

## HORNCASTLE PRIMARY SCHOOL Subject Progression – Mathematics

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o So So	<ul> <li>become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately;</li> </ul>
rpose Aims	• reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language;
Ā.P	• can solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.
Pur	Pupils who grasp concepts rapidly should be challenged through being offered rich and sophisticated problems before any acceleration through new content. Those who are not sufficiently fluent with earlier material should consolidate their understanding, including through additional practice, before moving on. The national curriculum for mathematics reflects the importance of spoken language in pupils' development across the whole curriculum – cognitively, socially and linguistically. The quality and variety of language that pupils hear and speak are key factors in developing their mathematical vocabulary and presenting a mathematical justification, argument or proof.
	Children are born ready, able and eager to learn, and begin to develop mathematical concepts and skills very early in life. From the moment they are born, babies begin to form ideas about maths through everyday experiences and, most importantly, through interactions with adults. This happens due to having been born with the instinctive capacity to understand numbers and then develop this through watching and experience numeracy in action, especially in everyday play and activities. Babies as young as five months are aware of quantities and notice changes in amounts. Before the age of one, children develop an awareness of number names and, with support from adults around them, begin to use these in their speech as soon as they can talk. Around pre-school age, children are more aware of the use of mathematical language used by adults and will begin to use them in everyday life, eventually in context during play experiences.
	In Foundation Stage, children are given a wide variety of opportunities to learn a range of mathematical skills and language, which they then apply in their learning through both child-initiated and adult-led learning. Children have access to a variety of learning areas, both indoors and outdoors, which provide mathematical opportunities for problem solving, reasoning, critical thinking and reflection, which are all vital to becoming a well-rounded mathematician. Children will explore, enjoy, learn, practice and talk about their understanding in these areas, both independently or scaffolded by an adult, which will help them to gain confidence of mathematical concepts as well as, underpinning their own mathematical knowledge.
ΥFS	By the end of the Foundation Stage, most children will be able to:
	- Count reliably with numbers from one to 20
_	- Place numbers one to 20 in order
	- Say which number is one more or one less than a given number from one to 20
	- Add and subtract two single-digit numbers and count on to find the answer using quantities and objects
	- Solve problems, including doubling, halving and sharing
	- Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and solve problems
	- Recognise, create and describe patterns
	- Explore characteristics of everyday objects and shapes and use mathematical language to describe them

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Focus Areas	Number Counting Comparing number Subitise Automatic recall Explore patterns	Number Counting Place Value Addition and Subtraction (concrete and pictorials) Multiplication and Division (concrete and pictorial) Fractions (Halves and quarters of shape and number) <u>Measurement (non- standard units)</u> Use and Apply( in practical contexts a range of measures, including time) Use of Measuring Tools Language of Time (Hour and half past) <u>Geometry</u> Position and Direction Properties of 2-D and 3- D Shape	Number         Counting         Place Value         Addition and Subtraction         (pictorial, mental methods         and written)         Multiplication and Division         (tables)         Multiplication and Division         (pictorial and mental methods)         Fractions (Up to ¾)         Measurement (Standard units)         Use and apply in practical contexts a range of measures         Time – Analogue and Digital         Money         Geometry         Position and Direction         Properties of 2-D and 3-D shape         Statistics         Handle Data (in practical contexts)         Record, Interpret, Collate, Organise & Compare Information	Number         Counting         Place Value         Addition and Subtraction (mental methods)         Addition and Subtraction (formal written methods)         Use the inverse to check addition and subtraction calculations.         Multiplication and Division (tables)         Multiplication and Division (mental methods)         Multiplication and Division (formal written methods)         Fractions         Measurement         Use and apply measures to increasingly complex contexts         Scaling (connected to multiplication)         Money         Time – Analogue and Digital Clock         Use Roman Numerals with reference to time         Geometry         Describe position, direction and movement in increasingly precise ways         Use the properties of shapes and angles in increasingly complex and practical contexts         Know types of lines (horizontal/vertical/parallel/perpendicular)         Statistics         Gather, Organise and Interrogate data	NumberCountingPlace ValueAddition and Subtraction (mental methods)Addition and Subtraction (formal written methods)Use the inverse to check addition and subtraction calculations.Multiplication and Division (tables)Multiplication and Division (mental methods)Multiplication and Division (formal written methods)Fractions and Decimals MeasurementBe able to convert between different units of measure Use and apply measures to increasingly complex contextsMoney - Decimal Notation PerimeterGeometry Describe position, direction and movement in increasingly precise ways – co ordinates and axesUse the properties of shapes and angles in increasingly complex and practical contextsArea of rectilinear shapes StatisticsGather, Organise and Interrogate data	NumberCountingPlace ValueAddition and Subtraction (mental methods)Addition and Subtraction (formal written methods)Use the inverse to check addition and subtraction calculations.Multiplication and Division (tables)Multiplication and Division (mental methods)Multiplication and Division (formal written methods)FractionsRoman NumeralsUse and apply measures to increasingly complex contexts – positive and negative integersFractions, Decimals and PercentagesMeasurementUse and Apply measures to increasingly complex contextsProblem solving in all four operations involving money and timePerimeter and AreaRecognise and estimate volume and capacity.GeometryDescribe position, direction and movement in increasingly precise ways – reflection and translationUse the properties of shapes and angles in increasingly complex and practical contextsStatisticsGather, Organise and Interrogate dataSolve comparison, sum and difference problems using information presented in a line 	NumberPlace ValueAddition and Subtraction (mental methods)Addition and Subtraction (formal written methods)Use the inverse to check addition and subtraction calculations.Multiplication and Division (tables)Multiplication and Division (mental methods)Multiplication and Division (formal written methods)FractionsFractions, Decimals and PercentagesMeasurement AreaUse formulae to find the area of shapeCalculate the area of parallelograms and trianglesCalculate volume of cubes and cuboidsGeometryDescribe position, direction and movement in increasingly precise ways – use all four quadrantsUse the properties of shapes and angles in increasingly complex and practical contextsIllustrate and name parts of circles, including radius, diameter and circumference.Statistics Gather, Organise and Interrogate dataRatio and Proportion Link percentages when calculating angles of pie chart.AlgebraUnderstand the practical value of algebra

