

St Nicolas' C of E Combined School mathematics progression EYFS, KS1 & KS2

Year group	Number and place value	Addition and Subtraction	Multiplication and Division	Fractions	Measurement	Geometry	Statistics	Algebra
EYFS	<p>Numbers within 5, beyond 5 and within 10</p> <p>Subitising numbers and connect quantities to numerals</p> <p>Develop counting skills counting larger sets as well as counting actions and sounds</p> <p>Develop conceptual subitising skills including when using a rekenrek</p>	<p>'one more than' and 'one less than' numbers within 10</p>	<p>Doubles - two equal groups - connect this to finger patterns</p> <p>Representations of numbers – arrange doubles in a 10-frame</p> <p>Comparison - equal and unequal groups</p>	<p>Doubles - two equal groups</p> <p>Representations of numbers – arrange doubles in a 10-frame</p> <p>Talk about the whole when talking about objects that have parts</p>	<p>Compare and sort size, (big, little, small, large, tall, long, short)</p> <p>Compare mass/weight heavier/lighter/heaviest lightest</p> <p>Compare capacity – full, nearly full, empty, nearly empty, half full, describe containers as tall thin narrow, wide, shallow,</p> <p>Compare and sort length and height – longer/shorter, taller/shorter, wider narrower</p> <p>Make and test predictions about length, weight and capacity</p> <p>Days of the week ordering the days– today, yesterday, tomorrow</p> <p>Seasons (autumn, winter, spring, summer)</p> <p>Sequence the school day (present) – now, before, later, soon, after, then, next</p> <p>Talk about important events in the past</p> <p>Ordinal numbers</p> <p>-New Year</p> <p>Past, present, future</p>	<p>Name / describe 3D shapes</p> <p>Make 3D models</p> <p>Name and describe 2D shapes</p> <p>Copy 2D patterns select,</p> <p>Combine 2D shapes to make new shapes</p> <p>rotate and manipulate shapes to develop spatial reasoning skills</p> <p>Make patterns with varying rules (including AB, ABB and ABBC)</p> <p>position, direction and movement – next to, over, under, around, beside, through, between</p>		
Y1	<p>Counting, ordering and representing numbers to 10, 20,50, 100</p>	<p>Addition and subtraction within 10</p> <p>Use number bonds</p> <p>Addition within 20</p> <p>Subtraction within 20</p>	<p>Count in 2s,5s,10s</p> <p>Make equal groups</p>	<p>Halves and quarters</p>	<p>Compare and describe Length and height – long/short, longer/shorter</p> <p>Mass/Weight – heavier/lighter</p> <p>Capacity/Volume – full/empty</p> <p>Time – hour, half-past</p> <p>Money- recognise coins, notes</p>	<p>Name 2D and 3D common shapes</p> <p>Describe position direction and movement</p>		

