Place value - counting

EYFS (DM)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
EYFS (DM) Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total (cardinal principle). Count objects, actions and sounds.	count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number Count numbers to 100 in numerals; count in multiples of twos, fives and tens	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	count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 count forwards and backwards with positive and negative whole numbers, including through zero Negative numbers are introduced.	Year 6
Count beyond ten.						

Place value: Represent

EYFS (DM)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	1 0011		1 2 3 11 2	1 0011	1 2011 3	1.0011 0



Show 'finger numbers' up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Experiment with their own symbols and marks as well as numerals. Link the number symbol (numeral) with its cardinal number value.	identify and represent numbers using objects and pictorial representations read and write numbers to 100 in numerals read and write numbers from 1 to 20 in numerals and words	read and write numbers to at least 100 in numerals and in words identify, represent and estimate numbers using different representations, including the number line	identify, represent and estimate numbers using different representations read and write numbers up to 1000 in numerals and in words	identify, represent and estimate numbers using different representations read Roman numerals to 100 (1 to C) and know that over time, the numeral system changed to include the concept of zero and place value	read, write, (order and compare) numbers to at least 1 000 000 and determine the value of each digit read Roman numerals to 1000 (M) and recognise years written in Roman numerals	read, write, (order and compare) numbers up to 10 000 000 and determine the value of each digit
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Place value: Use and compare



Compare quantities using language: 'more than, 'fewer than.' Compare numbers. Understand the 'one more than/one less than' relationship between consecutive numbers.	given a number, identify one more and one less	recognise the place value of each digit in a two-digit number (tens, ones) 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) compare and order numbers up to 1000	find 1000 more or less than a given number 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
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Place value: Problems/Rounding

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	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 1000 solve number and practical problems that involve all of the above and with increasingly large positive numbers	interpret negative numbers in context round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 solve number problems and practical problems that involve all of the above	round any whole number to a required degree of accuracy use negative numbers in context, and calculate intervals across zero solve number and practical problems that involve all of the above

Place value: Ready to progress criteria (NPV)

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Count within 100, forwards and backwards, starting with any number. Reason about the location of numbers to 20 within the linear number system, including comparing using < > and =	Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning. Reason about the location of any two-digit number in the linear number system, including	Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10 Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using	Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using	Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01 Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and	Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000). Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose



identifying the previous and next	standard and non- standard	standard and non-standard	decompose numbers with up to	numbers up to 10 million using
multiple of 10	partitioning.	partitioning.	2 decimal places using standard	standard and non-standard
,			and non-standard partitioning.	partitioning.
	Reason about the location of any	Reason about the location of any	·	
	three-digit number in the linear	four-digit number in the linear '	Reason about the location of any	Reason about the location of any
	number system, including	number system, including	number with up to 2 decimals	number up to 10 million,
	identifying the previous and next	identifying the previous and next	places in the linear number	including decimal fractions, in the
	multiple of 100 and 10	multiple of 1,000 and 100, and	system, including identifying the	linear number system, and
	'	rounding to the nearest of each.	previous and next multiple of 1	round numbers, as appropriate,
	Divide 100 into 2, 4, 5 and 10	, and the second	and 0.1 and rounding to the	including in contexts.
	equal parts, and read	Divide 1,000 into 2, 4, 5 and 10	nearest of each.	
	scales/number lines marked in	equal parts, and read		Divide powers of 10, from 1
	multiples of 100 with 2, 4, 5 and	scales/number lines marked in	Divide 1 into 2, 4, 5 and 10 equal	hundredth to 10 million, into 2, 4,
	10 equal parts.	multiples of 1,000 with 2, 4, 5	parts, and read scales/number	5 and 10 equal parts, and read
		and 10 equal parts.	lines marked in units of 1 with 2,	scales/number lines with labelled
			4, 5 and 10 equal parts.	intervals divided into 2, 4, 5 and
			,	10 equal parts.
			Convert between units of	, i
			measure, including using	
			common decimals and fractions.	

Addition & subtraction: Calculations

FYFS (DM)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	ICAI I	ICUI Z	1CUI J	ICUI I	icai o	TEUT O



Automatically recall one-	ld and subtract le-digit and two- digit umbers to 20, including	numbers using concrete objects, pictorial representations, and mentally, including: • a two-digit number and ones • a two-digit number and tens • two two-digit numbers • adding three one-digit numbers	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 of columnar addition and subtraction	add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	add and subtract whole numbers with more than 4 digits, 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 use their knowledge of the order of operations to carry out calculations involving the four operations
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Addition & subtraction: Problems

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solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = c-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 problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign	solve addition and subtraction multi- step problems in contexts, deciding which operations and methods to use and why
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Number facts: Ready to progress criteria (NF)