	NUMBER AND PLACE VALUE										
	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6				
COUNTING	Count objects, actions and sounds. Subitise (recognise quantities without counting) up to 5 Link the number symbol with it's cardinal number value Explore the composition of numbers to 10 Verbally count beyond 20, recognising the pattern of the counting system	To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. To identify one more and one less than a given number. Count numbers to 100 in numerals; count in multiples of twos, fives and tens.	To count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.	To count from 0 in multiples of 4, 8, 50 and 100. Find 10 or 100 more or less than a given number	To count in multiples of 6, 7, 9, 25 and 1000. To count backwards through zero to include negative numbers. To find 1000 more or less than a given number.	To count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000. To interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero.					
READING AND WRITING NUMBERS		To read and write numbers from 1 to 20 in numerals and words. To count, read and write numbers to 100 in numerals.	To read and write numbers to at least 100 in numerals and in words.	To read and write numbers up to 1000 in numerals and in words.		To read and write numbers to at least 1 000 000 and determine the value of each digit.	To say, read and write, numbers up to 10 000 000 accurately and determine the value of each digit.				
COMPARE AND ORDER NUMBERS	Compare quantities up to 10 in different contexts. Understand the 'one more than/one less than' relationship between numbers		To compare and order numbers from 0 up to 100; use <, > and = signs.	To compare and order numbers up to 1000.	To order and compare numbers beyond 1000.	To order and compare numbers to at least 1 000 000 and determine the value of each digit.	To order and compare numbers up to 10 000 000 accurately and determine the value of each digit.				
UNDERSTANDING PLACE VALUE	Have an understanding of the numbers to 10, including the composition of each number.		To recognise the place value of each digit in a two-digit number (tens, ones)	To recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	To recognise the place value of each digit in a four-digit number.		To use negative numbers in context, and calculate intervals across zero.				

4			To round any number to the nearest 10, 100 or 1000.	To round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000.	To round any whole number to a required degree of accuracy.
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	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
ROMAN NUMBERALS				To read Roman numerals to 12 and recognise on a clock face	To 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.	To read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	
SOLVE PROBLEMS			To use place value and number facts to solve problems	To solve number problems and practical problems involving these ideas.	To solve number and practical problems that involve all of the above and with increasingly large positive numbers.	To solve number problems and practical problems that involve all of the above.	To solve number and practical problems that involve all of the above.

