Skills Progression: Mathematics

EYFS



Mathematics

In EYFS pupils are assessed against two Early Learning Goals (ELG) for Maths. These are in: Number and Numerical Patterns.

Developing a strong grounding in number is essential so that all children develop the necessary building blocks to excel mathematically. Children should be able to count confidently, develop a deep understanding of the numbers to 10, the relationships between them and the patterns within those numbers. By providing frequent and varied opportunities to build and apply this understanding - such as using manipulatives, including small pebbles and tens frames for organising counting - children will develop a secure base of knowledge and vocabulary from which mastery of mathematics is built. In addition, it is important that the curriculum includes rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures. It is important that children develop positive attitudes and interests in mathematics, look for patterns and relationships, spot connections, 'have a go', talk to adults and peers about what they notice and not be afraid to make mistakes.

pg 10. EYFS Statutory Framework January 2024

Children at the expected level of development will:

Number:

- Have a deep understanding of number to 10, including the composition of each number;
- Subitise (recognise quantities without counting) up to 5;
- 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

Numerical Patterns:

- Verbally count beyond 20, recognising the pattern of the counting system;
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; 27
- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge: (National Curriculum Coverage – Statutory Requirements) Number and Place Value	Number and Place Value: Pupils should be taught to: - count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number - count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens - given a number, identify one more and one less - 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 - read and write numbers from 1 to	Number and Place Value: Pupils should be taught to: - count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward - recognise the place value of each digit in a two-digit number (tens, ones) - identify, represent and estimate numbers using different representations, including the number line - compare and order numbers from 0 up to 100; use and = signs - read and write numbers to at least 100 in numerals and in words - use place value and number facts to solve problems.	Number and Place Value: Pupils should be taught to: - count from 0 in multiples of 4, 8, 50 and 100; 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 - identify, represent and estimate numbers using different representations - read and write numbers up to 1000 in numerals and in words - solve number problems and practical problems involving these ideas.	Number and Place Value: Pupils should be taught to: - count in multiples of 6, 7, 9, 25 and 1000 - find 1000 more or less than a given number - count backwards through zero to include negative numbers - 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	Number and Place Value: Pupils should be taught to: - read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit - count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 - interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero - 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	Number and Place Value: Pupils should be taught to: - 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.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	20 in numerals and words.			that involve all of the above and with increasingly large positive 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.	- read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	
Number and Place Value	- 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 Read and write numbers from 1-20 in numerals and words Count to and across 100, forwards and backwards,	 Identify, represent and estimate numbers. Compare and order numbers from 0 to 100. Use < > symbols and = sign Read and write numbers to 100 in numerals and words. Count in steps of 2,3,and 5 from 0 and in tens from any number, forward and backward. Recognising place value of 2 digit numbers. 	 Identify, represent and estimate numbers using different representations. Read and write numbers up to 1000 in numerals in words. Recognise place value of 3 digit numbers. Compare and order numbers up to 1000. Count from 0 in multiples of 4,8,50 and 100. Find 10 or 100 more or less than a given number. 	 Identify, represent and estimate numbers using different representations. Round any number to the nearest 10, 100, 1000. 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. Order and compare numbers 	- Read, write, order and compare numbers to at least 1,000 000 and determine the value of each digit Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100, 000 Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000 Interpret negative numbers in context, count	 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.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	beginning with 0 or 1, or from any given number. - Count, read and write numbers to 100 in numerals. Count in multiples of 10. - Given a number, identify one more and one less. - Count in multiples of 2s and 5s.	- Use place value and number facts to solve problems.	- Solve place value problems using one, tens and hundreds.	beyond 1000. Read Roman numerals to 100 and know that over time the numeral system changed to include the concept of zero and place value. Add and subtract with up to 4 digit using the columnar method. Count backwards through zero to include negative numbers. Solve number and practical problems which involve rounding numbers and place value.	forwards and backwards with positive and negative whole numbers, including through zero. - 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.	
Key Vocabulary: Number and Place Value This section identifies key vocabulary which should be introduced and explicitly	 Sort Represent Multiples Partitioning Ones Tens 	 Count in steps Count in multiples Place value Estimate Compare 	 Ascending Descending 10 or 100 more 10 or 100 less Hundreds 	 Negative numbers Roman numerals 1000 more 1000 less Thousands Round 	 Ten thousands One hundred thousand Powers of Integer 	MillionsTen millions
taught in each year group. Language should be revisited year on year, retrieved regularly and	compare, count on, digit, fewest,	exchange, interval, least, multiple,	ascending, descending, hundred(s), part,	place holder, Roman, numeral, round,	hundred, thousand(s), integer, negative	ten million

