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| **Year Group** | **Autumn** | **Spring** | **Summer** |
| **NURSERY** | Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.  Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing. | Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.  Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing. | Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.  Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing. |
| **Reception** | **Getting to know you**  Taking the time to play and get to know the children.  **Just like me!**  Match and sort  Compare amounts  Compare size, mass and capacity  Exploring pattern  **It’s me 1, 2, 3!**  Representing, comparing and composing 1,2 and 3.  Circles and triangles  Positional language  **Light and dark**  Representing numbers to 5  One more or less  Shapes with 4 sides  Time | **Alive in 5!**  Introducing zero  Comparing numbers to 5  Composition of 4 and 5  Compare mass and capacity  **Growing 6, 7, 8**  6, 7 & 8 Combining two amounts Making pairs Length & height Time (2)  **Building 9 and 10**  Count to 9 and 10  Comparing numbers to 10  Bonds to 10  3-D Shapes  Spatial awareness  Patterns | **To 20 and beyond**  Build numbers to 10  Count patterns beyond 10  Spatial reasoning  Match, rotate, manipulate  **First, then now**  Adding more  Taking away  Spatial reasoning  Compose and decompose  **Find my pattern**  Doubling  Sharing and grouping  Even and Odd  Spatial reasoning  Visualise and build  **On the move**  Deepening understanding  Patterns and relationships  Spatial mapping  Mapping |
| **Year 1** | **Number:**  **Place Value**  (within 10)  **Addition/Subtraction**  (within 10)  **Place Value**  (within 20)  **Geometry:**  **2D Shape**  Name and vocabulary,  Shape sorting  **3D Shape**  Name and vocabulary  Shape sorting  **Pattern**  Describing and continuing patterns made from shapes. | **Number:**  **Addition and Subtraction**  (within 20)  **Place Value**  (within 50)  **Multiples**  2, 5 10.  **Measurement:**  **Length and Height –**  Vocabulary for measurement/  Comparing. Non-standard units of measure. Measuring in cm.  **Weight and Volume.**  Vocabulary related to weight and volume and comparing. Using non-standard units of measure. | **Number:**  **Multiplication and Division**  (2, 5 and 10)  **Fractions**  Recognising finding a half and a quarter.  **Place Value** (within 100)  **Measurement:**  **Money**  Recognising all coins and notes.  Counting in coins.  **Time**  Ordering events and vocabulary surrounding it. (before, after etc.)  Telling the time to the hour, half hour.  Writing and comparing time.  **Geometry:**  **Position and Direction.**  Half and quarter turns.  ARE CHILD TO BE ON THE 11 CLUB OF 99 CLUB BY END OF YEAR. |
| **Year 2** | **Number:**  **Place Value**  (within 100)  Identifying and partitioning tens and ones.  Counting in 2, 5 and 10  Counting in 3’s.  Comparing and Ordering  **Addition/Subtraction**  (within 100)  Fact families  Relationship between addition and subtraction.  Add and Subtract a 2 digit and a 1 digit progressing to a 2 digit and a 2 digit number.  With then without crossing next 10.  **Multiplication and Division**  (2, 5 and 10)  Recognise and making equal groups.  Using the x symbol to write multiplication number sentences.  Use arrays.  **Measurement:**  **Money**  Counting in coins and notes.  Make and compare amounts and find the difference (change). | **Number:**  **Multiplication and Division**  Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers.  Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.  Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts.  Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.  **Fractions**  Recognise, find, name and write fractions 13, 14, 24 and 34 of a length, shape, set of objects or quantity.  Write simple fractions for example, 12 of 6 = 3 and recognise the equivalence of 24 and 12.  **Measurement:**  **Length and Height**  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 record the results using >, < and =  **Statistics:**  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.  **Geometry:**  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. | **Number:**  **Measurement:**  **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.  Compare and sequence intervals of time.  **Mass, Capacity and Temperature**  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 record the results using >, < and =  **Geometry:**  **Position and direction:**  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.  Problem solving and Efficient methods.  ARE CHILD TO BE ON THE 22 CLUB OF 99 CLUB BY END OF YEAR. |
| **Year 3** | **Number:**  **Place Value**  Identify, represent and estimate numbers using different representations.  Find 10 or 100 more or less than a given number  Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).  Compare and order numbers up to 1000  Read and write numbers up to 1000 in numerals and in words.  Solve number problems and practical problems involving these ideas.  **Count from 0 in multiples of** 4, 8, **50 and 100**  **Addition and Subtraction**  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.  Estimate the answer to a calculation and use inverse operations to check answers.  Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.  **Multiplication and Division**  Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.  **Write and calculate mathematical statements for multiplication and division using the multiplication tables they know,** including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.  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* objectives. | **Number:**  **Multiplication and Division**  Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.  Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.  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* objectives.  **Fractions**  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 and use fractions as numbers: unit fractions and non-unit fractions with small denominators.  Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.  Solve problems that involve all of the above.  **Measurement:**  **Money**  Add and subtract amounts of money to give change, using both £ and p in practical contexts.  **Length and Perimeter**  **Measure, compare, add and subtract: lengths (m/cm/mm);** mass (kg/g); volume/capacity (l/ml).  Measure the perimeter of simple 2D shapes.  **Statistics**  Interpret and present data using bar charts, pictograms and tables.  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. | **Number:**  **Fractions**  Recognise and show, using diagrams, equivalent fractions with small denominators.  Compare and order unit fractions, and fractions with the same denominators.  Add and subtract fractions with the same denominator within one whole [for example, 57 + 17 = 67 ]  Solve problems that involve all of the above.  **Measurement:**  **Time**  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.  Compare durations of events [for example to calculate the time taken by particular events or tasks].  **Mass and Capacity**  **Measure, compare, add and subtract:** lengths (m/cm/mm); **mass (kg/g); volume/capacity (l/ml).**  **Geometry:**  **Properties of Shape**  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.  Draw 2-D shapes and make 3-D shapes using modelling materials.  Recognise 3-D shapes in different orientations and describe them.  ARE CHILD TO BE ON THE 44 CLUB OF 99 CLUB BY END OF YEAR. |
| **Year 4** | **Number:**  **Place Value**  **Count in multiples of** 6, 7, 9. **25 and 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  Identify, represent and estimate numbers using different representations.  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.  Count backwards through zero to include negative numbers.  Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.  **Addition and Subtraction**  Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.  Estimate and use inverse operations to check answers to a calculation.  Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.  **Multiplication and Division**  Recall and use multiplication and division facts for multiplication tables up to 12 × 12.  **Count in multiples of 6, 7, 9.** 25 and 1000  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.  **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.  **Measurement:**  **Length and Perimeter**  Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres  Convert between different units of measure [for example, kilometre to metre] | **Number:**  **Multiplication and Division**  Recall and use 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.  Multiply two-digit and three-digit numbers by a one digit number using formal written layout.  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.  **Fractions**  Recognise and show, using diagrams, families of common equivalent fractions.  Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.  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.  **Decimals**  Recognise and write decimal equivalents of any number of tenths or hundredths.  Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths  **Solve simple measure** and money **problems involving fractions and decimals to two decimal places.**  Convert between different units of measure [for example, kilometre to metre]  **Measurement:**  **Area**  Find the area of rectilinear shapes by counting squares. | **Number:**  **Decimals**  Compare numbers with the same number of decimal places up to two decimal places.  Round decimals with one decimal place to the nearest whole number.  Recognise and write decimal equivalents to 14, 12 and 34  Find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths  **Measurement:**  **Money**  Estimate, compare and calculate different measures, including money in pounds and pence.  Solve simple measure and money problems involving fractions and decimals to two decimal places.  **Time**  **Convert between different units of measure [for example, hour to minute]**  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.  **Geometry:**  **Properties of shape**  Identify acute and obtuse angles and compare and order angles up to two right angles by size.  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.  Complete a simple symmetric figure with respect to a specific line of symmetry.  **Position and Direction**  Describe positions on a 2-D grid as coordinates in the first quadrant.  Plot specified points and draw sides to complete a given polygon.  Describe movements between positions as translations of a given unit to the left/ right and up/ down.  **Statistics:**  Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.  Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.  ARE CHILD TO BE ON THE 66 CLUB OF 99 CLUB BY END OF YEAR. |
| **Year 5** | **Number:**  **Place Value**  Read, write, order and compare numbers to at least 1000000 and determine the value of each digit.  Count forwards or backwards in steps of powers of 10 for any given number up to 1000000.  Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero.  Round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000  Solve number problems and practical problems that involve all of the above.  Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.  **Addition and Subtraction**  Add and subtract numbers mentally with increasingly large numbers.  Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.  Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.  **Multiplication and Division**  Multiply and divide numbers mentally drawing upon known facts.  Multiply and divide whole numbers by 10, 100 and 1000.  Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.  Recognise and use square numbers and cube numbers and the notation for squared (2) and cubed (3)  Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes.  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  **Measurement:**  **Perimeter and Area**  Measure and calculate the perimeter of composite rectilinear shapes in cm and m.  Calculate and compare the area of rectangles (including squares), and including using standard units, cm2, m2 estimate the area of irregular shapes.  **Statistics:**  Solve comparison, sum and difference problems using information presented in a line graph.  