



## Morven Park Primary School

### Mathematics Progression Document

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number and Place Value	<p>Recite numbers past 5.</p> <p>Say one number name for each item in order: 1, 2, 3, 4, 5.</p> <p>Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').</p> <p>Count objects, actions and sounds.</p> <p>Count beyond ten.</p> <p>Verbally count beyond 20, recognising the pattern of the counting system.</p> <p>Understand the 'one more than/one less than' relationship</p>	<p>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</p> <p>Count, read and write numbers to 100 in numerals</p> <p>Count in multiples of two, five and ten.</p> <p>Given a number, identify one more and one less</p> <p>Identify and represent numbers using objects and pictorial representations including the number line, and use the language of; equal to, more than, less than (fewer), most, least</p>	<p>Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.</p> <p>Recognize the place value of each digit in a two-digit number (tens, ones)</p> <p>Identify, represent, and estimate numbers using different representations including the number line.</p> <p>Compare and order numbers up to 100: use <math>&lt;</math>, <math>&gt;</math> and <math>=</math> signs.</p> <p>Read and write numbers to at least 100 in numerals and in words.</p> <p>Use place value and number facts to solve problems.</p>	<p>Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number.</p> <p>Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</p> <p>Compare and order numbers to 1000</p> <p>Identify, represent and estimate numbers using different representations.</p> <p>Read and write numbers to 1000 in numerals and in words.</p> <p>Solve number problems and practical problems</p>	<p>Count in multiples of 6, 7, 9, 25, and 1000.</p> <p>Find 1000 more or less than a given number.</p> <p>Count backwards through zero to include negative numbers.</p> <p>Recognize the place value of each digit in a four-digit number (thousand, hundreds, tens and ones)</p> <p>Order and compare numbers beyond 1000.</p> <p>Identify, represent, and estimate numbers using different representations.</p>	<p>Read, write, order, and compare numbers up to 1 000 000 and determine the value of each digit.</p> <p>Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000.</p> <p>Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero.</p> <p>Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000.</p> <p>Read Roman numerals to 1000 (M) and recognise</p>	<p>Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit.</p> <p>Round any whole number to a required degree of accuracy.</p> <p>Use negative numbers in context and calculate intervals across zero.</p> <p>Solve number problems and practical problems that involve all the above.</p>

	<p>between consecutive numbers. Explore the composition of numbers to 10.</p> <p>Have a deep understanding of numbers to 10, including the composition of each number.</p>	<p>Read and write numbers from 1 to 20 in numerals and words.</p>		<p>involving these ideas.</p>	<p>Round any number to the nearest 10, 100 or 1000.</p> <p>Solve number and practical problems that involve all the above and with increasingly large positive numbers.</p> <p>Read Roman numerals 10 100 (I and C) and know that over time, the numeral system changed to include the concept of zero and place value.</p>	<p>years written in Roman numerals.</p>	
<p><b>Addition and Subtraction</b></p>	<p>Automatically recall number bonds for numbers 0-5 and some to 10.</p> <p>Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.</p> <p>Explore and represent patterns</p>	<p>Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.</p> <p>Represent and use number bonds and related subtraction facts within 20</p> <p>Add and subtract one-digit and two-digit number to 20 including zero.</p> <p>Solve one-step problems that</p>	<p>Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures.</p> <p>Apply their increasing knowledge of mental and written methods.</p> <p>Recall and use addition and subtraction facts to</p>	<p>Add and subtract numbers mentally, including: A three-digit number and ones A three-digit number and tens A three-digit number and hundreds.</p> <p>Add and subtract numbers with up to three digits, using formal written methods of column addition and subtraction.</p>	<p>Add and subtract numbers with up to 4 digits using the formal written method of column addition and subtraction where appropriate.</p> <p>Estimate and use inverse operations to check answers to a calculation.</p> <p>Solve addition and subtraction two-step problems in contexts, deciding which operations</p>	<p>Add and subtract whole numbers with more than 4 digits, including using formal written methods (Column addition and subtraction).</p> <p>Add and subtract increasingly large numbers mentally.</p> <p>Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.</p>	<p>Perform mental calculations, including with mixed operations and large numbers.</p> <p>Identify common factors, common multiples and prime numbers.</p> <p>Use their knowledge of the order of operations to carry out calculations involving the four operations.</p> <p>Solve addition and subtraction multi-</p>

