative numbers -find 1000 more or less than a given number	-count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 -interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	-use negative numbers in context, and calculate intervals across zero
Place Value (Reading, Writing, Ordering, Comparing and Valuing Numbers)	-finding one more or one less from a group of up to 5 objects, then 10 -compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity	-given a number, identify one more and one less -read and write numbers from 1 to 20 in numerals and words.	-recognise the place value of each digit in a two-digit number (tens, ones) -read and write numbers to at least 100 in numerals and in words -compare and order numbers from 0 up to 100; use <, > and = signs	-recognise the place value of each digit in a three-digit number (hundreds, tens, ones) -read and write numbers up to 1000 in numerals and in words -compare and order numbers up to 1000	-recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) -order and compare numbers beyond 1000	-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
Identifying, Representing and Estimating Number	-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	-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 representations		

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	-estimating the amount of objects, they can see and checking by counting them -subitise- recognise quantities without counting) up to 5						
Rounding					-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
Problem Solving			-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 all of the above and with increasingly large positive numbers	-solve number problems and practical problems that involve all of the above	-solve number and practical problems that involve all of the above.
Roman Numerals					-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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Addition and Subtraction							
Problem solving	-find the total number of items in two groups by counting all of them -beginning to use the vocabulary involved in adding and subtracting	-solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = [ ] – 9.	-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	--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
Facts	-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	-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				

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		counting) and some bonds to 10					
Understanding and Using Statements & Relationships		-read, write and interpret mathematical statements involving addition (+), subtraction (−) and equals (=) signs	-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 & subtraction and use this to check calculations and solve missing number problems.	-estimate the answer to a calculation and use inverse operations to check answers	-estimate and use inverse operations to check answers to a calculation	-use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	-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
Addition and Subtraction – Mental & Written Methods		-add and subtract one- digit and two-digit numbers to 20, including zero	-add and subtract numbers using concrete objects, pictorial representations, and mentally, (with number lines or jottings), including: -a two-digit number & ones -a two-digit number and tens -two two-digit numbers -adding three one-digit numbers	-add and subtract numbers mentally, including: -a three-digit number and ones -a three-digit number and tens -a three-digit number and hundreds -add and subtract numbers with up to three digits, using formal written methods including expanded method of columnar addition and subtraction	-add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction	-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) -add and subtract numbers mentally with increasingly large numbers	-perform mental calculations, including with mixed operations and large numbers

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Multiplication and Division							
Problem solving		-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	-solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and	-solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one digit, integer scaling problems and harder	-solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes	-solve addition and subtraction multi- step problems in contexts, deciding which operations and methods to use and why

			facts, including problems in contexts.	correspondence problems in which n objects are connected to m objects.	correspondence problems such as n objects are connected to m objects.	-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 estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.
Facts			-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 × 12	-establish whether a number up to 100 is prime and recall prime numbers up to 19	
Understanding and Using Statements & Relationships			-show that multiplication of two numbers can be done in any order (commutative and division of one number by another cannot		-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	-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)	-identify common factors, common multiples and prime numbers -use their knowledge of the order of operations to carry out calculations involving the four operations
Multiplication and Division – Mental & Written Methods			-calculate mathematical statements for multiplication and division within the multiplication tables and write them	write and calculate mathematical statements for multiplication and division using the	-multiply two-digit and three-digit numbers by a one-digit number using a formal written layout	-multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including	-multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written

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			using the multiplication (×), division (÷) and equals (=) signs	multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods		long multiplication for two-digit numbers -multiply and divide numbers mentally drawing upon known facts -divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context -multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	method of long multiplication -divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context -divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context -perform mental calculations, including with mixed operations and large numbers

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Fractions							
Recognising, Finding, Naming and Writing Fractions Inc. Equivalent Fractions		-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** $\frac{1}{3}$ **(new)**, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and	-recognise, 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 $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$,	-recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for	-use common factors to simplify fractions; use common multiples to express fractions in the same denomination associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375]

		recognise the equivalence of $\frac{2}{4}$ & $\frac{1}{2}$.		-compare numbers with the same number of decimal places up to two decimal places		example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$ 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 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	for a simple fraction $\frac{3}{8}$ -recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
Counting and ordering				-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