Complete, read and interpret information in tables including timetables. | **Number:**  **Multiplication and Division**  Multiply and divide numbers mentally drawing upon known facts.  Multiply numbers up to 4 digits by a one or two digit number using a formal written method, including long multiplication for 2 digit numbers.  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.  Solve problems involving addition and subtraction, multiplication and division and a combination of these, including understanding the use of the equals sign.  **Fractions**  Compare and order fractions whose denominators are multiples of the same number.  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 25 + 45 = 65 = 1 15 ]  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.  Read and write decimal numbers as fractions [ for example 0.71 = 71100]  Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.  **Decimals and Percentages**  Read, write, order and compare numbers with up to three decimal places.  Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.  Round decimals with two decimal places to the nearest whole number and to one decimal place.  Solve problems involving number up to three 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 12, 14, 15, 25, 45 and those fractions with a denominator of a multiple of 10 or 25. | **Number:**  **Decimals**  Solve problems involving number up to three decimal places.  Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.  Use all four operations to solve problems involving measure [ for example, length, mass, volume, money] using decimal notation, including scaling.  **Geometry:**  **Properties of Shapes and Angles**  Identify 3D shapes, including cubes and other cuboids, from 2D representations.  Use the properties of rectangles to deduce related facts and find missing lengths and angles.  Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.  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 ½ a turn (total 180o) other multiples of 90o  **Position and Direction**  Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.  **Measurement:**  **Converting Units**  Convert between different units of metric measure [for example, km and m; cm and m; cm and mm; g and kg; l and ml]  Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.  Solve problems involving converting between units of time.  **Volume**  Estimate volume [for example using 1cm3 blocks to build cuboids (including cubes)] and capacity [for example, using water]  Use all four operations to solve problems involving measure.  ARE CHILD TO BE ON THE 88 CLUB OF 99 CLUB BY END OF YEAR. |
| **Year 6** | **Number:**  **Place Value**  Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit.  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.  **Addition, Subtraction, Multiplication + Division**  Solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and why.  Multiply multi-digit number up to 4 digits by a 2-digit number using the formal written method of long multiplication.  Divide numbers up to 4 digits by a 2-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 2-digit number using the formal written method of short division, interpreting remainders according to the context.  Perform mental calculations, including with mixed operations and large numbers.  Identify common factors, common multiples and prime numbers.  Use their knowledge of the order of operations to carry out calculations involving the four operations.  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.  **Geometry:**  **Properties of Shapes**  Draw 2-D shapes using given dimensions and angles.  Compare and classify geometric shapes based on their properties and sizes and 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.  Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. | **Number:**  **Decimals**  Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places.  Multiply one-digit numbers with up to 2 decimal places by whole numbers.  Use written division methods in cases where the answer has up to 2 decimal places.  Solve problems which require answers to be rounded to specified degrees of accuracy.  **Percentages**  Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison.  Recall and use equivalences between simple fractions, decimals and percentages including in different contexts.  **Fractions**  Use common factors to simplify fractions; use common multiples to express fractions in the same denomination.  Compare and order fractions, including fractions > 1  Generate and describe linear number sequences (with fractions)  Add and subtract fractions with different denominations and mixed numbers, using the concept of equivalent fractions.  Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example 14 x 12 = 18 ]  Divide proper fractions by whole numbers [for example 13 ÷ 2 = 16 ]  Associate a fraction with division and calculate decimal fraction equivalents [ for example, 0.375] for a simple fraction [for example 38]  Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.  **Ratio**  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 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.  **Perimeter, Area and Volume**  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 cm3, m3 and extending to other units (mm3, km3)  **Geometry:**  **Position and Direction**  Describe positions on the full coordinate grid (all four quadrants).  Draw and translate simple shapes on the coordinate plane, and reflect them in the axes. | **Number:**  **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.  **Measurement:**  **Converting Units**  Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places 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 versa, using decimal notation to up to 3dp.  Convert between miles and kilometres.    **Statistics**  Interpret and construct pie charts and line graphs and use these to solve problems.  Calculate the mean as an average.  Application of all skills in problems solving and investigation.  ARE CHILD TO BE ON THE 110 CLUB OF 99 CLUB BY END OF YEAR. |

**OVERVIEW OF MATHS CURRICULUM PROGRESSION EYFS -YEAR 6**