Y2	Counting, ordering, representing numbers to 100	Adding and subtracting 10s Adding a 2-digit and 1-digit number Subtracting a 1-digit number from a 2-digit number Adding a 2-digit number to a 2-digit number Subtracting a 2-digit number from a 2-digit number Adding three 1-digit numbers Introducing a bar model	Making equal groups Using arrays 2,5,10 times table Sharing and grouping Odd and even numbers Dividing by 2,5,10	Making equal parts Recognising and finding a half and a quarter Unit fractions	Count & compare coins and notes Finding change Measuring in centimetres Measuring in metres Comparing and ordering lengths Telling the time to the hour, half hour and quarter hour Telling the time to the nearest 5 minutes Comparing and measuring mass in grams/kilograms Measuring volume in millilitres and litres Measuring temperature	Sort using properties name 2D and 3D common shapes Create 2D, 3D shape patterns Describing movement and turns	Tally charts Pictograms Block diagrams	
Y3	Counting, ordering, representing numbers up to 1000	Adding and subtracting 100s Adding and subtracting a 3-digit number to 1s,10s Adding and subtracting 3-digit number and 2-digit number Adding two 3-digit numbers Subtracting a 3-digit number from a 3-digit number	Multiplication equal grouping Multiplying and dividing by 3,4,8 3,4,8 times tables Multiplying and dividing a 2-digit number by a 1-digit number	Unit and non-unit fractions Making a whole Tenths Fractions as numbers Equivalent fractions Adding and subtracting same denominator fractions	Converting pounds and pence Adding and subtracting money Measuring and comparing lengths -metres, centimetres Measuring perimeter Months, years, hours Telling the time to the minute Measuring and comparing mass Measuring and comparing capacity	Comparing angles Right angles Describing 2D and 3D shapes	Pictograms Bar charts Tables	
Y4	Counting, ordering, representing numbers up to 10 000 Rounding to the nearest 10,100,1000 Roman numerals to 100 Comparing 4-digit numbers Negative numbers	Adding and subtracting two 4-digit numbers	Multiplying and dividing by multiples of 10 and 100 Multiplying and dividing by 0,1,6,7,8,9, Multiplying more than two numbers Multiplying and dividing a 3-digit number by a 1-digit number Division with remainders	Tenths and hundredths Equivalent fractions Simplifying fractions Fractions greater than 1 Adding and subtracting mixed fractions with the same denominator Calculating fractions of a quantity Decimals as tenths, hundredths	Kilometres Perimeter of rectangles and rectilinear shapes Area by counting squares Pounds, tenths and hundredths Ordering, rounding and estimating money Converting time – analogue to 12-hour	Regular and irregular shapes Identify angles Classifying triangles Classify and Compare quadrilaterals Lines of symmetry Symmetric figures Describing position and movement using a grid	Charts and tables Line graphs	

				Writing, comparing, ordering, rounding decimals				
Y5	Comparing and ordering numbers to 100 000 and 1 000 000 Rounding to the nearest 10,100,1000, 1 000 000 Roman numerals to 1000	Adding and subtracting whole numbers with more than 4-digits	Multiples, Factors Prime numbers Square numbers Cube numbers Multiplying 2-digit numbers Multiplying 3-digit numbers by 2-digit numbers Multiplying 4- digit numbers by 2-digit numbers Dividing numbers up to 4-digits by 1-digit Division with remainders	Converting improper fractions to mixed numbers Converting mixed numbers to improper fractions Comparing and ordering fractions Adding and subtracting fractions with different denominators Multiplying fractions Thousandths Writing thousandths as decimals Percentages Percentages as fractions and decimals Equivalent percentages, fractions and decimals Adding and subtracting decimals	Calculating perimeter with unknown lengths Calculating area by multiplying Metric and imperial units of length, mass and capacity Converting units of time – days, weeks, hours, Reading timetables using the 24-hour clock Comparing and estimating volume and capacity	Measuring using a protractor Calculating angles around a point Calculating lengths and angles in a shape Recognise parallel and perpendicular lines Reflection with co-ordinates Translation with co-ordinates	Interpreting two-way tables Interpreting line graphs	
Y6	Comparing and ordering numbers to 1 000 000 and 10 000 000 Round numbers up to 10 000 000	Written methods of addition and subtraction Order of operations	Multiplying and dividing up to 4-digits by 2-digit numbers Common factors and multiples Prime numbers up to 100 Square and cube numbers Order of operations Brackets	Simplifying fractions Comparing and ordering fractions Adding and subtracting mixed number fractions Multiplying and dividing fractions by a whole number Multiplying and dividing fractions by a fraction Fractions of amount Multiplying and dividing decimals Different methods for working out percentages	Imperial and metric measures Converting metric measures Miles and km	Plotting co-ordinates Plotting translations and reflections Relating perimeter and area Calculate area of a parallelograms and triangles Volume of cubes and cuboids Ratio and proportion Scale drawings and factors	Mean of a set of data Interpreting pie charts using fractions Read and interpret pie charts using percentages Interpret and draw line graphs	Writing algebraic rules, expressions, formulas and equations Solving equations

Converting fractions to decimals

Equivalent percentages, fractions and decimals

Measure angles and draw shapes with a protractor

Properties of polygons and circles

Draw nets for 3D shapes