value,	whole	thousands	number, millions, power of 10, ten thousand	
)			ten thousand	
Subtraction: Pupils should be taught to: - solve problems with addition and subtraction: - using concrete objects and pictorial representations, including those involving numbers, and measures - applying their increasing knowledge of mental and written methods	Addition and Subtraction: Pupils should be taught to: - add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and ten; a three-digit number and where and hundreds - add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction - estimate the	Subtraction: Pupils should be taught to: - 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	Subtraction: Pupils should be taught to: - 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 - use rounding to check answers to calculations and determine, in the	Addition, Subtraction, Multiplication and Division: Pupils should be taught to: - 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 - solve problems involving addition, subtraction, multiplication and
tti ir a diidiidiidiidiidiidiidiidiidiidiidiidii	raught to: Ind - solve problems with addition and subtraction: - using concrete objects and ion, ils (=) representations, including those d use involving numbers, ds and raction measures 20 - applying their increasing the two- interval and written methods	Addition and Subtraction: taught Pupils should be taught to: Ind - solve problems with addition and subtract numbers mentally, including: - using concrete objects and pictorial representations, including those disand quantities and raction measures quantities and raction measures increasing through the first of the pictorial representations with up to three digits, using formal written methods of columnar addition and subtraction and subtraction and subtraction cep - recall and use addition and subtract answer to a	Addition and Subtraction: Pupils should be taught to: Ind - solve problems with addition and subtract numbers mentally, including: - using concrete objects and including those involving numbers, as and quantities and raction measures pep - recall and use addition and subtract increasing to the formal written addition and subtract including to the formal written and subtract including to the formal written and subtract including those including those involving numbers, and hundreds of columnar addition and subtract increasing written methods of columnar addition and subtract increasing and subtraction and su	Addition and Subtraction: taught Pupils should be taught to: and - solve problems with addition and subtraction: all subtraction: - using concrete of including those involving numbers, as and and subtract and measures as and numbers with up traction measures tract increasing to the formal written methods of sep of the formal written methods of sep of the formal written methods of sep of the formal written and subtract numbers with up to check answers to the formal written and subtract numbers with up to check answers to calculation and subtract numbers with up to check answers to calculation and subtract numbers in calculation and subtract numbers with up to check answers to calculation and subtract on written methods of subtraction two-served addition and written methods to addition and and subtraction and subtraction where appropriate and subtract numbers with up to check answers to calculations and determine, in the carbon and subtraction and subtraction which operations and methods to problem, levels of

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = -9.	to 20 fluently, and derive and use related facts up to 100 - add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones; a two-digit numbers adding three one-digit numbers: adding three one-digit numbers - show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot - recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing	use inverse operations to check answers - solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.		- solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		number problems.				
Addition and Subtraction	 Read, write and interpret mathematical statements involving +, -, = signs. Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations. Represent and use number bonds and related subtraction facts to 20. Solve missing number problems. 	 Add and subtract numbers using concrete objects, pictorial representations and mentally including a 2-digit number and ones 2-digit number and tens two 2-digit numbers adding three one digit numbers Solve problems with addition and subtraction: Using concrete and pictorial representations, including those involving numbers, quantities and measures Solves problems with addition and subtraction applying their increasing knowledge of mental and 	 Add and subtract numbers mentally including 3 digit numbers and ones 3 digit numbers and tens 3 digit numbers and hundreds Add and subtract numbers with up to 3 digit numbers using column methods. Solve problems including missing number susing number facts. Estimate the answer to a calculation and use inverse methods to check answers. 	 Add and subtract numbers with up to 4 digits using the formal written method of columnar addition and subtraction where appropriate Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why. Estimate and use inverse operations to check answers to calculations. 	 Add and subtract whole numbers with more than 4 digits, including using columnar written methods. Add and subtract numbers mentally with an increasingly large numbers Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why including understanding the meaning of the equals sign Uses rounding to check answers to calculations and determines, in the context of a problem, levels of accuracy 	 Solves addition and subtraction multi-step problems in context Perform mental calculation, including mixed operations and large numbers. Use knowledge of the order of operations to carry out calculations involving the 4 operations. Solve + and – multi-step problems in contexts, deciding which operations and methods to use and why. Use estimation to check answers and determine an appropriate degree of accuracy.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		written methods Recall and use addition facts to 20. Use related facts to 100. Recognise & use inverse.				
Key Vocabulary: Addition and Subtraction This section identifies key vocabulary which should be introduced and explicitly	 Addition/add Subtraction Difference Equals Facts Problems Missing number problems 2-digit number Inverse 	 Sum 3-digit number Commutative 	 Column addition Column subtraction Exchange Estimate 	 4-digit number Operations Methods 	No new vocabulary introduced.	No new vocabulary introduced.
taught in each year group. Language should be revisited year on year, retrieved regularly and pupils understanding of these key words should be checked often. Words in blue refer to vocabulary recommended in the White Rose Scheme resources.	addition, add together, subtraction/ subtract, difference, double, efficient, equal to, fact family, greater, group, inverse, less, minus, near double, number bond, plus,	calculation, exchange, method, multiple, one(s), operation, partition, related facts, ten(s), value, increase, decrease, sum	column, addition, column, subtraction, digit, estimate, exchange, hundred(s), inverse, crossing the 10, crossing the 100,	efficient, inverse, round, thousand(s)	accurate, approximate, constant difference, strategy	order of operations