	<p>within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.</p>	<p>involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = \_ - 9</math>.</p>	<p>20 fluently and derive and use related facts up to 100.</p> <p>Add and subtract 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.</p> <p>Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.</p> <p>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</p>	<p>Estimate the answer to a calculation and use inverse operations to check answers.</p> <p>Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.</p>	<p>and methods to use and why,</p>	<p>Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.</p>	<p>step problems in contexts, deciding which operations and methods to use and why.</p> <p>Solve problems involving addition, subtraction, multiplication and division.</p> <p>Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</p>
<p><b>Multiplication and Division</b></p>	<p>Solve problems involving doubling, halving and sharing.</p>	<p>Solve one-step problems involving multiplication and division, by</p>	<p>Recall and use multiplication and division facts for the 2, 5 and 10</p>	<p>Recall and use multiplication and division facts for the</p>	<p>Recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math>.</p>	<p>Identify multiples and factors, including finding all factor pairs of a</p>	<p>Multiply multi-digit numbers up to 4 digits by a two-digit whole number using</p>

		<p>calculating the answer using concrete objects, pictorial representations, and arrays with the support of the teacher.</p>	<p>multiplication tables, including recognizing odd and even numbers.</p> <p>Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication, division and equals signs.</p> <p>Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.</p> <p>Solve problems involving multiplication and division, using materials arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts.</p>	<p>3, 4 and 8 multiplication Tables.</p> <p>Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know including for two-digit numbers of times one-digit numbers, using mental and progressing to formal written methods.</p> <p>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.</p>	<p>Use place value, known and derived facts to multiply and divide mentally, including multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers.</p> <p>Recognise and use factor pairs and commutativity in mental calculations.</p> <p>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.</p>	<p>number and common factors of 2 numbers.</p> <p>Know and use the vocabulary of prime numbers, prime factors, and composite (non-prime) numbers.</p> <p>Establish whether a number up to 100 is prime and recall prime numbers up to 19.</p> <p>Multiply numbers up to 4 digits by a one or two-digit number using a formal written method, including long multiplication for two-digit numbers.</p> <p>Multiply and divide numbers mentally, using known facts.</p> <p>Divide numbers up to four digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context.</p>	<p>the formal method of long multiplication.</p> <p>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.</p> <p>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.</p>
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						fractions and problems involving simple rates.	
<p><b>Fractions (including decimals and percentages)</b></p>		<p>Recognise, find, and name a half as one of two equal parts of an object, shape or quantity.</p> <p>Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</p>	<p>Recognise, find name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity.</p> <p>Write simple fractions e.g., <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of two quarters and one half.</p>	<p>Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.</p> <p>Recognise, find and write fractions of a discrete set of objects, unit fractions and non-unit fractions with small denominators.</p> <p>Recognise and show, using diagrams, equivalent fractions with small denominators.</p> <p>Add and subtract fractions with the same denominator within one whole (eg; <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math>)</p> <p>Compare and order unit fractions, and fractions with the same denominator.</p> <p>Solve problems that involve all of above.</p>	<p>Recognise and show, using diagrams, families of common equivalent fractions.</p> <p>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</p> <p>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.</p> <p>Add and subtract fractions with the same denominator.</p> <p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math> and <math>\frac{3}{4}</math>.</p> <p>Find the effect of dividing a one or</p>	<p>Compare and order fractions whose denominators are all multiples of the same number.</p> <p>Identify, name, and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths.</p> <p>Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements <math>&gt; 1</math> as a mixed number (eg; <math>\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}</math>)</p> <p>Add and subtract fractions with the same denominator and denominators that are multiples of the same number.</p> <p>Multiply proper fractions and mixed numbers by whole</p>	<p>Use common factors to simplify fraction; use common multiples to express fractions in the same denomination.</p> <p>Compare and order fractions, including fractions <math>&gt; 1</math>.</p> <p>Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions.</p> <p>Multiply simple pairs of proper fractions, writing the answer in its simplest form (eg; <math>\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}</math>)</p> <p>Divide proper fractions by whole numbers (eg; <math>\frac{1}{3} \div 2 = \frac{1}{6}</math>)</p> <p>Associate a fraction with division and calculate decimal fraction equivalents</p>