Develop fluency in addition and subtraction facts within 10 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.	Secure fluency in addition and subtraction facts within 10, through continued practice.	Secure fluency in addition and subtraction facts that bridge 10, through continued practice. Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 10).	Recall multiplication and division facts up to 12 × 12 and recognise products in multiplication tables as multiples of the corresponding number. Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context. Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100).	Secure fluency in multiplication table facts, and corresponding division facts, through continued practice. Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth).	
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Addition and Subtraction: Ready to progress criteria (AS)

Year 1 Year 2	Year 3	Year 4	Year 5	Year 6	
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Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even	Add and subtract across 10 Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more?".	Calculate complements to 100 Add and subtract up to three-digit numbers using columnar methods.		Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number).
numbers. Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.	Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a two-digit number. Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers.	Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part-part-whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction.		Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding. Solve problems involving ratio relationships. Solve problems with 2 unknowns.

Multiplication & division: Recall/Use

	V 0	V 7		V 5	V 0
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6



recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot	recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	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 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 establish whether a number up to 100 is prime and recall prime numbers up to 19 recognise and use square numbers and cube numbers, and the notation for squared 2 () and cubed ()	identify common factors, common multiples and prime numbers use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
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Multiplication & division: Calculations

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (*), division (+) and equals (=) signs	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	multiply two-digit and three-digit numbers by a one- digit number using formal written layout	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 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	multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and 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

Multiplication & division: Problems

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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 multiplication and division, including scaling by simple fractions and problems involving simple rates	solve problems involving addition, subtraction, multiplication and division

Multiplication & division: Combined

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
				solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equal's sign	use their knowledge of the order of operations to carry out calculations involving the four operations



Multiplication and Division: Ready to progress criteria (MD)

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables. Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division).	Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division.	Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size. Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. Understand and apply the distributive property of multiplication.	Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size. Find factors and multiples of positive whole numbers, including common factors and common multiples, and express a given number as a product of 2 or 3 factors. Multiply any whole number with up to 4 digits by any one-digit number using a formal written method. Divide a number with up to 4 digits by a one-digit number using a formal written method, and interpret remainders appropriately for the context.	Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number). Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding. Solve problems involving ratio relationships. Solve problems with 2 unknowns.

Fractions: Recognise and write

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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 '', s', and', ofa length, shape, set of objects or quantity	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 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 with small denominators	count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.	identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example 2/5 + 4/5 = 6/5 = 1 1/5]	

Fractions: Compare

ear 1 Year 2	Year 3	Year 4	Year 5	Year 6
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Recognise the equivalence 2/4 and 1/2	recognise and show, using diagrams, equivalent fractions with small denominators compare and order unit fractions, and fractions with the same denominators	recognise and show, using diagrams, families of common equivalent fractions	compare and order fractions whose denominators are all multiples of the same number	use common factors to simplify fractions; use common multiples to express fractions in the same denomination compare and order fractions, including fractions > 1
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Fractions: Calculations

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	write simple fractions for example, 1/2 of 6 = 3	add and subtract fractions with the same denominator within one whole [for example, 5/7 + 1/7 = 6/7	add and subtract fractions with the same denominator	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 multiply simple pairs of proper fractions, writing the answer in its simplest form [for example $\frac{1}{2}$ x $\frac{1}{2}$ = $\frac{1}{8}$ divide proper fractions by whole numbers [for example $\frac{1}{3}$ ÷ 2 = $\frac{1}{6}$

Fractions: Solve problems

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		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 the answer is a whole number		

Decimals: Recognise, write, compare

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents ¼ ¾ round decimals with one decimal place to the nearest whole number compare numbers with the same number of decimal	read and write decimal numbers as fractions [for example, 0.71 = 71/100 recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents round decimals with two decimal places to the nearest	identify the value of each digit in numbers given to three decimal places



	places up to two decimal	whole number and to one	
	places	decimal place	
		read, write, order and	
		compare numbers with up to	
		three decimal places	
		·	

Fractions, decimals and percentages

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			solve simple measure and money problems involving fractions and decimals to two decimal places	recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal solve problems which require knowing percentage and decimal equivalents of 15, 175, 275 475 and those fractions with a denominator of a multiple of 10 or 25	associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, 3/8] recall and use equivalences between simple fractions, decimals and percentages, including in different contexts

Fractions: Ready to progress criteria (F)



Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts. Find unit fractions of quantities using known division facts (multiplication tables fluency). Reason about the location of any fraction within 1 in the linear number system. dd and subtract fractions with the same denominator, within 1	Reason about the location of mixed numbers in the linear number system. Convert mixed numbers to improper fractions and vice versa. Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.	Find non-unit fractions of quantities. Find equivalent fractions and understand that they have the same value and the same position in the linear number system. Recall decimal fraction equivalents for ½ ½ ¼ and 1/10 and for multiples of these proper fractions.	Recognise when fractions can be simplified, and use common factors to simplify fractions. Express fractions in a common denomination and use this to compare fractions that are similar in value. Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose between reasoning and common denomination as a comparison strategy.