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge: (National Curriculum Coverage – Statutory Requirements) Multiplication and Division	symbol, systematic, total Multiplication and Division: Pupils should be taught to: - solve one-step problems involving multiplication and division, by calculating the - answer using concrete objects, pictorial representations and arrays with	Multiplication and Division: Pupils should be taught to: - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers - calculate mathematical	Multiplication and Division: Pupils should be taught to: - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables - write and calculate mathematical statements for multiplication and	Multiplication and Division: Pupils should be taught to: - recall multiplication and division facts for multiplication tables up to 12 × 12 - use place value, known and derived facts to multiply and divide	Multiplication and Division: Pupils should be taught to: - 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,	Multiplication and Division: Pupils should be taught to: - 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
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Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		another cannot - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	positive integer scaling problems and correspondence problems in which n objects are connected to m objects.	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.	 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 recognise and use square 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 	written method of short division where appropriate, 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

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					and cubes - solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign - solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.	problem, an appropriate degree of accuracy.
Multiplication and Division	- Solve one step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	- 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	 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 that they know, including 	- Recall multiplication and division facts for multiplication tables up to 12 x 12 - Use place value, known and derived facts to multiply and divide mentally, including the following: multiplying by 0 and 1; dividing by	 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 	 Identify common factors, common multiples and prime numbers. Use estimation to check answers to calculations and determine, in the context of the problem, an appropriate degree of accuracy. Multiply multidigit numbers up

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		number by another cannot Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), 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	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 integer scaling problems and correspondence problems in which n objects are connected to m objects.	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 which n objects are connected to m objects	100 is prime and recall prime numbers up to 19 Recognise and use square numbers and cube numbers, and the notation for square and cubed solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign Solve problems involving multiplication and division, including scaling by simple fractions and	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 - Preform mental

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					problems	calculations, including with mixed operations and large numbers - Solve problems involving all four operations - Use their knowledge of the order of operations to carry out calculations involving the four operations - Using their knowledge of the order of operations to carry out calculations involving the four operations to carry out calculations involving the four operations - Solve problems involving addition, subtraction, multiplication and division
Key Vocabulary: Multiplication and Division This section identifies key vocabulary which should be introduced and explicitly taught in each year group. Language should be	MultiplicationDivisionArrays	 Multiplication tables Commutative Repeated addition 	 Exchange Mathematical statements Missing number problems Integer scaling problems Correspondence 	 Factor pairs Formal written layout Distributive law Remainders 	 Multiples Factors Prime numbers Square numbers Cube numbers Short division Product Dividend 	 Multi-digit numbers Long division