					<p>two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.</p> <p>Round decimals with one decimal place to the nearest whole number.</p> <p>Compare numbers with the same number of decimal places, up to two decimal places.</p> <p>Solve simple measure and money problems involving fractions and decimals to two decimal places.</p>	<p>numbers, supported by materials and diagrams.</p> <p>Read and write decimal numbers as fractions (eg; <math>0.71 = \frac{71}{100}</math>)</p> <p>Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.</p> <p>Round decimals with two decimal places to the nearest whole number and to one decimal place.</p> <p>Read, write, order and compare numbers with up to three decimal places.</p> <p>Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal.</p> <p>Solve problems which require</p>	<p>(eg; 0.375) for a simple fraction (eg; <math>\frac{3}{8}</math>)</p> <p>Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places.</p> <p>Multiply one-digit numbers with up to two decimal places by whole numbers.</p> <p>Use written division methods in cases where the answer has up to two decimal places.</p> <p>Solve problems which require answers to be rounded to specified degrees of accuracy.</p> <p>Recall and use equivalences between simple fractions, decimals and percentages including in different contexts.</p>
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						knowing percentage and decimal equivalents of $\frac{1}{2}$ , $\frac{1}{4}$ , $\frac{1}{5}$ , $\frac{2}{5}$ and those fractions with a denominator of a multiple of 10 or 25.	
<b>Measurement</b>	<p>Make comparisons between objects relating to size, length, weight and capacity.</p> <p>Compare length, weight and capacity.</p> <p>Begin to describe a sequence of events, real or fictional, using words, such as 'first', 'then...'</p>	<p>Compare, describe and solve practical problems for; lengths and heights (eg; long/short, longer/shorter, Tall/short, double/half)</p> <p>Mass/weight (eg; heavy/light, heavier than/lighter than)</p> <p>Capacity and volume (eg; full/empty, more than/less than, half, half full, quarter)</p> <p>Time (eg; quicker, slower, earlier, later)</p> <p>Measure and begin to record the following</p> <p>Length and height</p> <p>Mass and weight</p> <p>Capacity and volume</p>	<p>Choose and use appropriate standard units to estimate and measure</p> <p>Length/height in any direction (cm/m)</p> <p>Mass (g/kg)</p> <p>Temperature (C)</p> <p>Capacity (ml/l) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.</p> <p>Compare and order lengths, mass, volume/capacity and record the results using &gt; and &lt; and =</p> <p>Recognise and use symbols for pounds (£) and pence (p): combine amounts to make a particular value.</p> <p>Find different combinations of</p>	<p>Measure, compare, add and subtract; lengths (mm/cm/m)</p> <p>Mass (g/kg)</p> <p>Volume/capacity (ml/l)</p> <p>Measure the perimeter of simple 2-D shapes</p> <p>Add and subtract amounts of money to give change, using both £ and p in practical contexts.</p> <p>Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks.</p> <p>Estimate and read time with increasing accuracy to the nearest minute: record and compare time in terms of seconds, minutes</p>	<p>Convert between different units of measure (eg; km to m, hour to minute)</p> <p>Measure and rectilinear figure. (Including squares) in centimetres and metres</p> <p>Find the area of rectilinear shapes by counting the squares.</p> <p>Estimate, compare and calculate different measures including money in pounds and pence.</p> <p>Read, write and convert time between analogue and digital 12- and 24-hour clocks.</p> <p>Solve problems involving converting from hours to minutes, minutes to seconds, years to</p>	<p>Convert between different units of metric measure (eg; km and m, cm and m, cm and mm, g and kg, l and ml)</p> <p>Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.</p> <p>Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres.</p> <p>Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm<sup>2</sup>) and square</p>	<p>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.</p> <p>Use read, write and convert between standard units, converting measurements of length, mass volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places.</p> <p>Convert between miles and kilometres.</p> <p>Recognise that shapes with the same area can have</p>

		<p>Time (hours, minutes, seconds)</p> <p>Tell the time to the hour and half past the hour and draw the hands on a clock to show these times.</p>	<p>coins that equal the same amounts of money.</p> <p>Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.</p> <p>Compare and sequence intervals of time.</p> <p>Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock to show these times.</p> <p>Know the number on minutes in an hour and the number of hours in a day.</p>	<p>and hours. Use vocabulary such as o'clock, am, pm, morning, afternoon, noon and midnight.</p> <p>Know the number of seconds in a minute and the number of days in each month, year and leap year.</p> <p>Compare durations of events (eg; the time taken by a particular event or task)</p>	<p>months, weeks to days.</p>	<p>metres (m<sup>2</sup>) and estimate the area of irregular shapes. Decimal notation including scaling.</p>	<p>different perimeters and vice versa.</p> <p>Recognise when it is possible to use the formulae for area and volume of shapes.</p> <p>Calculate the area of parallelograms and triangles.</p> <p>Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>). and extending to other units (mm<sup>3</sup> and km<sup>3</sup>).</p>
<p><b>Geometry- properties of shapes</b></p>	<p>Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal</p>	<p>Recognize and name common 2-D and 3-D shapes, including. 2-D shapes (eg; rectangles including squares, circles and triangles) 3-D shapes (eg; cuboids, including</p>	<p>Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in vertical line. Identify and describe the</p>	<p>Draw 2-D shapes and make 3-D shapes using a range of materials; recognise 3-D shapes in different orientations and describe them.</p>	<p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</p>	<p>Identify 3-D shapes, including cubes and other cuboids, from 2-D representations.</p> <p>Know angles are measured in degrees: estimate and compare acute,</p>	<p>Draw 2-D shapes using given dimensions and angles.</p> <p>Recognise, describe and build simple 3-D shapes including making nets.</p>

