

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Counting to 1, 2 and 3</p> <p>Have a deep understanding of number to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p> <p>Recognise the pattern of the counting system.</p>	Sort Objects - Identify and represent numbers using pictorial representations including the number line, and the use of : equal to, more than, less than (fewer), most, least	Numbers to 20 – count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number (Year 1)	Represent and partition numbers to 100 – recognise the place value of each digit in a two-digit number (tens, ones) (Year 2)	Represent and partition numbers to 1000 – Recognise the place value of each digit in a four-digit number (100s, 10s and 1s)	Roman numerals – read Roman numerals to 1000 (M) and recognise years written in Roman numerals	Numbers to 1000000 – read, write, order and compare numbers up to 10000000 and determine the value of each digit
	Count objects to 10 - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	Count in 10s – count, read and write number to 100 in numerals; count in multiples of twos, fives and tens (Year 1)	Number line to 100 – compare and order numbers up to 1000	Number line to 1000 - Recognise the place value of each digit in a four-digit number (100s, 10s and 1s)	Numbers to 10000 – read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Numbers to 10000000 - read, write, order and compare numbers up to 10000000 and determine the value of each digit
	Represent Numbers to 10 - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	Counts in 10s and 1s – recognise the place value of each digit in a two-digit number (tens, ones)	100s – count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	Multiples of 1000 – Count in multiples of 6, 7, 9. 25 and 1000	Numbers to 100000 - read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Partition numbers to 10000000 - read, write, order and compare numbers up to 10000000 and determine the value of each digit
	Count objects from a larger group - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	Recognise 10s and 1s - recognise the place value of each digit in a two-digit number (tens, ones)	Represent numbers to 1000 – identify, represent and estimate numbers using different representations	4-digit numbers – identify, represent and estimate numbers using different representations	Numbers to 1000000 - read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Powers of 10 - read, write, order and compare numbers up to 10000000 and determine the value of each digit
<p>Counting to 4</p> <p>Have a deep understanding of number to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p> <p>Recognise the pattern of the counting system.</p>	Count on from any number- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	Build a number from 10s and 1s - recognise the place value of each digit in a two-digit number (tens, ones)	Partition numbers to 1000 – recognise the place value of each digit in a three-digit number (100s, 10s, 1s)	Partition 4-digit numbers - Recognise the place value of each digit in a four-digit number (100s, 10s and 1s)	Read and write 5- and 6-digit numbers - read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Number line to 10000000 - read, write, order and compare numbers up to 10000000 and determine the value of each digit
	One more – given a number, identify one more and one less	Use a place value grid - recognise the place value of each digit in a two-digit number (tens, ones)	Partition numbers to 1000 flexibly - recognise the place value of each digit in a three-digit number (100s, 10s, 1s)	Partition 4-digit numbers flexibly - Recognise the place value of each digit in a four-digit number (100s, 10s and 1s)	Powers of 10 – count forwards or backwards in steps of powers of 10 for any given number up to 1000000	Compare and order any number - read, write, order and compare numbers up to 10000000 and determine the value of each digit
	Count backwards from 10 to 0 - Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	Partition numbers to 100 - recognise the place value of each digit in a two-digit number (tens, ones)	100s, 10s, 1s - recognise the place value of each digit in a three-digit number (100s, 10s, 1s)	1, 10, 100, 1000 more or less – find 1000 more or less than a given number	10/100/1000/10000/100000 more or less - read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Round any number – round any whole number to a required degree of accuracy
	One less – given a number, identify one more and one less	Partition numbers flexibly within 100 - recognise the place value of each digit in a two-digit number (tens, ones)	Use a number line to 1000 - identify, represent and estimate numbers using different representations	1000s, 100s, 10s and 1s - Recognise the place value of each digit in a four-digit number (100s, 10s and 1s)	Partition numbers to 1000000 - read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Negative numbers – use negative numbers in context, and calculate intervals across zero
<p>Counting to 5</p> <p>Have a deep understanding of number to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p> <p>Recognise the pattern of the counting system.</p>	Compare groups – identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Write number to 100 in expanded form - recognise the place value of each digit in a two-digit number (tens, ones)	Estimate on a number line to 1000 - identify, represent and estimate numbers using different representations	Number line to 10000 – identify, represent and estimate numbers using different representations	Number line to 1000000 - read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Add integers – solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why
	Fewer or more? - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	10s on a number line to 100 – identify, represent and estimate numbers using different representations, including the number line	Find 1, 10 and 1000 more or less – count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	Between two multiples - Recognise the place value of each digit in a four-digit number (100s, 10s and 1s)	Compare and order numbers to 10000 - read, write, order and compare numbers to at least 1000000 and determine the value of each digit	Subtract integers - solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why
	<, > or = - identify and represent numbers using objects and pictorial representations including the number, and use the language	10s and 1s on a number line to 100 - recognise the place value of each digit in a two-digit number (tens, ones)	Compare numbers to 1000 – compare and order number ups to 1000	Estimate on a number line to 10000 – order and compare numbers beyond 1000	Compare and order numbers to 1000000 - read, write, order and compare numbers to at least	Problem solving (addition and subtraction) – solve addition and subtraction multi-step problems in contexts, deciding which

	of : equal to, more than, less than (fewer), most, least				1000000 and determine the value of each digit	operations and method to use and why
	Compare numbers - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Estimate numbers on a number line - identify, represent and estimate numbers using different representations, including the number line	Order numbers to 1000 - compare and order number up to 1000	Compare and order numbers to 10000 - order and compare numbers beyond 1000	Round numbers to the nearest 100000 - round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000	Common factors – identify common factors, common multiples and prime numbers
Comparing quantities of identical objects Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Order objects and numbers - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Compare numbers – compare and order numbers from 0 up to 100; use <, > and = signs	Count in 50s - count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	Round to the nearest 1000 – round any number to the nearest 10, 100 or 1000	Round numbers to the nearest 10000 - round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000	Common multiples - identify common factors, common multiples and prime numbers
Subitise (recognise quantities without counting) up to 5	The number line - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Compare numbers (2) – compare and order numbers from 0 up to 100; use <, > and = signs	Apply number bonds within 10 - recognise the place value of each digit in a two-digit number (tens, ones) (Year 2) -	Round to the nearest 100 - round any number to the nearest 10, 100 or 1000	Round numbers to the nearest 10, 100, 1000 - round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000	Rules of divisibility - identify common factors, common multiples and prime numbers
	Parts and wholes - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Compare numbers – compare and order numbers from 0 up to 100; use <, > and = signs	Add/subtract 1s – add and subtract numbers mentally, including: a three-digit number and tens, a three-digit number and hundreds	Round to the nearest 10 - round any number to the nearest 10, 100 or 1000	Mental strategies (addition) – add and subtract numbers mentally with increasingly large numbers	Primes to 100 - identify common factors, common multiples and prime numbers
	The part-whole model – represent and use number bonds and related subtraction facts within 20	Count in 2s, 5s and 10s – count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward	Add/subtract 10s - add and subtract numbers mentally, including: a three-digit number and tens, a three-digit number and hundreds	Round to the nearest 1000, 100 or 10 - round any number to the nearest 10, 100 or 1000	Mental strategies (subtraction) - add and subtract numbers mentally with increasingly large numbers	Squares and cubes – recognise and use square numbers and cube numbers, and the notation for each (year 5)
Comparing quantities of non-identical objects Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Write numbers sentences – read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs	Count in 3s - count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward	Add/subtracts 100s - add and subtract numbers mentally, including: a three-digit number and tens, a three-digit number and hundreds	Add and subtract 1s, 10s, 100s, 1000s – add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Add whole numbers with more than 4 digits – add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	Multiply by a 1-digit number – multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication
Subitise (recognise quantities without counting) up to 5	Fact families, addition facts – read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs	Fact families – recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	Spot the pattern – add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Add two 4-digit numbers - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Add whole numbers with more than 4 digits (2) - add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	Multiply up to a 4-digit number by a 2-digit number - multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication
	Number bonds – represent and use number bonds and related subtraction facts within 20	Learn number bonds - recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	Add 1s across 10 - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Add two 4-digit numbers (one exchange) - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Subtract whole numbers with more than 4 digits - add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	Short division – 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
	Find number bonds – represent and use number bonds and related subtraction facts within 20	Add and subtract two multiples of 10 - recall and use addition and subtraction facts to 20 fluently,	Add 10s across 100 - add and subtract numbers with up to three digits, using the formal written	Add with more than one exchange - add and subtract numbers with up to 4 digits using the formal	Subtract whole numbers with more than 4 digits (2) - add and subtract whole numbers with	Division using factors – identify common factors, common multiples and prime numbers