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
revisited year on year, retrieved regularly and pupils understanding of these key words should be checked often. Words in blue refer to vocabulary recommended in the White Rose Scheme resources.	array, divide, repeated, addition	divide, even, half, lots of, multiply, odd, twice, times times-table,	problems • Derived facts commutative, inverse, multiple, product, remainder, scaling	factor, factor pair, inverse, triple, efficient	 Divisor Quotient Operations Common multiple, Common factor, cube number, prime number, square number 	Composite number, order of operations, powers of
Knowledge: (National Curriculum Coverage – Statutory Requirements) Fractions (decimals and percentages)	Fractions: Pupils should be taught to: - 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.	Fractions: Pupils should be taught to: - recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity - write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.	Fractions: Pupils should be taught 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 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 and non-	Fractions (including decimals): Pupils should be taught to: - 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	Fractions (including decimals and percentages): Pupils should be taught to: - compare and order fractions whose denominators are all 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	Fractions (including decimals and percentages): Pupils should be taught to: - use common factors to simplify fractions; use common multiples to express fractions in the same denomination - compare and order fractions, including fractions > 1 - add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			unit fractions with small denominators - recognise and show, using diagrams, equivalent fractions with small denominators - add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7}$ + $\frac{1}{7} = \frac{6}{7}$] - compare and order unit fractions, and fractions with the same denominators - solve problems that involve all of the above.	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 recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ 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 round decimals with one decimal place to the nearest whole	mathematical statements > 1 as a mixed number [for example, $\frac{2}{5}$ + $\frac{4}{5}$ = $\frac{6}{5}$ = $1\frac{1}{5}$] - add and subtract fractions with the same denominator and denominators that are multiples of the same number - multiply proper fractions and mixed numbers, supported by materials and diagrams - read and write decimal numbers as fractions [for example, 0.71 = $\frac{71}{100}$] - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents round decimals with two decimal places to the	 multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, \frac{1}{4} \times \frac{1}{2} = \frac{1}{8} \right] divide proper fractions by whole numbers [for example, \frac{1}{3} \div 2 = \frac{1}{6} \right] associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, \frac{3}{8} \right] identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places multiply one-digit numbers with up

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
				number - compare numbers with the same number of decimal places up to two decimal places - solve simple measure and money problems involving fractions and decimals to two decimal places.	nearest whole number and to one decimal place read, write, order and compare numbers with up to three decimal places 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: \frac{1}{2}, \frac{1}{4}, \frac{1}{5}, \frac{2}{5}, \frac{4}{5} \tan and those fractions with a denominator of a multiple of 10 or	to two decimal places by whole numbers - use written division methods in cases where the answer has up to two decimal places - solve problems which require answers to be rounded to specified degrees of accuracy - recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	- Recognise, find	- Recognise, find,	- Count up and	- Recognise and	25 Compare and	- Use common
Fractions, Decimals and Percentages	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	name and write fractions 1/3, 1/4, 2/4, and 3/4 of a length, shape, set of objects or quantity - Write simple fractions e.g. 1/2 of 6 = 3 - Recognise the equivalent of two quarters and one half	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 and non- unit fractions with small denominators Recognise and non- unit fractions with small denominators Recognise and show, using diagrams, equivalent fractions with small denominators Add and subtract	show, using diagrams, families of common equivalent fractions Count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten - Solve problems involving increasingly harder fractions to calculate quantities, including non -unit fractions where the answer is a whole number - Add and subtract fractions with the same denominator - Recognise and write decimal equivalents of any	order fractions whose denominators are all 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 to the other writing mathematical statements >1 as a mixed number (e.g. 2/5 + 4/5 = 6/5 = 1 1/5) - Read and write decimal numbers as fractions - Add and subtract fractions with the same denominator and denominators	factors to simplify fractions; use common multiples to express fractions in the same denomination Compare and order fractions including fractions including fractions >1 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 (e.g. ½ x ½ = 1/8) Divide proper fractions by whole number (e.g. 1/3 ÷ 2 = 1/6) Associate a fraction with

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
			fractions with the same denominator within one whole (e.g. 5/7 + 1/7 = 6/7) Compare and order unit fractions with the same denominators Solve problems that involve all of the above	number of tenths or hundredths Recognise and write decimal equivalents to 1/4; 1/2, ¾ - 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 Round decimals with one decimal place to the nearest whole number - Compare numbers with the same number of decimal places up to two decimal places Solve simple measures and money problems involving fractions and decimals to two decimal places	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 (e.g. 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 whole number and to one decimal place - Read, write, order and compare numbers with up to 3 decimal places - Solve problems	division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8) Identify the value of each digit in numbers given to three decimal places Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Multiply one-digit numbers with up to two decimal places by whole numbers Use written division methods in cases where the answer has up to two decimal places Solve problems which require answers to be rounded to specified degrees of accuracy Recall and use