	ADDITION AND SUBTRACTION									
S	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6			
MENTAL CALCULATIONS		To add and subtract one-digit and two-digit numbers to 20, including zero.	To show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. To add and subtract numbers using an efficient strategy, explaining their method verbally using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, add three one-digit numbers.	To add and subtract numbers mentally, including: two-digit numbers, where the answers could exceed 100, a three-digit number and ones, a three-digit number and tens and a three- digit number and hundreds.	To continue to practise both mental methods and columnar addition and subtraction with increasingly large numbers to aid fluency.	To add and subtract numbers mentally with increasingly large numbers.	To perform mental calculations, including with mixed operations and large numbers.			
NUMBER BONDS	Recall number bonds for number 0 -5 (including subtraction facts) and some number bonds to 10, (including double facts).	To memorise, represent and use number bonds and related subtraction facts within 20.	To recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships. To recall and use addition and subtraction facts to 20 to become fluent in deriving associative facts (e.g. $10 - 7 = 3, 100 - 70 =$ 30) and derive and use related facts up to 100.							
WRITTEN CALCULATIONS		To read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs.	To begin to record addition and subtraction in columns to support place value and prepare for formal written methods with larger numbers.	To use the understanding of place value and partitioning to enable adding and subtracting numbers with up to three digits, using formal written methods of columnar addition and subtraction to become fluent.	To add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction where appropriate.	To add and subtract whole numbers with more than four digits, including using formal written methods of columnar addition and subtraction fluently.				
INVERSE OPERATIONS, ESTIMATING AND CHECKING ANSWERS			To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	To estimate the answer to a calculation and use inverse operations to check answers.	To estimate and use inverse operations to check answers to a calculation.	To use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.				

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
ORDER OF OPERATIONS							To use their knowledge of the order of operations to carry out calculations involving the four operations.
SOLVE PROBLEMS		using concrete objects and pictorial representations, and missing number problems.	representations, including those involving numbers, quantities and measures applying their increasing knowledge of mental and written				

			MULTIPL	ICATION AND DIV	/ISION		
S	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
MENTAL CALCULATIONS			tables and recall multiplication facts, including using related division facts to perform written and mental calculations. To show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.	division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using efficient mental methods, and progressing to formal written methods of short multiplication and division.	To recognise and use factor pairs and commutativity in mental calculations. To 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.		To perform mental calculations, including with mixed operations and large numbers.
MULTIPLICATION AND DIVISION FACTS		To make connections between arrays, number patterns, and counting in twos, fives and tens.	To count from 0 in multiples of 4, 8, 50 and 100. To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers and use them to solve simple problems, demonstrating an understanding of commutativity as necessary.	division facts for the 3, 4 and 8 multiplication tables To connect the 2, 4 and 8 multiplication tables through	To recall multiplication and division facts for multiplication tables up to 12 x 12	To apply all the multiplication tables and related division facts frequently, commit them to memory and use them confidently to make larger calculations.	
CALCULATIONS			To calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs.	To 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 efficient mental methods,	using the formal written layout To become fluent in the formal written method of short division		number using the formal written method of long multiplication. To divide numbers up to four digits
WRITTEN (						To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.	To divide numbers up to four 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.

		To identify multiples and factors, To identify common factors,
н		including finding all factor pairs of a common multiples and prime
8		number, and common factors of two <sup>humbers.</sup>
JMBI		numbers.
Z		To know and use the vocabulary of
Ч		prime numbers, prime factors and
-		composite (non-prime) numbers. To
ES		establish whether a number up to
		100 is prime and recall prime
Ř		numbers up to 19.
L L L		
5		To recognise and use square
PROPERT		numbers and cube numbers, and
₫.		the notation for squared (2) and
		cubed (3).

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
ORDER OF OPERATIONS							To use their knowledge of the order of operations to carry out calculations involving the four operations.
SOLVE PROBLEMS		nvolving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the	materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	operations to use and why. These nclude missing number problems, nvolving multiplication and division, ncluding measuring and positive nteger scaling problems and	To solve two-step 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.		appropriate degree of accuracy.

	FRACTIONS DECIMALS AND PERCENTAGES										
	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6				
COUNTING			starting from any number and using	To 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 ten.	To count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.	To extend counting from year 4, using decimals and fractions including bridging zero, for example on a number line. To continue to practise counting forwards and backwards in simple fractions.					
RECOGNISING, FINDING AND NAMING FRACTIONS		To recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	and write fractions 1, 1, 2, 1 and write fractions 1, 1, 2, 3 a length, number, shape, set of objects or quantity and know that all parts must be equal parts of the whole. To connect unit fractions to equal sharing and grouping, to numbers when they can be calculated, and to measures, finding fractions of	and non-unit fractions with small denominators as numbers on the number line (going beyond 0 -1 and relating this to measure), and deduce relations between them, such as size and equivalence. To recognise, find and write	To make connections between fractions of a length, of a shape and as a representation of one whole or set of quantities. To know that decimals and fractions are different ways of expressing numbers and proportions. To understand the relation between non-unit fractions and multiplication and division of quantities, with particular emphasis on tenths and hundredths.	fraction, represented visually, including tenths and hundredths.					
COMPARING AND ORDERING				To compare and order unit fractions, and fractions with the same denominators.		To compare and order fractions whose denominators are all multiples of the same number.	To compare and order fractions, including fractions > 1.				