		and derive and use related facts up to 100	methods of columnar addition and subtraction	written methods of columnar addition and subtraction where appropriate	more than 4 digits, including using formal written methods (columnar addition and subtraction)	
<p>3D shapes</p> <p>There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning skills</p>	Number bonds to 10 – represent and use number bonds and related subtraction facts within 20	Complements to 100 (tens) - recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	Subtract 1s across 10 - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Subtract two 4 digit numbers - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Round to check answers – use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	Divide a 3-digit number by a 2 digit number (long division) - 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
	Add together– represent and use number bonds and related subtraction facts within 20	Add and subtract 1s – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones	Subtract 10s across 100 - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Subtract two 4-digit numbers (one exchange) - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Inverse operations (addition and subtraction) – estimate and use inverse operations to check answers to a calculation	Divide a 4-digit number by a 2-digit number (long division) - 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
	Add more – represent and use number bonds and related subtraction facts within 20	Add by making 10 – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two two-digit numbers	Make connections – solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction	Subtract two 4 digit numbers (more than one exchange) - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Multi-step addition and subtraction problems – solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	Long division with remainders - 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
	Addition problems – solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems	Add using a number line - add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones	Add two numbers - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Exchange across two columns - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Multi-step addition and subtraction problems (2) - solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	Order of operations – use their knowledge of the order of operations to carry out calculations involving the four operations
<p>2D Shapes</p> <p>There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning skills</p>	Find the missing number – represent and use number bonds and related subtraction facts within 20	Add three 1-digit numbers – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: adding three one-digit	Subtract two numbers - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Efficient methods – estimate and use inverse operations to check answers to a calculation	Solve missing number problems - solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	Brackets - use their knowledge of the order of operations to carry out calculations involving the four operations
	How many are left? - represent and use number bonds and related subtraction facts within 20	Add to the next 10– add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones	Add two numbers (across 10) - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Equivalent difference – estimate and use inverse operations to check answers to a calculation	Solve comparison problems - solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	Mental calculations – perform mental calculations, including with mixed operations and large numbers
	How many are left? (2) - represent and use number bonds and related subtraction facts within 20	Add across a ten – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones	Add two numbers (across 100) - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Estimate answers - estimate and use inverse operations to check answers to a calculation	Multiples – identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers	Mental calculations (2) - Mental calculations – perform mental calculations, including with mixed operations and large numbers
	Break apart - represent and use number bonds and related subtraction facts within 20	Subtract across 10– add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones	Subtract two numbers (across 10) - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Check strategies - estimate and use inverse operations to check answers to a calculation	Common multiples - identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers	Reason from known facts - use their knowledge of the order of operations to carry out calculations involving the four operations

One more Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity	Break apart (2) - represent and use number bonds and related subtraction facts within 20	Subtract from a 10 – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers	Subtract two numbers (across 100) - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Problem solving (one step) – solve addition and subtraction two-step problems in contexts, deciding which operation to use and why	Factors - identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers	Equivalent fractions and simplifying – use common factors to simplify fractions; use common multiples to express fractions in the same denomination
	Fact families - represent and use number bonds and related subtraction facts within 20	Subtract a 1-digit number from 2-digit number across 10 – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones	Add a 3-digit and a 2-digit numbers - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Problem solving (comparison) - solve addition and subtraction two-step problems in contexts, deciding which operation to use and why	Common factors - identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers	Equivalent fractions on a number line – compare and order fractions, including fraction > 1
	Subtraction on a number line - solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems	10 more, 10 less – count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward	Subtract a 2-digit number from a 3-digit number - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Problem solving (two steps) - solve addition and subtraction two-step problems in contexts, deciding which operation to use and why	Prime numbers – know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers	Add and subtract simple fractions – add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
	Add or subtract 1 or 2 – add and subtract one-digit and two-digit numbers to 20, including zero	Add and subtract 10s – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and tens	Complements to 100 - add and subtract numbers with up to three digits, using the formal written methods of columnar addition and subtraction	Problem solving (multi-step) - solve addition and subtraction two-step problems in contexts, deciding which operation to use and why	Square numbers – recognise and use square numbers and cube numbers, and the notation for squared and cubed	Add and subtract any two fractions - add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
One less Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity	Solve word problems (addition and subtraction) - solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems	Add two 2-digit numbers, add 10s and add 1s – add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers	Estimate answers – estimate the answer to a calculation and use inverse operations to check answers	What is area? – find the area of rectilinear shapes by counting squares	Cube numbers - recognise and use square numbers and cube numbers, and the notation for squared and cubed	Add mixed numbers - add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
	Recognise and name 3D shapes – recognise and name common 2D and 3D shapes, including: 3D shapes (for example, cuboids (including cubes,) pyramids and spheres.)	Subtract a 2-digit number from a 2-digit number (not across 10) - add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers	Inverse operations - estimate the answer to a calculation and use inverse operations to check answers	Measure area using squares - find the area of rectilinear shapes by counting squares	Multiply by 10, 100 and 1000 – multiply and divide whole numbers and those involving decimals by 10, 100, 1000	Subtract mixed numbers - add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
	Sort 3D shapes – recognise and name common 2D and 3D shapes, including: 3D shapes (for example, cuboids (including cubes,) pyramids and spheres.)	Subtract a 2-digit number from a 2-digit number (across 10) - add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers	Problem solving – solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	Counting squares - find the area of rectilinear shapes by counting squares	Divide by 10, 100, 1000 - multiply and divide whole numbers and those involving decimals by 10, 100, 1000	Multi-step problems - add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
	Recognise and name 2D shapes – recognise and name common 2D and 3D shapes, including: 2D shapes (for example, rectangles (including squares,) circles and triangles.)	How many more? How many fewer? - add and subtract numbers using concrete objects, pictorial representations, and mentally, including: two two-digit numbers	Problem solving (2) - solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	Make shapes - find the area of rectilinear shapes by counting squares	Multiples of 10, 100, 1000 - multiply and divide whole numbers and those involving decimals by 10, 100, 1000	Problem solving (adding and subtracting fractions) - add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
Introducing the part-whole model Have a deep understanding of number to 10, including the composition of each number.	Sort 2D shapes – recognise and name common 2D and 3D shapes, including: 2D shapes (for example, rectangles (including squares,) circles and triangles.)	Subtraction (find the difference) – solve problems with addition and subtraction: using concrete objects and pictorial representations, including those	Multiplication (equal groups) – write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-	Compare area – estimate, compare and calculate different measures, including money in pounds and pence	Equivalent fractions – identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	Multiply fractions by integers – multiply proper fractions and mixed numbers by whole numbers, supported by material and diagrams

Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 and come number bonds to 10, including double facts		involving numbers, quantities and measures	digit numbers, using mental and progressing to formal written methods			
	Make patterns with shapes – recognise and name common 2D and 3D shapes, including: 3D shapes (for example, cuboids (including cubes,) pyramids and spheres.)	Compare number sentences - solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures	Use arrays - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Multiples of 3 – recall multiplication and division facts for multiplication tables up to 12 x 12	Equivalent fractions (unit and non-unit) - identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	Multiply fractions by fractions – multiply simple pairs of proper fractions, writing the answer in its simplest form (for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$)
	Count to 20 – count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number (to 20)	Missing number problems - solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures	Multiples of 2 - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Multiply and divide by 6 - recall multiplication and division facts for multiplication tables up to 12 x 12	Equivalent fractions (families of equivalent fractions) - identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	Multiply fractions by fractions (2) – multiply simple pairs of proper fractions, writing the answer in its simplest form (for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$)
Understand 10 - count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number (to 20)	Mixed addition and subtraction - solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures	Multiples of 5 and 10 - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	6 times table and division facts - recall multiplication and division facts for multiplication tables up to 12 x 12	Improper fractions to mixed numbers – recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number (for example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1 \frac{1}{5}$)	Divide a fraction by an integer – divide proper fractions by whole numbers (for example, $\frac{1}{3} \div 2 = \frac{1}{6}$)	
Spatial awareness There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning skills	11, 12 and 13 - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Two-step problems - solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures	Share and group - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Multiply and divide by 9 - recall multiplication and division facts for multiplication tables up to 12 x 12	Mixed numbers to improper fractions - recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number (for example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1 \frac{1}{5}$)	Divide a fraction by an integer (2) – divide proper fractions by whole numbers (for example, $\frac{1}{3} \div 2 = \frac{1}{6}$)
	14, 15 and 16 - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Recognise 2D and 3D shapes – compare and sort common 2D and 3D shapes and everyday objects	Multiply by 3 – recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	9 times table and division facts - recall multiplication and division facts for multiplication tables up to 12 x 12	Compare fractions less than 1 – compare and order fractions whose denominators are all multiples of the same number	Divide a fraction by an integer (3) – divide proper fractions by whole numbers (for example, $\frac{1}{3} \div 2 = \frac{1}{6}$)
	17, 18 and 19 - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Count sides on 2D shapes – identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line	Divide by 3 - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	The 3, 6 and 9 times table - recall multiplication and division facts for multiplication tables up to 12 x 12	Order fractions less than 1 - compare and order fractions whose denominators are all multiples of the same number	Mixed questions with fractions - add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
	Understand 20 - identify and represent numbers using objects and pictorial representations including the number, and use the	Count vertices on 2D shapes - identify and describe the properties of 2D shapes, including	The 3 times table - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	Multiply and divide by 7 - recall multiplication and division facts for multiplication tables up to 12 x 12	Compare and order fractions greater than 1 - Compare and order fraction whose	Fraction of an amount – use written division method in cases where the answer has up to two decimal places

	language of : equal to, more than, less than (fewer), most, least	the number of sides and line symmetry in a vertical line			denominators are all multiples of the same number	
<p>Counting to 6, 7 and 8</p> <p>Have a deep understanding of number to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p> <p>Verbally count, recognising the pattern of the counting system</p>	One more and one less - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Draw 2D shapes - identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line	Multiply by 4 - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	7 times table and division facts - recall multiplication and division facts for multiplication tables up to 12 x 12	Add and subtract fractions – add and subtract fractions with the same denominator and denominators that are multiples of the same number	Fraction of an amount (find the whole) - use written division method in cases where the answer has up to two decimal places
	The number line to 20 - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Lines of symmetry on shapes - identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line	Divide by 4 - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	11 and 12 times table and division facts - recall multiplication and division facts for multiplication tables up to 12 x 12	Add fractions within 1 - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Place value to 3 decimal places – 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
	Label number lines - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Sort 2D shapes - compare and sort common 2D and 3D shapes and everyday objects	The 4 times table - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	Multiply by 1 and 0 – use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers	Add fractions with total greater than 1 - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Round decimals – 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
	Estimate on a number line - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Makes patterns with 2D shapes – order and arrange combinations of mathematical objects in patterns and sequences	Multiply by 8 - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	Divide by 1 and 0 - use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers	Add to a mixed number - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Add and subtract decimals – solve problems which require answers to be rounded to specified degrees of accuracy
<p>Counting to 9 and 10</p> <p>Have a deep understanding of number to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p> <p>Verbally count, recognising the pattern of the counting system</p>	Compare numbers to 20 - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Count faces on 3D shapes - identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line	Divide by 8 - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	Multiply three numbers - use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers	Add two mixed numbers - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Multiply by 10, 100 and 1000 - 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
	Order numbers to 20 – count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number (to 20)	Count edges on 3D shapes - identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line	The 8 times table - recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	Multiply and divide by 100 - recall multiplication and division facts for multiplication tables up to 12 x 12	Subtract fractions within 1 - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Divide by 10, 100, 1000 - 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
	Add by counting on within 20 – add and subtract one-digit and two-digit numbers to 20, including zero	Counts vertices on 3D shapes - identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line	Problem solving (multiplication and division) – solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Related facts (multiplication) - recall multiplication and division facts for multiplication tables up to 12 x 12	Subtract from a mixed number - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Multiply decimals by integers – multiply one-digit numbers with up to two decimal places by whole numbers
	Add ones using number bonds – represent and use number bonds and related facts within 20 (within 10)	Sort 3D shapes - compare and sort common 2D and 3D shapes and everyday objects	Problem solving (multiplication and division (2)) – solve problems, including missing number problems, involving	Related facts (division) - recall multiplication and division facts for multiplication tables up to 12 x 12	Subtract from a mixed number (breaking the whole) - add and subtract fractions with the same denominator and denominators	Divide decimals by integers – use written division method in cases where the answer has up to two decimal places

			multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects		that are multiples of the same number	
Comparing groups up to 10 Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity	Find and make number bonds to 20 - represent and use number bonds and related facts within 20 (within 10)	Make patterns with 3D shapes - order and arrange combinations of mathematical objects in patterns and sequences	Understand divisibility – solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Multiply and add – 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	Subtract two mixed numbers - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Fractions to decimals – associate a fraction with division and calculate decimal fraction equivalents (for example, 0.375,) for a simple fraction, (for example, 3/8)
	Doubles - represent and use number bonds and related facts within 20 (within 10)	Count money (pence) – recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	Understand divisibility (2) - solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Informal written methods – multiply two-digit and three-digit numbers by a one-digit number using formal written layout	Solve fractions problems - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Fraction as division - associate a fraction with division and calculate decimal fraction equivalents (for example, 0.375,) for a simple fraction, (for example, 3/8)
	Near doubles - represent and use number bonds and related facts within 20 (within 10)	Count money (pounds, notes and coins) - recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	Multiples of 10 – write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Multiply 2-digits by 1-digit - multiply two-digit and three-digit numbers by a one-digit number using formal written layout	Solve multi-step fraction problems - add and subtract fractions with the same denominator and denominators that are multiples of the same number	Understand percentages – recall and use equivalences between simple fractions, decimals, percentages, including in different contexts
	Subtract ones using number bonds - add and subtract one-digit and two-digit numbers to 20, including zero	Count money (pounds and pence) - recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	Related calculations - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Multiply 3-digits by 1-digit - multiply two-digit and three-digit numbers by a one-digit number using formal written layout	Multiply up to 4-digits by 1-digit – 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	Fractions to percentages - recall and use equivalences between simple fractions, decimals, percentages, including in different contexts
Combining 2 groups to find the whole Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5.	Subtraction (counting back) - solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems	Choose notes and coins - recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	Reasoning about multiplication - solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Solve multiplication problems - 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 2-digits (area model) - 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	Equivalent fractions, decimals and percentages - recall and use equivalences between simple fractions, decimals, percentages, including in different contexts
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	Subtraction (finding the difference) - solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems	Make the same amount – find different combinations of coins that equal the same amount of money	Multiply 2-digits by 1-digit (no exchange) - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit	Basic division – recognise and use factor pairs and commutativity in mental calculations	Multiply 2-digits by 2-digits - 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	Order fractions, decimals and percentages – compare and order fractions, including fractions > 1

Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity			numbers, using mental and progressing to formal written methods			
	Related facts - represent and use number bonds and related facts within 20 (within 10)	Compare amounts of money – solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change	Multiply 2-digits by 1-digit (exchange) - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Division and remainders - multiply two-digit and three-digit numbers by a one-digit number using formal written layout	Multiply 3-digits by 2-digits - 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	Simple percentage of an amount – solve problems involving the calculation of percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison
	Missing number problems - solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems	Make £1 - recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	Expanded written method - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Divide 2-digit numbers - use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers	Multiply 4-digits by 2-digits - 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	Percentage of an amount (1%) - solve problems involving the calculation of percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison -
Length, height and distance	Solve word and picture problems (addition and subtraction) - solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems	Find change - solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change	Link multiplication and division - solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Divide 3-digit numbers - use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers	Divide 4-digits by 1-digit – divide 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context	Percentages of an amount - solve problems involving the calculation of percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison
Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity	Count to 50 - count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	Two-step problems - solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change	Divide 2-digits by 1-digit (no exchange) - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Correspondence problems – recognise and use factor pairs and commutativity in mental calculations	Divide 4-digits by 1-digit (2) - divide 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context	Percentages (missing values) - solve problems involving the calculation of percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison
	Numbers to 50 - count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number (to 20)	Recognise equal groups – solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	Divide 2-digits by 1-digit (flexible partitioning) - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods	Efficient multiplication - 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	Divide with remainders - divide 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context	Metric measures – 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
	20,30,40 and 50 - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Make equal groups - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and	Divide 2-digits by 1-digit with remainders - write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit	Measure in km and m – convert between different units of measure (for example, kilometre to metre; hour to minute)	Efficient division - divide 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context	Convert metric measurements - use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to

Commented [a1]:

Commented [a2]:

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Commented [a4]:

		division facts, including problems in contexts	numbers times one-digit numbers, using mental and progressing to formal written methods			a larger unit, and vice versa, using decimal notation to up to three decimal places
Weight Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity	Count by making groups of 10s - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Add equal groups - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	How many ways? - solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Perimeter on a grid – measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	Solve problems with multiplication and division - divide 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context	Calculate with metric measurements – solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate
	Groups of 10s and 1s - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	The x symbol – calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication, division and equal signs	Problem solving (mixed problems) - solve problems, including missing number problems and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Perimeter of a rectangle - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	Multiply unit fractions by an integer – multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	Miles and kilometres – convert between miles and kilometres
	Partition into 10s and 1s - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Multiplication sentences - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	Problem solving (mixed problems (2)) - solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondences problems in which n objects are connected to m objects	Perimeter of rectilinear shapes - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	Multiply non-unit fractions by an integer - multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	Imperial measures - 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
	One more, one less – given a number, identify one more and one less	Use arrays - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	Measure in m and cm – measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Find missing lengths in rectilinear shapes - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	Multiply mixed numbers by integers - multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	Use ratio language – solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
Using a ten frame 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	Compare lengths and heights – compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)	Make equal groups (grouping) - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	Measure in cm and mm - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Perimeter of regular polygons - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	Multiply mixed numbers by integers (2) - multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	Introduce the ratio symbol - solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
	Measure length (non-standard units of measure) – measure and begin to record the following: lengths and heights	Make equal groups (sharing) - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	Metres, centimetres and millimetres - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Count beyond 1 – non statutory guidance: they practise counting using simple fractions and decimals, both forwards and backwards	Fraction of an amount - multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	Ratio and fractions - solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
	Measure length (using a ruler) - measure and begin to record the following: lengths and heights	2 times table – recall and use multiplication and division facts for the 2, 5 and 10 multiplication	Equivalent lengths (m and cm) - measure, compare, add and subtract: lengths (m/cm/mm);	Partition a mixed number – ready to progress criteria (4F-1): reason about the location of mixed	Finding the whole - multiply proper fractions and mixed numbers by whole numbers,	Scale drawing – solve problem involving similar shapes where the scale factor is known or can be found