Adding, Subtracting, Dividing & Multiplying Fractions				-add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$	-add and subtract fractions with the same denominator -find the effect of dividing a one- or two- digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths	-add and subtract fractions with the same denominator and denominators that are multiples of the same number -multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	-add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions 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 multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$] divide proper fractions by whole numbers [e.g., $\frac{1}{3} \div 2 = \frac{1}{6}$] multiply one-digit numbers with up to two decimal places by whole numbers use written division methods in cases where the answer has up to two decimal places
Problem Solving				-solve problems that involve all of the above	-solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where	-solve problems involving number up to three decimal places solve problems which require knowing percentage	-solve problems which require answers to be rounded to specified degrees of accuracy

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			the answer is a whole number -solve simple measure and money problems involving fractions and decimals to two decimals			and decimal equivs. of $\frac{1}{2}$, $\frac{1}{4}$ $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25.	

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Ratio and Proportion							

Ratio and Proportion

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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.

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Measurement

| Measuring length, mass, temperature, capacity (volume), perimeter & area | -talking about the routine of the day and language like before and after
-use comparative language such as taller, shorter and the same
-beginning to experiment with length, height and capacity
-begin to compare length, weight and capacity | -compare, describe and solve practical problems for:
-lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
-mass/weight [for example, heavy/light, heavier than, lighter than]
-capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]
-time [for example, quicker, slower, earlier, later]
- measure and begin to record the following:
-lengths and heights
-mass/weight
-capacity and volume
-time (hours, minutes, seconds) | -compare and order lengths, mass, volume/capacity and record the results using >, < and =(include comparison
-choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels | -compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
-measure the perimeter of simple 2- D shapes | -convert between different units of measure [for example, kilometre to metre; hour to minute]
-measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
-find the area of rectilinear shapes by counting squares
-estimate, compare and calculate different measures, including money in pounds and pence | -convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)
-understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints
-measure and calculate the perimeter of composite rectilinear shapes
-calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes
-estimate volume [for example, using 1 cm3 blocks to build cuboids (including cubes)] and capacity [for example, using water | -use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places
-convert between miles and kilometres
-recognise that shapes with the same areas can have different perimeters and vice versa
-recognise when it is possible to use formulae for area and volume of shapes
-calculate the area of parallelograms and triangles
-calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm3) and cubic metres (m3), and extending to other units [for example, mm3 and km3]. |
| Money | -identifying money and using money in play
-use everyday language to talk about size, weight, capacity, position, distance, | -recognise and know the value of different denominations of coins and notes | -recognise and use symbols for pounds (£) and pence (p); combine
amounts to make a particular value | -add and subtract amounts of money to give change, using
both £ and p in practical contexts | -estimate, compare and calculate different measures, including money in pounds and pence | | |

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	time and money to compare quantities -use money with increased confidence - use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities		-find different combinations of coins that equal the same amounts of money -solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change				
Time	-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 and leap year ⁻　　　compare durations of events [for example to calculate the time taken by particular events or tasks].	-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	

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				Geometry- shapes			

Recognising, naming, drawing, comparing & classifying 2D & 3D Shapes	-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 -explore characteristics of everyday objects and shapes and use mathematical language to describe them	-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] -compare and sort common 2-D and 3-D shapes and everyday objects.	-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 and circumference and know that the diameter is twice the radius
Angles and Symmetry	-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 360o) -angles at a point on a straight line and a turn (total 180o) -other multiples of 90o -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.

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Geometry- Position and Direction							
Describing	-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 anti-clockwise).		-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
Representing			-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.

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Statistics							
Problem Solving			-interpret and construct simple pictograms, tally charts, block diagrams and simple tables	-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
Representations			-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 & comparing categorical data.	-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.	-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.

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