ADDING AND SUBRACTING FRACTIONS		To add and subtract fractions with the same denominator within one whole	the same denominator	the same denominator and denominators that are multiples of	To add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
MULTIPLYING AND DIVIDIING FRACTIONS				To multiply proper fractions and mixed numbers,	To multiply simple pairs of proper fractions, writing the answer in its simplest form To divide proper fractions by whole numbers.

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
			To write simple fractions for example, $\stackrel{1}{\circ}$ of 6 = 3 and recognise the equivalence $\stackrel{2}{\bullet}$ and	To recognise and show, using diagrams, equivalent fractions with small denominators.	To use factors and multiples to recognise equivalent fractions and simplify where appropriate.	To read and write decimal numbers as fractions.	To recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
LENCE			<u>1</u> 2.		To recognise and show, using diagrams, families of common equivalent fractions.	To recognise and use thousandths and relate them to tenths, hundredths, decimal equivalents and measures.	To use common factors to simplify fractions; use common multiples to express fractions in the same denomination.
EQUIVAL					To recognise and write decimal equivalents of any number of tenths or hundredths.	To recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with	
					To recognise and write decimal $\frac{1}{2}$ $\frac{1}{3}$ $\frac{3}{2}$ equivalents to 4, $2$ , 4.	denominator 100, and as a decimal.	
							To identify the value of each digit in numbers given to three decimal places.
COMPARING AND ORDERING DECIMALS					To represent numbers with one or two decimal places in several ways, such as on number lines.		
COL					To compare numbers, amounts and quantities with the same number of decimal places up to two decimal places.		

ROUNDING DECIMALS			To round decimals with one decimal place to the nearest whole number.		
ADDING AND SUBTRACTING DECIMALS				To mentally add and subtract tenths, and one-digit whole numbers and tenths. To practise adding and subtracting decimals, including a mix of whole numbers and decimals, decimals with different numbers of decimal places, and complements of 1.	

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
MULTIPLYING AND DIVIDING DECIMALS					To 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.		To multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places. To associate a fraction with division and calculate decimal fraction equivalents for a simple fraction. To multiply one-digit numbers with up to two decimal places by whole numbers To use written division methods in cases where the answer has up to two decimal places.

		To solve problems that involve all	To solve problems involving	To solve problems involving	To solve problems which require
S		of the above.	increasingly harder fractions to	numbers up to three decimal places.	answers to be rounded to specified
N			calculate quantities, and fractions to		degrees of accuracy and checking
Щ			divide quantities, including non-unit	To make connections between	he reasonableness of their
B			fractions where the answer is a	percentages, fractions and decimals	answers.
õ			whole number.	and relate this to finding 'fractions	
E E				of' to solve problems which require	
ш			To solve simple measure and	knowing percentage and decimal	
>			money problems involving fractions	1 1 1 2 4	
0			and decimals to two decimal places.	equivalents of 2, 4, 5, 5, 5 and those	
S				fractions with a denominator of a	
				multiple of 10 or 25.	

			ALGEBRA			
EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6

				To introduce the language of algebra as a means for solving a variety of problems.
				To use simple formulae.
BRA				To generate and describe linear number sequences.
ALGREBRA				To express missing number problems algebraically.
				To find pairs of numbers that satisfy an equation with two
				unknowns.
				To enumerate possibilities of combinations of two variables.

			MEASUREMENT			
EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6

DESCRIBE, MEASURE, COMPARE AND SOLVE	Compare length, weight and capacity	practical problems for: lengths and neights, mass/weight, capacity and volume, time. To measure and begin to record the ollowing: lengths and heights, mass/weight, capacity and volume, time. To move from using and comparing different types of quantities and measures using non-standard units, ncluding discrete (for example,	measuring vessels.	subtract using mixed units: lengths (m/cm/mm); mass (kg/g);	To estimate, compare and calculate different measures, including money in pounds and pence.	problems involving measure using decimal notation, including scaling and conversions.	To use a number line, to add and subtract positive and negative integers for measures such as temperature. To solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.
CONVERTING UNITS OF MEASURE					To use multiplication to convert from arger to smaller units. To convert between different units of measure and build on their understanding of place value and decimal notation to record metric measures, including money.	value and multiplication and division to convert between standard units. To convert between different units of metric measure. To understand and use approximate equivalences between metric units and common imperial units.	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. To convert between miles and
TELLING THE TIME		To recognise and use language relating to dates, including days of the week, weeks, months and years. To tell the time to the hour and half	past/to the hour/half hour and draw the hands on a clock face to show these times. To know the number of minutes in an hour and the number of hours in a day. To compare and sequence intervals of time.	To tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks. To estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours. To use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. To know the number of seconds in a minute and the number of days in each month, year and leap year. To compare durations of events.	and 24-hour clocks. To solve problems involving converting from hours to minutes; minutes to seconds; years to	To solve problems involving converting between units of time.	