		tables, including recognising odd and even numbers	mass (kg/g); volume/capacity (l/ml)	numbers in the linear number system	supported by materials and diagrams		
	Solve word problems (length) - compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)	Divide by 2 - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Equivalent lengths (mm and cm) - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Number lines with mixed numbers - ready to progress criteria (4F-1): reason about the location of mixed numbers in the linear number system	Using fractions as operators - multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	Scale factors - solve problem involving similar shapes where the scale factor is known or can be found	
The part whole model to 10	Heavier and lighter – compare, describe and solve practical problems for: mass/weight (for example, heavy/light, heavier than, lighter than)	Doubling and halving - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Compare lengths - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Compare and order mixed numbers - ready to progress criteria (4F-1): reason about the location of mixed numbers in the linear number system	Write decimals up to 2 decimal places (less than 1) – read, write, order and compare numbers with up to three decimal places	Similar shapes - solve problem involving similar shapes where the scale factor is known or can be found	
Have a deep understanding of number to 10, including the composition of each number.	Subitise (recognise quantities without counting) up to 5.	Measure mass – measure and begin to record the following: mass/weight	Odd and even numbers - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Add lengths - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Convert mixed numbers to improper fractions – ready to progress criteria (4F-2): convert mixed numbers to improper fractions and vice versa	Write decimals up to 2 decimal places (greater than 1) - read, write, order and compare numbers with up to three decimal places	Ratio problems - solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
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	Compare mass - compare, describe and solve practical problems for: mass/weight (for example, heavy/light, heavier than, lighter than)	10 times table - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Subtract lengths - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Convert improper fractions to mixed numbers - ready to progress criteria (4F-2): convert mixed numbers to improper fractions and vice versa	Equivalent fractions and decimals (tenths) – read and write decimals numbers as fractions (for example, 0.71 = 71/100)	Problem solving (ratio and proportion) - solve problems involving unequal sharing and grouping using knowledge of fractions and multiples	
	Full and empty - compare, describe and solve practical problems for: capacity and volume (for example, full/empty, more than, less than, half, half full, quarter.)	Divide by 10 - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Measure perimeter – measure the perimeter of simple 2D shapes	Equivalent fractions – recognise and show, using diagrams, families of common equivalent fractions	Equivalent fractions and decimals (hundredths) - read and write decimals numbers as fractions (for example, 0.71 = 71/100)	Problem solving (ratio and proportion (2)) - solve problems involving unequal sharing and grouping using knowledge of fractions and multiples	
Subtraction	Measure capacity – measure and begin to record the following: capacity and volume	5 times table - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Calculate perimeter - measure the perimeter of simple 2D shapes	Equivalent fraction families - recognise and show, using diagrams, families of common equivalent fractions	Equivalent fractions and decimals - read and write decimals numbers as fractions (for example, 0.71 = 71/100)	Find a rule (one step) – generate and describe linear number sequences	
Have a deep understanding of number to 10, including the composition of each number.	Compare capacity - compare, describe and solve practical problems for: capacity and volume (for example, full/empty, more than, less than, half, half full, quarter.)	Divide by 5 - recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Problem solving (length) - measure the perimeter of simple 2D shapes	Simplifying fractions - recognise and show, using diagrams, families of common equivalent fractions	Thousandths as fraction – recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Find a rule (two steps) - generate and describe linear number sequences	
	Solve word problems (mass and capacity) - compare, describe and solve practical problems for: capacity and volume (for example, full/empty, more than, less than, half, half full, quarter.)	Bar modelling (grouping) - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	Understand the denominator of unit fractions – recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	Add and subtract two or more fractions – add and subtract fractions with the same denominator	Thousandths as decimals - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Form expressions - generate and describe linear number sequences	
	Count in 2s – count, read and write number to 100 in numerals; count in multiples of twos, fives and tens	Bar modelling (sharing) - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and	Compare and order unit fractions - recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	Add fractions and mixed numbers - add and subtract fractions with the same denominator	Thousandths on a place value grid - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Substitution – express missing number problems algebraically	

		division facts, including problems in contexts				
<p>Making simple patterns</p> <p>There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, Continue, copy and create repeating patterns</p>	Count in 10s - count, read and write number to 100 in numerals; count in multiples of twos, fives and tens	Measure in cm – choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Understand the numerator of non-unit fractions - recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	Subtract from mixed numbers - add and subtract fractions with the same denominator	Order and compare decimals (same number of decimal places) – read, write, order and compare numbers with up to three decimal places	Substitution (2) – express missing number problems algebraically
	Counts in 5s - count, read and write number to 100 in numerals; count in multiples of twos, fives and tens	Measure in m - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Understand the whole - recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	Subtract from whole amounts - add and subtract fractions with the same denominator	Round to the nearest whole number – round decimals with two decimal places to the nearest whole number and to one decimal place	Formulae – use simple formulae
	Make equal groups – solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	Compare lengths and heights – compare and order lengths, mass, volume/capacity and record the results using <, > and =	Compare and order non-unit fractions – compare and order unit fractions, and fractions with the same denominators	Problem solving (add and subtract fractions) – solve problems involving increasingly harder fraction to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number	Round to one decimal place - round decimals with two decimal places to the nearest whole number and to one decimal place	Form and solve equations - express missing number problems algebraically
	Add equal groups- solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	Order lengths and heights - compare and order lengths, mass, volume/capacity and record the results using <, > and =	Divisions on a number line – compare and order unit fractions, and fractions with the same denominators	Problem solving (add and subtract fractions (2)) - solve problems involving increasingly harder fraction to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number	Understand percentages – recognise the per cent symbol and understand that per cent related to 'number of parts per hundred,' and write percentages as a fraction with denominator 100, and as a decimal	Solve two-step equations - express missing number problems algebraically
<p>Exploring more complex patterns</p> <p>There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, Continue, copy and create repeating patterns</p>	Make arrays - solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	Four operations with lengths and heights – solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures	Count in fractions on a number line - compare and order unit fractions, and fractions with the same denominators	Fraction of an amount – non statutory lesson	Percentages as fractions and decimals - recognise the per cent symbol and understand that per cent related to 'number of parts per hundred,' and write percentages as a fraction with denominator 100, and as a decimal	Find pairs of values – find pairs of numbers that satisfy an equation with two unknowns
	Make doubles - solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	Compare mass - compare and order lengths, mass, volume/capacity and record the results using <, > and =	Equivalent fractions as bar models – recognise and show, using diagrams, equivalent fractions with small denominators	Problem solving (fraction of an amount) - solve problems involving increasingly harder fraction to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number	Equivalent fractions, decimals and percentages - recognise the per cent symbol and understand that per cent related to 'number of parts per hundred,' and write percentages as a fraction with denominator 100, and as a decimal	Solve problems with two unknowns – enumerate possibilities of combination of two variables
	Make equal groups (grouping) - solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial	Measure in grams - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature	Equivalent fractions on a number line - recognise and show, using diagrams, equivalent fractions with small denominators	Tenths as fractions – recognise and write decimal equivalents of any number of tenths or hundredths	Perimeter of rectangles – measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres	Shapes (same area) – recognise that shapes with the same areas can have different perimeters and vice versa