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					involving numbers up to 3 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 1/2, 1/4, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25	equivalences between simple fractions, decimals and percentages, including in different contexts
Key Vocabulary: Fractions, decimals and percentages This section identifies key vocabulary which should be introduced and explicitly taught in each year group.	WholeHalfQuarterEqual parts	 Three quarters Third Equivalent fractions Unit fractions Non unit fractions Numerator Denominator 	• Tenths	 Decimal equivalent Hundredths Convert Proper fractions Improper fractions Decimal point 	 Fifth Thousandths Mixed numbers Per cent % Factors Integer Complements 	No new vocabulary introduced.

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Language should be revisited year on year, retrieved regularly and pupils understanding of these key words should be checked often. Words in blue refer to vocabulary recommended in the White Rose Scheme resources.	equal parts, half, quarter, whole	• One whole numerator, denominator, equivalent, unit fraction, non-unit fraction, third, two-quarters, three-quarters	scale, compare, convert	decimal equivalent, decimal place, decimal point, hundredths, improper, fractions, mixed, numbers, proper fractions, round, tenths	common denominator, fractional part, percentage, thousandth	simplify, simplest form, recurring
Knowledge: (National Curriculum Coverage – Statutory Requirements) Ratio and Proportion						Ratio and proportion: Pupils should be taught to: - solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts - solve problems involving the calculation of percentages [for example, of measures, and such as 15% of

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
						360] and the use of percentages for comparison - solve problems involving similar shapes where the scale factor is known or can be found - solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.
Ratio and Proportion						- Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts Solve problems involving the calculation of percentages (e.g. of measures, and such as 15% of 360) and the use of percentages for

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Key Vocabulary: Ratio and Proportion	N/A	N/A	N/A	N/A	N/A	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 - Relative size - Missing values
This section identifies key vocabulary which should be introduced and explicitly taught in each year group. Language should be revisited year on year, retrieved regularly and pupils understanding of these key words should be checked often.						 Integer multiplication Percentages Scale factor Unequal sharing and grouping additive, enlargement, multiplicative, proportion, ratio,
Words in blue refer to vocabulary recommended in the White Rose Scheme resources. Knowledge:						scale factor, scaling, simplest form Algebra: Pupils should be taught

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
(National Curriculum Coverage – Statutory Requirements) Algebra						to: - 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.
Algebra	'Missing Number' objectives: - Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = 9	'Missing Number' objectives: - Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	'Missing Number' objectives: - 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

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
						combinations of two variables
Key Vocabulary: Algebra This section identifies key vocabulary which should be introduced and explicitly taught in each year group. Language should be revisited year on year, retrieved regularly and pupils understanding of these key words should be checked often. Words in blue refer to vocabulary recommended in the White Rose Scheme resources.	N/A	N/A	N/A	N/A	N/A	 Formulae Linear number sequences Algebraically Equation Unknowns Combinations Variables algebra, equation, expression, function, input, linear output, rule, solve, substitution, value,
Knowledge: (National Curriculum Coverage – Statutory Requirements) Measurement	Measurement: Pupils should be taught to: - compare, describe and solve practical problems for: - lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] - mass/weight [for	Measurement: Pupils should be taught to: - 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)	Measurement: Pupils should be taught to: - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) - measure the perimeter of simple 2-D shapes - add and subtract	Measurement: Pupils should be taught to: - convert between different units of measure [for example, kilometre to metre; hour to minute] - measure and calculate the perimeter of a rectilinear figure	Measurement: Pupils should be taught to: - convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	Measurement: Pupils should be taught to: - 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

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	example, heavy/light, heavier than, lighter than] - capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] - time [for example, quicker, slower, earlier, later] - measure and begin to record the following: - lengths and heights - mass/weight - capacity and volume - time (hours, minutes, seconds) - recognise and know the value of different denominations of coins and notes - sequence events in chronological order using language [for example, before	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 = 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 compare and sequence intervals of time	amounts of money to give change, using both £ and p in practical contexts - 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	(including squares) in centimetres and metres - find the area of rectilinear shapes by counting squares - estimate, compare and calculate different measures, including money in pounds and pence - 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	- understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints - measure and calculate the perimeter of composite rectilinear shapes 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 - estimate volume [for example, using 1 cm³ blocks to build cuboids (including cubes)] and capacity [for	between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places - convert between miles and kilometres - recognise that shapes with the same areas can have different perimeters and vice versa - recognise when it is possible to use formulae for area and volume of shapes - calculate the area of parallelograms and triangles - calculate, estimate and compare volume of cubes and cuboids using standard units,