ETFS TEAR TEAR TEAR TEAR TEAR TEAR TEAR TEAR	YEAR 6	YEAR 5	YEAR 4	YEAR 3	YEAR 2	YEAR 1	EYFS	

MONEY		pounds (£) and pence (p)			
PERIMETER, AREA AND VOLUME			perimeter of a rectilinear figure (including squares) in centimetres and metres. To find the area of rectilinear shapes by counting squares.	perimeter of composite rectilinear shapes in centimetres and metres To calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm <sup>2</sup> ) and square metres (m <sup>2</sup> ), use the area of rectangles to find unknown lengths and estimate the area of irregular shapes. To calculate the area from scale	

## **PROPERTIES OF SHAPE**

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
	Select, rotate and manipulate shapes in order to develop spatial reasoning skills.	triangles, cuboids and pyramids are not always similar to each other.	To handle, identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line. To handle, identify and describe the properties of 3D shapes, including the number of edges, vertices and faces. To identify 2D shapes on the surface of 3D shapes.	To recognise 3D shapes in different orientations and describe them.	shapes presented in different		To illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.
	Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can		To identify, compare and sort common 2D and 3D shapes and everyday objects on the basis of their properties			irregular polygons based on	To compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons using known measurements.
DRAWING 2D SHAPES AND CONSTRUCTING 3D SHAPES			Pupils draw lines and shapes using a straight edge.	lines and pairs of perpendicular and parallel lines. To draw 2D shapes and make 3D shapes using modelling materials.	reasoning to analyse shapes and their properties and confidently describe the relationships between		To draw 2D shapes and nets accurately using given dimensions and angles using measuring tools, conventional markings and labels for lines and angles. To recognise, describe and build simple 3D shapes, including making nets.
ANGLES				of shape or a description of a turn.	to two right angles by size in preparation for using a protractor.	To know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles. To draw given angles, and measure them in degrees. To 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°) and other multiples of 90°. To use the properties of rectangles to deduce related facts and find missing lengths and angles	

## **POSITION AND DIRECTION**

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
POSITION, DIRECTION AND MOVEMENT		To describe position, direction and movement, including whole, half, quarter and three-quarter turns.	To use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).		To describe positions on a 2D grid as coordinates in the first quadrant. To plot specified points and draw sides to complete a given polygon. To describe movements between positions as translations of a given unit to the left/right and up/down.	the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.	To describe positions on the full coordinate grid (all four quadrants). To draw and label simple shapes – rectangles (including squares), parallelograms and rhombuses, specified by coordinates in the four quadrants, predicting missing coordinates using the properties of shapes. To translate simple shapes where coordinates may be expressed algebraically on the coordinate plane and reflect them in the axes.
PATTERNS	Continue, copy and create repeating patterns		To order and arrange combinations of mathematical objects and shapes, , in patterns and sequences.				

0	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
RECORD, PRESENT AND INTERPRET DATA			To interpret and construct simple pictograms, tally charts, block diagrams and simple tables To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity. To ask and answer questions about totalling and comparing categorical data.	bar charts, pictograms and tables	graphical methods, including bar charts and time graphs.	To connect coordinates and scales to the interpretation of time graphs. To complete, read and interpret information in tables, including timetables.	To interpret and construct pie charts and line graphs (relating to two variables) and use these to solve problems.
SOLVE PROBLEMS				To solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables.	difference problems using	information presented in a line	To calculate and interpret the mean as an average.

	RATIO AND PROPORTIONS											
AT.	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6					
RECORD, PRESENT AND INTERPRET DA							To solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. To solve problems involving the calculation of percentages and the use of percentages for comparison including linking percentages or 360° to calculating angles of pie chart. To solve problems involving similar shapes where the scale factor is known or can be found. To solve problems involving unequal quantities, sharing and grouping using knowledge of fractions and multiples.					