	representations and arrays with the support of the teacher	(C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels				
	Make equal groups (sharing) - solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	Measure in kilograms - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Equivalent fractions - recognise and show, using diagrams, equivalent fractions with small denominators	Tenths as decimals - recognise and write decimal equivalents of any number of tenths or hundredths	Perimeter of rectilinear shapes - measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres	Area and perimeter - recognise that shapes with the same areas can have different perimeters and vice versa
Adding by counting on Have a deep understanding of number to 10, including the composition of each number.	Recognise and find a half of a shape – recognise, find and name half as one of two equal parts of an object, shape or quantity	Compare volume and capacity - compare and order lengths, mass, volume/capacity and record the results using <, > and = -	Use scales – measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Tenths on a place value grid - recognise and write decimal equivalents of any number of tenths or hundredths	Perimeter of rectilinear shapes (2) - measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres	Area and perimeter (missing lengths) - recognise that shapes with the same areas can have different perimeters and vice versa
	Recognise and find a half of a quantity - recognise, find and name half as one of two equal parts of an object, shape or quantity	Measure in millilitres - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Measure mass - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Tenths on a number line - recognise and write decimal equivalents of any number of tenths or hundredths	Perimeter of polygons - measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres	Area of a triangle (counting squares) – calculate the area of parallelograms and triangles
	Recognise and find a quarter of a shape - recognise, find and name half as one of two equal parts of an object, shape or quantity	Measure in litres - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Measure mass in kilograms and grams - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Tenths on a number line (2) - recognise and write decimal equivalents of any number of tenths or hundredths	Area of rectangles – calculate and compare the area of rectangles (including squares,) and including using standard units, square centimetres and square metres and estimate the area of irregular shapes	Area of right angled triangle - calculate the area of parallelograms and triangles
	Recognise and find a quarter of a quantity - recognise, find and name half as one of two equal parts of an object, shape or quantity	Measure temperature using a thermometer - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Equivalent masses (kg and g) - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Divide 1-digit by 10 – 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	Area of rectangles (2) - calculate and compare the area of rectangles (including squares,) and including using standard units, square centimetres and square metres and estimate the area of irregular shapes	Area of any triangle - calculate the area of parallelograms and triangles
Taking away by counting back Have a deep understanding of number to 10, including the composition of each number.	Describe turns – describe position, direction and movement, including whole, half, quarter and three-quarter turns	Read thermometers - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels	Compare mass - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Divide 2-digits by 10 - 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	Area of compound shapes - calculate and compare the area of rectangles (including squares,) and including using standard units, square centimetres and square metres and estimate the area of irregular shapes	Area of a parallelogram – recognise when it is possible to use formulae for area and volume of shapes

	Describe position (left and right) – Non statutory guidance: pupils use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside	Make tally charts – interpret and construct simple pictograms, tally charts, block diagrams and simple tables	Add and subtract mass - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Hundredths as fractions – recognise and write decimal equivalents of any number of tenths or hundredths	Estimate area - calculate and compare the area of rectangles (including squares,) and including using standard units, square centimetres and square metres and estimate the area of irregular shapes	Problem solving (area) – calculate the area of parallelograms and triangles
	Describe position (forwards and backwards) – Non statutory guidance: pupils use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside	Tables - interpret and construct simple pictograms, tally charts, block diagrams and simple tables	Problem solving (mass) - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Hundredths as decimals - recognise and write decimal equivalents of any number of tenths or hundredths	Draw line graphs – solve comparison, sum and difference problems using information presented in a line graph	Problem solving (perimeter) - recognise that shapes with the same areas can have different perimeters and vice versa
	Describe position (above and below) – Non statutory guidance: pupils use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside	Block diagrams - interpret and construct simple pictograms, tally charts, block diagrams and simple tables	Measure capacity and volume in millilitres - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Hundredth on a place value grid - recognise and write decimal equivalents of any number of tenths or hundredths	Read and interpret line graphs - solve comparison, sum and difference problems using information presented in a line graph	Volume (count cubes) – calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres and cubic metres and extending other units (for example, cubic millimetres and cubic kilometres)
Counting to and from 20 Verbally count beyond 20, recognising the pattern of the counting system	Ordinal numbers – Non-statutory guidance: pupils practise counting (1, 2, 3 ...), ordering (for example, first, second, third...) and to indicate a quantity (for example, 3 apples, 2 centimetres,) including solving simple concrete problems, until they are fluent.	Draw pictograms (1 – 1) - interpret and construct simple pictograms, tally charts, block diagrams and simple tables	Compare capacity and volume - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Divide 1 or 2-digits by 100 - 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	Read and interpret line graphs (2) - solve comparison, sum and difference problems using information presented in a line graph	Volume of a cuboid - calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres and cubic metres and extending other units (for example, cubic millimetres and cubic kilometres)
	Count from 50 to 100 – count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	Interpret pictograms (1 – 1) – ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity	Equivalent capacities and volumes (litres and ml) - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Dividing by 10 and 100 - 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	Read and interpret tables – complete, read and interpret information in tables, including timetables	Interpret line graphs – interpret and construct pie charts and line graphs and use these to solve problems
	10s to 100 - count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	Draw pictograms (2, 5 and 10) - interpret and construct simple pictograms, tally charts, block diagrams and simple tables	Compare capacity and volume - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Make a whole - recognise and write decimal equivalents of any number of tenths or hundredths	Two-way tables - complete, read and interpret information in tables, including timetables	Draw line graphs - interpret and construct pie charts and line graphs and use these to solve problems
	Partition into 10s and 1s - identify and represent numbers using objects and pictorial representations including the number, and use the language of :	Interpret pictograms (2, 5 and 10) - ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity	Add and subtract capacity and volume - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Partitioning decimals - recognise and write decimal equivalents of any number of tenths or hundredths	Timetables (reading) - complete, read and interpret information in tables, including timetables	Advanced bar charts - interpret and construct pie charts and line graphs and use these to solve problems