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	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.	- 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 durations of events [for example to calculate the time taken by particular events or tasks].		example, using water] - solve problems involving converting between units of time - use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.	including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³].
Measurement	 Compare, describe and solve practical problems for: Lengths and heights (e.g. long/short, longer/shorter, tall/short, double/half) Mass or weight (e.g. heavy/light, heavier than, lighter than) Capacity/volume (e.g. full/empty, 	 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, 	- Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) - Measure the perimeter of simple 2-D shapes - Add and subtract amounts of money giving change, using both £ and p	- Convert between different units of measure (e.g. kilometre to metre; hour to minute) Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres - Find the area of rectilinear shapes	- Convert between different units of measure (e.g. kilometre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) - Understand and use approximate equivalences between metric	- 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

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	more than, less than, half, half full, quarter) Time (e.g. quicker, slower, earlier, later) Measure and begin to record the following: Lengths and heights Mass/weight Capacity and volume Time (hours, minutes, seconds) Recognise and know the value of different denominations of coins and notes Sequence events in chronological order using language (e.g. before, after, next, first, today, tomorrow, morning, afternoon and evening) Recognise and use the language relating to dates,	 scales, thermometers and measuring vessels Compare and order lengths, mass, volume/ capacity and record the results using <, > and = 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 Compare and sequence intervals of time Tell and write time to five minutes, including quarter 	in practical contexts - Tell and write the time from an analogue clock, including using Roman numerals from 1 to X11, and 12 hour and 24 hour clocks - Estimate and read time to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as am/pm, 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	by counting - Estimate, compare and calculate different measures, including money in pounds and pence - 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	units and common imperial units such as inches, pounds and pints - Measure and calculate the perimeter 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 estimate volume (e.g. using 1 cm³ blocks to build cuboids (including cubes)) and capacity (e.g. using water) - Solve problems involving converting between units of	length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to three decimal places - Convert between miles and kilometres Recognise that shapes with the same areas can have different perimeters and vice versa - Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles - Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³)

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	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.	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	events or tasks. - Measure the perimeter of simple 2-D shapes		time Use all four operations to solve problems involving measure (for example, length, mass, volume, money) using decimal notation, including scaling	and cubic metres (m³) and extending to other units (e.g. mm³ and km³
Key Vocabulary: Measurement	Measure and Length: Compare centimetres, ruler	Measure and Length: Standard unit Estimate Order Record results Centimetre (cm)	Measure and Length: Millimetre (mm) Perimeter convert, millimetres,	Measure and Length: Kilometres (km) Rectilinear figure Area	Measure and Length: Decimal notation Scaling Metric units Imperial units Inches	Measure and Length: Conversion Miles Formulae Parallelograms Triangles
This section identifies key vocabulary which should be introduced and explicitly taught in each year group. Language should be	Height, weight and Capacity: Mass Volume	Metre (m) metres Usinht weight and	perimeter Height, weight and Capacity: N/A	kilometres, rectilinear, width Height, weight and	 Compound shape Irregular shapes Square centimetres 	FeetformulaHeight, weight and
revisited year on year, retrieved regularly and pupils understanding of these key words should be checked often. Words in blue refer to vocabulary recommended	capacity, container, non-standard, volume <u>Time:</u> • Chronological order	Height, weight and Capacity: Kilogram (kg) Gram (g) Quarter full Three quarters full Litres (l)	convert Time: Analogue clock Roman numerals 12-hour clock	Capacity: N/A Time: Convert Money:	 Square metres imperial, inches, metric, volume Height, weight and 	Capacity: Cubic metre Cubic millimetre Cubic kilometre Gallons Stones
in the White Rose Scheme resources.	 Days of the week Months of the year Month Year O'clock Half past 	 Millilitres (ml) Temperature Celsius celsius, circular scales, degrees, grams, 	 12-nour clock 24-hour clock a.m and p.m Noon Midnight Leap year Digital 	N/A decimal	Capacity: Cubic centimetre Pounds Pints cubic, centimetres,	Ounces formula, gallon, ounces, tonnes<u>Time:</u> N/A