Ratio and proportion

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
1 3 3 11					

		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/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

Algebra

Year 1 Year 2	Year 3	Year 4	Year 5	Year 6
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solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = c-9	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	solve problems, including missing number problems			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
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Algebra and Ratio: Ready to progress criteria

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number).
					Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic

		properties, inverse relationships, and place-value understanding.
		Solve problems involving ratio relationships.
		Solve problems with 2 unknowns.

Using measures

EYFS (DM)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Make comparisons between objects relating to size, length, weight and capacity. Compare length, weight and capacity.	compare, describe and solve practical problems for: • lengths and heights • mass/weight • capacity and volume • time measure and begin to record the following: • lengths and heights	choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels compare and order lengths, mass, volume/capacity and	measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Convert between different units of measure [for example, kilometre to metre; hour to minute] estimate, compare and calculate different measures	convert between different units of metric measure understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints use all four operations to solve problems involving measure [for example, length, mass, volume, money] using	solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 d.p. where appropriate use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice

 mass/weight 	record the results using		decimal notation,	versa, using decimal
 capacity and 	>, < and =		including scaling	notation to up to 3 d.p.
volume				convert between miles
 time (hours, 				and kilometres
minutes,				
seconds)				

Money

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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 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	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	use all four operations to solve problems involving measure [for example, money]	

Time

EYFS (DM)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then	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 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	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 In Year 5 time conversations are covered.	use, read, write and convert between standard units, converting measurements of time from a smaller unit of measure to a larger unit, and vice versa In Y6 this concentrates on metric units



compare durations of	
events [for example to	
calculate the time taken	
by particular events or	
tasks]	

Perimeter, area, volume

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		measure the perimeter of simple 2-D shapes	measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares	measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes	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

		estimate volume [for example, using blocks to	cubic centimetres (cm)
		build cuboids] and capacity	
		[for example, using water]	and extending to other
			units

2-D shapes

EYFS (DM)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Talk about and explore 2D and 3D shapes (for example circles, rectangles and cubious) using informal mathematical language: sides, corners, straight, flat, round. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.	recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]	identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line 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 shapes and everyday objects	draw 2-D shapes	compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes identify lines of symmetry in 2-D shapes presented in different orientations	distinguish between regular and irregular polygons based on reasoning about equal sides and angles. use the properties of rectangles to deduce related facts and find missing lengths and angles	draw 2-D shapes using given dimensions and angles compare and classify geometric shapes based on their properties and sizes illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius

Select, rotate and manipulate shapes to develop spatial reasoning skills.			
Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc.			
Combine shapes to make new ones - an arch, a bigger triangle, etc.			

3-D shapes

Year 1 Year 2	Year 3	Year 4	Year 5	Year 6	
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(Also see 2D) objects	recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] compare and sort common 3-D shapes and everyday	make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them	identify 3-D shapes, including cubes and other cuboids, from 2-D representations	recognise, describe and build simple 3-D shapes, including making nets
	(Also see 2D)	objects			

Angles and lines

\ / A	\	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	N/	\	\ / G
Year 1	Year 2	Year 3	l Year 4	Year 5	Year 6
TEUL I	ICUI L	TEUL O	IEUI I	TEUI J	TEULO



	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 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 identify: angles at a point and one whole turn (total 360°) angles at a point on a straight line and \(\frac{1}{2} \) a turn (total 180°) other multiples of 90°	find unknown angles in any triangles, quadrilaterals, and regular polygons recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
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Position and direction

EYFS (DM)	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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Understand position through words alone - for example, "The bag is under the table," - with no pointing. Describe a familiar route. Discuss routes and locations, using words like 'in front of and 'behind'.	describe position, direction and movement, including whole, half, quarter and three-quarter turns	order and arrange combinations of mathematical objects in patterns and sequences use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in 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 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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Solve statistical problems

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6



ask and answer si questions by count number of objects category and sorti categories by quan ask and answer qu about totalling and comparing categor	ing the 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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Geometry: Ready to progress criteria (G)

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.	Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.	Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations. Draw polygons by joining marked points, and identify parallel and perpendicular sides.	Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant. Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons. Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete	Compare angles, estimate and measure angles in degrees (°) and draw angles of a given size. Compare areas and calculate the area of rectangles (including squares) using standard units.	Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems.



					a symmetric figure or pattern with respect to a specified line of symmetry.		
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