	equal to, more than, less than (fewer), most, least					
Doubling Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally	Number line to 100 - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Introducing parts and wholes – recognise, find and name a half as one of two equal parts of an object, shape or quantity (year 1)	Problem solving (capacity) - measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	Flexible partitioning decimals - recognise and write decimal equivalents of any number of tenths or hundredths	Understand and use degrees – know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles	Understand and complete pie charts - interpret and construct pie charts and line graphs and use these to solve problems
	One more and one less – given a number, identify one more and one less	Equal and unequal parts - recognise, find and name a half as one of two equal parts of an object, shape or quantity (year 1)	Add fractions – add and subtract fractions with the same denominator within one whole (for examples, $5/7 + 1/7 = 6/7$)	Compare decimals – compare numbers with the same number of decimal places up to two decimal places	Measure acute angles - know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles	Read and interpret pie charts - interpret and construct pie charts and line graphs and use these to solve problems
	Compare numbers - identify and represent numbers using objects and pictorial representations including the number, and use the language of : equal to, more than, less than (fewer), most, least	Recognise a half - recognise, find and name a half as one of two equal parts of an object, shape or quantity (year 1)	Subtract fractions - add and subtract fractions with the same denominator within one whole (for examples, $5/7 + 1/7 = 6/7$)	Order decimals - compare numbers with the same number of decimal places up to two decimal places	Measure angles up to 180 - know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles	Pie charts and fractions - interpret and construct pie charts and line graphs and use these to solve problems
	Recognising coins – recognise and know the value of different denominations of coins and notes	Find a half - recognise, find and name a half as one of two equal parts of an object, shape or quantity (year 1)	Partitioning the whole - add and subtract fractions with the same denominator within one whole (for examples, $5/7 + 1/7 = 6/7$)	Round to the nearest whole – round decimals with one decimal place to the nearest whole number	Draw lines and angles accurately – draw given angles, and measure them in degrees	Pie charts and fractions (2) - interpret and construct pie charts and line graphs and use these to solve problems
Halving and sharing Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally	Recognising notes - recognise and know the value of different denominations of coins and notes	Recognise a quarter - recognise, find and name a half as one of two equal parts of an object, shape or quantity (year 1)	Problem solving (adding and subtracting fractions) – solve problems that involve all of the above	Halves and quarters as decimals – recognise and write equivalents to $1/4, 1/2, 3/4$	Calculate angles around a point – identify: angles at a point and one whole total 360; angles at a point on a straight line and half a turn total 180; other multiples of 90	Pie charts and percentages - interpret and construct pie charts and line graphs and use these to solve problems
	Counting in coins - recognise and know the value of different denominations of coins and notes	Find a quarter - recognise, find and name a half as one of two equal parts of an object, shape or quantity (year 1)	Unit fractions of a set of objects – recognise, find and write fraction of a discrete set of objects: unit fractions and non-unit fractions with small denominators	Write money using decimals – estimate, compare and calculate different measures, including money in pounds and pence	Calculate angles on a straight line - identify: angles at a point and one whole total 360; angles at a point on a straight line and half a turn total 180; other multiples of 90	Introduction to the mean – calculate and interpret the mean as an average
	Before and after – sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening)	Thirds – recognise, find, name and write fractions $1/3, 1/4, 2/4$ and $3/4$ of length, shape, set of objects or quantity	Non-unit fractions of a set of objects - recognise, find and write fraction of a discrete set of objects: unit fractions and non-unit fractions with small denominators	Convert between pounds and pence - estimate, compare and calculate different measures, including money in pounds and pence	Lengths and angles in shapes – use the properties of rectangles to deduce related facts and find missing lengths and angles	Calculate the mean - calculate and interpret the mean as an average
	Days of the week – recognise and use language relating to dates, including days of the week, weeks, months and years	Find the whole - recognise, find, name and write fractions $1/3, 1/4, 2/4$ and $3/4$ of length, shape, set of objects or quantity	Reasoning with fractions of an amount - recognise, find and write fraction of a discrete set of objects: unit fractions and non-unit fractions with small denominators	Compare amounts of money - estimate, compare and calculate different measures, including money in pounds and pence	Regular and irregular polygons – distinguish between regular and irregular polygons based on reasoning about equal sides and angles	Problem solving (mean) - calculate and interpret the mean as an average
Odds and evens Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally	Months of the year – recognise and use language relating to dates, including days of the week, weeks, months and years	Unit and non-unit fractions – write simple fractions for example, $1/2$ of $6 = 3$ and recognise the equivalence of $2/4$ and $1/2$	Problem solving (fractions of measures) – solve problems that involve all of the above	Estimate with money - estimate, compare and calculate different measures, including money in pounds and pence	Parallel lines – identify horizontal and vertical lines and pairs of perpendicular and parallel lines (year 3)	Measure and classify angles – draw 2d shapes using given dimensions and angles
	Tell the time to the hour – tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	Recognise the equivalence of a half and two quarters - write simple fractions for example, $1/2$ of $6 = 3$ and recognise the equivalence of $2/4$ and $1/2$	Pounds and pence – add and subtract amounts of money to give change, using both £ and p in practical contexts	Calculate with money - estimate, compare and calculate different measures, including money in pounds and pence	Perpendicular lines - identify horizontal and vertical lines and pairs of perpendicular and parallel lines (year 3)	Vertically opposite angles – recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

	Tell the time to the half hour - tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	Recognise three quarters - recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of length, shape, set of objects or quantity	Convert pounds and pence - add and subtract amounts of money to give change, using both £ and p in practical contexts	Solve problems with money - estimate, compare and calculate different measures, including money in pounds and pence	Investigate lines - identify horizontal and vertical lines and pairs of perpendicular and parallel lines (year 3)	Angles in a triangle – compare and classify geometric shapes based on their properties and sized and find unknown angles in any triangle, quadrilateral and regular polygons
		Count in fractions up to a whole – Non statutory guidance: pupils should count in fractions up to 10, starting from any number and using the $\frac{1}{2}$ and $\frac{2}{4}$ equivalence on the number line (for example, $1\frac{1}{4}$, $1\frac{2}{4}$, $1\frac{3}{4}$, 2)	Add money - add and subtract amounts of money to give change, using both £ and p in practical contexts	Years, months, weeks and days – convert between different units of measure (for example, kilometre to metre; hour to minute)	3D shapes – identify 3D shapes, including cubes and other cuboids, from 2D representations	Angles in a triangle (special cases) – compare and classify geometric shapes based on their properties and sized and find unknown angles in any triangle, quadrilateral and regular polygons
<p>Composing and decomposing shapes</p> <p>There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning skills</p>		Language of position – 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)	Subtract money - add and subtract amounts of money to give change, using both £ and p in practical contexts	Hours, minutes and seconds - convert between different units of measure (for example, kilometre to metre; hour to minute)	Read and plot coordinates – describe positions on a 2D grid as coordinates in the first quadrant (Year 4)	Angles in a triangle (missing angles) – compare and classify geometric shapes based on their properties and sized and find unknown angles in any triangle, quadrilateral and regular polygons
		Describe movement - 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)	Find change - add and subtract amounts of money to give change, using both £ and p in practical contexts	Convert between analogue and digital times - convert between different units of measure (for example, kilometre to metre; hour to minute)	Problem solving with coordinates - describe positions on a 2D grid as coordinates in the first quadrant (Year 4)	Angles in quadrilaterals – compare and classify geometric shapes based on their properties and sized and find unknown angles in any triangle, quadrilateral and regular polygons
		Describe turns - 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)	Roman numerals to 12 – tell and write the time form an analogue clock, including using Roman numerals from I to XIII, and 12-hour and 24-hour clocks	Convert to the 24 hour clock - convert between different units of measure (for example, kilometre to metre; hour to minute)	Translate shapes – 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	Angles in polygons – compare and classify geometric shapes based on their properties and sized and find unknown angles in any triangle, quadrilateral and regular polygons
		Describe movement and turns - 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)	Tell the time to 5 minutes - tell and write the time form an analogue clock, including using Roman numerals from I to XIII, and 12- hour and 24-hour clocks	Problem solving (converting time) - convert between different units of measure (for example, kilometre to metre; hour to minute)	Translate points - 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	Circles – illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
		Shape patterns with turns - use mathematical vocabulary to describe position, direction and movement, including movement	Tell the time to the minute - tell and write the time form an analogue clock, including using	Identify angles – identify acute and obtuse angles and compare and order angles up to two right angles by size	Lines of symmetry – identify lines of symmetry in 2D shapes presented in different orientations	Parts of a circle - illustrate and name parts of circles, including radius, diameter and
<p>Volume and capacity</p> <p>Compare quantities up to 10 in different contexts, recognising</p>						