	<p>and mathematical language: 'sides', 'corners', 'straight', 'flat', 'round'.</p> <ul style="list-style-type: none"> <li>• Select shapes appropriately: flat surfaces for a building, a triangular pattern for a roof, etc.</li> <li>• Combine shapes to make new ones – an arch, a bigger triangle, etc.</li> </ul> <p>Select, rotate and manipulate shapes in order to develop spatial reasoning skills.</p> <p>Compose and decompose shapes so that children can recognise a shape can have other shapes within it, just as numbers can.</p>	<p>cubes, pyramids and spheres).</p>	<p>properties of 3-D shapes, including the number of edges, vertices and faces.</p> <p>Identify 2-D shapes on the surface of 3-D shapes, (eg; a circle on a cylinder and a triangle on a pyramid).</p> <p>Compare and sort common 2-D and 3-D shapes and everyday objects.</p>	<p>Recognise angles as a property of shape or a description of a turn.</p> <p>Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle.</p> <p>Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</p>	<p>Identify acute and obtuse angles and compare and order angles up to two right angles by size.</p> <p>Identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry.</p>	<p>obtuse and reflex angles.</p> <p>Draw given angles and measure them in degrees (°)</p> <p>Identify Angles at a point and a whole turn (total 360°)</p> <p>Angles at a point on a straight line and ½ a turn (total 180°)</p> <p>Other multiples of 90°</p> <p>Use the properties of rectangles to deduce related facts and find missing lengths and angles.</p>	<p>Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons.</p> <p>Recognise angles where they meet at a point, are on straight line or are vertically opposite and find missing angles.</p>
<p><b>Geometry – position and direction</b></p>	<p>Understand position through words alone – for example, “The bag is under the table,” – with no pointing.</p> <ul style="list-style-type: none"> <li>• Describe a familiar route.</li> <li>• Discuss routes and locations, using</li> </ul>	<p>Describe position, direction and movement, including whole, half, quarter and three-quarter turns.</p>	<p>Order and arrange combinations of mathematical objects in patterns and sequences.</p> <p>Use mathematical vocabulary to describe position, direction and movement in a</p>		<p>Describe positions on a 2-D grid as co-ordinates in the first quadrant.</p> <p>Describe movements between positions as translations of a given unit to the</p>	<p>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.</p>	<p>Describe positions on the full co-ordinate grid (all four quadrants)</p> <p>Draw and translate simple shapes on the co-ordinate plane and reflect them in the axes.</p>

	<p>words like 'in front of' and 'behind'.</p> <p>Draw information from a simple map.</p>		<p>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).</p>		<p>left/right and up/down.</p> <p>Plot specified points and draw sides to complete a given polygon.</p>		
<b>Statistics</b>	<p>Experiment with their own symbols and marks, as well as numerals.</p>		<p>Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.</p> <p>Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.</p> <p>Ask and answer questions about totaling and comparing categorical data.</p>	<p>Interpret and present data using bar charts, pictograms and tables.</p> <p>Solve one-step and two-step questions (eg; How many more? and How many fewer?) using information presented in scaled bar charts, pictograms and tables.</p>	<p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <p>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</p>	<p>Solve comparison, sum and difference problems using information presented in a line graph.</p> <p>Complete, read and interpret information in tables, including timetables.</p>	<p>Interpret and construct pie charts and line graphs and use these to solve problems.</p> <p>Calculate and interpret the mean as an average.</p>
<b>Ratio and Proportion</b>							<p>Solve problems involving the relative sizes of two quantities where missing values can be found by using integer</p>

							<p>multiplication and division facts.</p> <p>Solve problems involving the calculation of percentages (for example, of measures and such as 15% of 360) and use percentages for comparison.</p> <p>Solve problems involving similar shapes where the scale factor is known or can be found.</p> <p>Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.</p>
Algebra							<p>Use simple formulae</p> <p>Generate and describe linear number sequences.</p> <p>Express missing number problems algebraically.</p> <p>Find pairs of numbers that satisfy number sentences</p>

								involving two unknowns.  Enumerate possibilities of combinations of two variables.
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