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Second	kilograms,			imperial	
		litres,	analogue		metric,	Money:
	half past,	millilitres,	clock,		pints,	N/A
	hour,	temperature,	12-hour clock,		pounds,	
	month,	thermometer	24-hour clock, digital			
	o'clock, second,		clock		<u>Time:</u>	
	watch,	<u>Time:</u>	duration,		N/A	
	week,	 Intervals of time 	leap year,			
		 Quarter past/to 	am,		<u>Money:</u>	
	Money:	 Duration 	pm,		N/A	
	 Money 		Roman			
	• Coins	five-minute	numerals,			
	 Notes 	intervals				
	 Pounds(£) 	midnight,				
	Pence (p)	noon, quarter past,	Money:			
		quarter to,	N/A			
	amount, coin,					
	note, money,	Money:	convert			
	pence (p),	 Value 				
	pound (£),	 Change 				
	unitise,	_				
	value	change, cost,				
		worth				
	Geometry:	Geometry:	Geometry:	Geometry:	Geometry:	Geometry:
Knowledge:	Pupils should be taught	Pupils should be taught	Pupils should be taught	Pupils should be taught	Pupils should be taught	Pupils should be taught
(National Curriculum	to:	to:	to:	to:	to:	to:
Coverage – Statutory	- recognise and	- identify and	- draw 2-D shapes	- compare and	- identify 3-D	- draw 2-D shapes
Requirements)	name common 2-D	describe the	and make 3-D	classify geometric	shapes, including	using given
	and 3-D shapes,	properties of 2-D	shapes using	shapes, including	cubes and other	dimensions and
Geometry (properties of	including:	shapes, including	modelling	quadrilaterals and	cuboids, from 2-D	angles
shape)	- 2-D shapes [for	the number of	materials;	triangles, based on	representations	- recognise, describe
Silupe)	example,	sides and line	recognise 3-D	their properties	- know angles are	and build simple 3-
	rectangles	symmetry in a	shapes in different	and sizes	measured in	D shapes,

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	(including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].	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.	orientations and describe them - recognise angles as a property of shape or a description of a turn - identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle - identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	 identify acute and obtuse angles and compare and order angles up to two right angles by size identify lines of symmetry in 2-D shapes presented in different orientations complete a simple symmetric figure with respect to a specific line of symmetry. 	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 2 1 a turn (total 180°) *other multiples of 90° - 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.	including making nets - compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons - illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius - recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.
	Geometry: Pupils should be taught	Geometry: Pupils should be taught		Geometry: Pupils should be taught	Geometry: Pupils should be taught	<u>Geometry:</u> Pupils should be taught
Knowledge:	to: • describe position,	to: - order and arrange		to: - describe positions	to: - identify, describe	to: - describe positions
(National Curriculum	describe position,	order and arrange		describe positions	identify, describe	describe positions

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Coverage – Statutory Requirements) Geometry (position and direction)	direction and movement, including whole, half, quarter and threequarter turns.	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).		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.	and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.	on the full coordinate grid (all four quadrants) - draw and translate simple shapes on the coordinate plane, and reflect them in the axes.
Geometry: shape, position and direction	 Recognise and name common 2-D and 3-D shapes, including: 2-D shapes (e.g. rectangles including squares), circles and triangles) 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres) 	 Identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line Recognise and name common 3-D shapes (for example, cuboids (including cubes) 	Draw 2-D shapes Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations; and describe them with increasing accuracy Recognise angles as a property of shape and	 Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify acute and obtuse angles and compare and order angels up to two right angles by size 	 Identify 3-D shapes, including cubes and cuboids, from 2-D representations Know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles Draw given angles, measuring them in 	 Draw 2D shapes using given dimensions and angles Recognise, describe and build simple 3-D shapes, including making nets Compare and classify geometric shapes based on their properties