when one quantity is greater than, less than or the same as the other quantity		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)	Roman numerals from I to XIII, and 12- hour and 24-hour clocks			circumference and know that the diameter is twice the radius
		O'clock and half past – tell the time to the hour and half past the hour and draw the hands on a clock face to show these times (Year 1)	Convert past and to the hour – estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hour; use vocabulary such as o'clock, am/pm, morning, afternoon noon and midnight	Compare and order angles - identify acute and obtuse angles and compare and order angles up to two right angles by size	Reflections in horizontal and vertical lines – 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	Draw shapes accurately – draw 2D shapes using given dimensions and angles
		Quarter past and quarter to – 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	Using am and pm - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hour; use vocabulary such as o'clock, am/pm, morning, afternoon noon and midnight	Triangles – compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	Add and subtract decimals within 1 – solve problems involving number up to three decimal places	Nets of 3D shapes – recognise, describe and build simple 3D shapes, including making nets
		Tell the time to 5 minutes - 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	Years, months and days – know the number of seconds in a minute and the number of days in each month, year and leap year	Quadrilaterals - compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	Add and subtract decimals within 1 (2) - solve problems involving number up to three decimal places	Nets of 3D shapes (2) - recognise, describe and build simple 3D shapes, including making nets
Sorting into 2 groups This unit optional because sorting is not covered in the EYFS Framework or Development Matters guidance for Reception. It does provide an introduction to the concept of sorting, which will be useful in Year 1		Minutes in an hour – know the number of minutes in an hour and the number of hours in a day	Days and hours - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hour; use vocabulary such as o'clock, am/pm, morning, afternoon noon and midnight	Polygons - compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	Complements to 1 - solve problems involving number up to three decimal places	The first quadrant – describe positions on the full coordinate grid (all four quadrants)
		Hours in a day - know the number of minutes in an hour and the number of hours in a day	Hours and minutes (start and end times) - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hour; use vocabulary such as o'clock, am/pm, morning, afternoon noon and midnight	Reasoning about polygons - compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	Add and subtract decimals (bridging) - solve problems involving number up to three decimal places	Read and plot points in four quadrants - describe positions on the full coordinate grid (all four quadrants)
		My way, your way! – use place value and number facts to solve problems	Hours and minutes (durations) – compare durations of events (for example to calculate the time taken by particular events or tasks)	Lines of symmetry – identify lines of symmetry in 2D shapes presented in different orientations	Add decimals (same number of decimal places) - solve problems involving number up to three decimal places	Solve problems with coordinates - describe positions on the full coordinate grid (all four quadrants)
		Using number facts - use place value and number facts to solve problems	Hours and minutes (compare durations) - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hour; use	Complete a symmetric figure – complete a simple symmetric figure with respect to a specific line of symmetry	Subtract decimals with the same number of decimal places - solve problems involving number up to three decimal places	Translations – draw and translate simple shapes on the coordinate plane, and reflect them in the axes

			vocabulary such as o'clock, am/pm, morning, afternoon noon and midnight			
<p>My day</p> <p>This unit optional because sorting is not covered in the EYFS Framework or Development Matters guidance for Reception. It does provide an introduction to time, which will be useful in Year 1</p>		Using a 100 square - use place value and number facts to solve problems	Minutes and seconds - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hour; use vocabulary such as o'clock, am/pm, morning, afternoon noon and midnight	Interpret charts – interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	Add decimals with different numbers of decimal places - solve problems involving number up to three decimal places	Reflections – draw and translate simple shapes on the coordinate plane, and reflect them in the axes
		Getting started - use place value and number facts to solve problems	Solve problems with time - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hour; use vocabulary such as o'clock, am/pm, morning, afternoon noon and midnight	Solve problems with charts – solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	Subtract decimals with different numbers of decimal places - solve problems involving number up to three decimal places	Problem solving (place value) – solve numbers and practical problems that involve all of the above
		Missing numbers – recognise the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	Turns and angles – recognise angles as a property of shape or description of a turn	Solve problems with charts (2) - interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	Problem solving with decimals - solve problems involving number up to three decimal places	Problem solving (negative numbers) - solve numbers and practical problems that involve all of the above
		Mental addition and subtraction - use place value and number facts to solve problems	Right angles in shapes - recognise angles as a property of shape or description of a turn	Interpret line graphs - interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	Problem solving with decimals (2) - solve problems involving number up to three decimal places	Problem solving (addition and subtraction) – use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
		Mental addition and subtraction (2) - use place value and number facts to solve problems	Compare angles – 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	Interpret line graphs (2) - interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	Decimal sequences – read, write, order and compare numbers with up to three decimal places	Problem solving (four operations) - solve problems involving addition, subtraction, multiplication and division
		Efficient subtraction – solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures	Measure and draw accurately – draw 2D shapes and make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe them	Draw line graphs - interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	Multiply by 10 – recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Problem solving (four operations (2)) – solve problems involving addition, subtraction, multiplication and division
		Solving problems (addition and subtraction) - use place value and number facts to solve problems	Horizontal and vertical – identify horizontal and vertical lines and pairs of perpendicular and parallel lines	Describe position – describe positions on a 2D grid as coordinated in the first quadrant	Multiply by 10, 100 and 1000 - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Problem solving (fractions) - recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
		Solving problems with multiplication and division - solve problems with addition and subtraction: using concrete objects and pictorial representations, including those	Parallel and perpendicular - identify horizontal and vertical lines and pairs of perpendicular and parallel lines	Describe position using coordinates - describe positions on a 2D grid as coordinated in the first quadrant	Divide by 10 - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Problem solving (decimals) - recall and use equivalences between simple fractions, decimals and percentages, including in different contexts

		involving numbers, quantities and measures				
		Solving problems using the four operations - use place value and number facts to solve problems	Recognise and describe 2D shapes – draw 2D shapes and make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe them	Plot coordinates – plot specified points and draw sides to complete a given polygon	Divide by 10, 100 and 1000 - recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Problem solving (percentages) – recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
			Recognise and describe 3D shapes - draw 2D shapes and make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe them	Draw 2D shapes on a grid - plot specified points and draw sides to complete a given polygon	Understand negative numbers – interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	Problem solving (ratio and proportion) – solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
			Make 3D shapes - draw 2D shapes and make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe them	Translate on a grid - describe movement between positions as translations of a given unit to the left/right and up/down	Count through zero - interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	Problem solving (time) - 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
			Interpret pictograms – interpret and present data using bar charts, pictograms and tables	Describe translation on a grid – describe movement between positions as translations of a given unit to the left/right and up/down	Compare and order negative numbers - interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	Problem solving (time (2)) – 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
			Interpret pictograms (2) - interpret and present data using bar charts, pictograms and tables		Find the difference - interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	Problem solving (position and direction) – describe positions on a coordinate grid (all four quadrants)
			Draw pictograms - interpret and present data using bar charts, pictograms and tables		Kilograms and kilometres – convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	Problem solving (properties of shapes) - recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
			Interpret bar charts - interpret and present data using bar charts, pictograms and tables		Millimetres and millilitres - convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	Problem solving (properties of shapes (2)) - recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
			Draw bar charts - interpret and present data using bar charts, pictograms and tables		Convert units of length - convert between different units of metric measure (for example, kilometre and metre; centimetre and metre;	

					centimetre and millimetre; gram and kilogram; litre and millilitre)	
			Collect and represent data - interpret and present data using bar charts, pictograms and tables		Imperial units of length – understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints	
			Simple two-way tables - interpret and present data using bar charts, pictograms and tables		Imperial units of mass - understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints	
					Imperial units of capacity - understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints	
					Convert units of time – solve problems involving converting between units of time	
					Timetables (calculating) – solve problems involving converting between units of time	
					Problem solving (units of measure) – use all four operations to solve problems involving measure (for example, length, mass, volume, money) using decimal notation, including scaling	
					Problem solving (units of measure (2)) - use all four operations to solve problems involving measure (for example, length, mass, volume, money) using decimal notation, including scaling	
					Cubic centimetres – estimate volume (for example, using 1 cubic centimetre blocks to build cuboids (including cubes) and capacity (for example, using water)	
					Compare volume - estimate volume (for example, using 1 cubic centimetre blocks to build cuboids (including cubes) and capacity (for example, using water)	
					Estimate volume - estimate volume (for example, using 1 cubic centimetre blocks to build cuboids (including cubes) and capacity (for example, using water)	