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Describe position, directions and movements, including half, quarter and three-quarter turns	pyramids and spheres) 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 Order and arrange combinations of mathematical objects in patterns Use mathematical vocabulary to describe position, direction and movement, including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise/anti-clockwise)	associate angles with turning Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle Identify horizontal and vertical lines and pairs of perpendicular and parallel lines	 Identify lines of symmetry in 2-D shapes presented in different orientations Complete a simple symmetric figure with respect to a specific line of symmetry Describe positions on a 2-D grid as coordinates in the first quadrant Describe movement 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 	degrees (°) Identify: angles at a point and one whole turn (total 360°) angles at a point on a straight line and ½ a turn (total 180°) Other multiples of 90° Use the properties of a rectangle to deduce related facts and find missing lengths and angles Distinguish between regular and irregular polygons based on reasoning about equal sides and angles 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	and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles Describe positions on the full coordinate grid (all four quadrants) Draw and translate simple shapes on the coordinate plane, and reflect them in axes

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Key Vocabulary: Geometry This section identifies key vocabulary which should be introduced and explicitly taught in each year group. Language should be revisited year on year, retrieved regularly and	Geometry - Properties of Shape: Sides Corners Properties Properties Pyramids Faces Geometry - Position and Direction: Position Movement Whole turn Quarter turn Half turn	Geometry - Properties of Shape: Pentagon Hexagon Line of symmetry Properties Cylinder Edges Vertices Vertex edge, line of symmetry, symmetrical, vertex, vertices	Geometry - Properties of Shape: Right-angled triangle Heptagon Octagon Polygon Properties Prism Orientations Angles Acute angle Turn Right angles Half turn Three quarters of a turn	Geometry - Properties of Shape: Isosceles Equilateral Scalene Trapezium Rhombus Parallelogram Kite Geometric shapes Quadrilaterals equilateral, regular, irregular, isosceles, parallelogram, quadrilateral, rhombus,	changed Geometry - Properties of Shape: Regular polygon Irregular polygon Reflex angle Degrees One whole turn Angles on a straight line Angles around a point Vertically opposite Missing angles adjacent, degrees, reflex angle	Geometry - Properties of Shape: Radius Diameter Circumference Dimensions base, circumference, diameter, dimensions, interior angles, intersect, net, opposite, angles, radius, Geometry - Position
Language should be revisited year on year,	DirectionMovementWhole turnQuarter turn	symmetrical, vertex,	 Turn Right angles Half turn Three quarters of a 	regular, irregular, isosceles, parallelogram, quadrilateral,	adjacent, degrees,	opposite, angles, radius,

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		Statistics:	parallel, perpendicular, polygon, right angle Geometry - Position and Direction: N/A Statistics:	coordinates, grid, reflection, translation, Statistics:	Statistics:	Statistics:
Knowledge: (National Curriculum Coverage – Statutory Requirements) Statistics		Pupils should be taught to: - 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.	Pupils should be taught to: - 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.	Pupils should be taught to: - 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.	Pupils should be taught to: - solve comparison, sum and difference problems using information presented in a line graph - complete, read and interpret information in tables, including timetables.	Pupils should be taught to: - interpret and construct pie charts and line graphs and use these to solve problems - calculate and interpret the mean as an average.
Statistics		- Interpret and construct simple pictograms, tally charts, block	- Interpret and present data using bar charts, pictograms and	 Interpret and present discrete and continuous data using 	- Solve comparison, sum and difference problems using	 Interpret and construct pie charts and line graphs and use

Skills	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		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 compare categorical data	tables Solve one- step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts and pictograms and tables	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 graph	information presented in a line graph Complete, read and interpret information in tables, including timetables	these to solve problems - Calculate and interpret the mean as an average
Key Vocabulary: Statistics This section identifies key vocabulary which should be introduced and explicitly taught in each year group. Language should be revisited year on year, retrieved regularly and pupils understanding of these key words should be checked often. Words in blue refer to vocabulary recommended in the White Rose Scheme resources.	N/A	Statistics: Pictograms Tally chart Block diagram Category Sorting Totalling Comparing Horizontal Vertical block diagram, key, pictogram, table, tally chart, collect, record	Statistics: Table Bar chart One-step problem Two-step problem axis, bar chart, cell, horizontal axis, label, scale, two-way table, title, vertical axis,	Statistics: Time graph Discrete data Continuous data Line graph Comparison problem Sum problem Difference problem Calculate Interpret data, estimate, line graph	Statistics: Timetable Two-way tables timetable, variable	Statistics: Pie chart Mean average, dual bar chart, mean, pie chart