



## Chase Side Primary School – Maths Progression KS1 – KS2

Number – Number and place value					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	count in multiples of 6, 7, 9, 25 and 1000	count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000	
given a number, identify one more and one less		count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	find 1000 more or less than a given number		
	recognise the place value of each digit in a two-digit number (tens, ones)	recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit
identify and represent numbers using objects and pictorial representations, including the number line, and use the language of: equal to, more than, less than (fewer), most, least	compare and order numbers from 0 up to 100; use <, > and = signs	compare and order numbers up to 1000	order and compare numbers beyond 1000		
read and write numbers from 1 to 20 in numerals and words	read and write numbers to at least 100 in numerals and in words	read and write numbers up to 1000 in numerals and in words			
identify and represent numbers using objects and pictorial representations, including the number line, and use the language of: equal to, more than, less than (fewer), most, least	identify, represent and estimate numbers using different representations, including the number line	identify, represent and estimate numbers using different representations	identify, represent and estimate numbers using different representations		
	use place value and number facts to solve problems	solve number problems and practical problems involving these ideas	solve number and practical problems that involve all of the above and with increasingly large positive numbers	solve number problems and practical problems that involve all of the above	solve number and practical problems that involve all of the above



## Chase Side Primary School – Maths Progression KS1 – KS2

Number – Addition and Subtraction					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
represent and use number bonds and related subtraction facts within 20	recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	add and subtract numbers mentally, including:		add and subtract numbers mentally with increasingly large numbers	perform mental calculations, including with mixed operations and large numbers use their knowledge of the order of operations to carry out calculations involving the four operations
add and subtract one-digit and two-digit numbers to 20, including zero	add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <ul style="list-style-type: none"> <li>– a two-digit number and ones</li> <li>– a two-digit number and tens</li> <li>– two two-digit numbers</li> <li>– adding three one-digit numbers</li> </ul>	<ul style="list-style-type: none"> <li>– a three-digit number and ones</li> <li>– a three-digit number and tens</li> <li>– a three-digit number and hundreds</li> </ul>			
		add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction	add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction where appropriate	add and subtract whole numbers with more than four digits, including using formal written methods (columnar addition and subtraction)	
	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	estimate the answer to a calculation and use inverse operations to check answers	estimate and use inverse operations to check answers to a calculation	use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems  such as $7 = \square - 9$	solve problems with addition and subtraction: <ul style="list-style-type: none"> <li>– using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>– applying their increasing knowledge of mental and written methods</li> </ul>	solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why solve problems involving addition, subtraction, multiplication and division



## Chase Side Primary School – Maths Progression KS1 – KS2

Number – Multiplication and division					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens [Domain: Number – Number and place value]	recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	recall multiplication and division facts for multiplication tables up to $12 \times 12$		
	calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals ( $=$ ) signs	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 two-digit and three-digit numbers by a one-digit number using formal written layout	multiply numbers up to four digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers	multiply multi-digit numbers up to four digits by a two-digit whole number using the formal written method of long multiplication multiply one-digit numbers with up to two decimal places by whole numbers [Domain: Number – Fractions (including decimals and percentages)]
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	solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which $n$ objects are connected to $m$ objects	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	solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes  solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign  solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates	solve problems involving addition, subtraction, multiplication and division



## Chase Side Primary School – Maths Progression KS1 – KS2

Number – Fractions					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10	count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten	recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	
recognise, find and name a half as one of two equal parts of an object, shape or quantity recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	recognise, find, name and write fractions $\frac{1}{3}$ , $\frac{1}{4}$ , $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity write simple fractions, for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number solve simple measure and money problems involving fractions and decimals to two decimal places		
	write simple fractions, for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	recognise and show, using diagrams, equivalent fractions with small denominators	recognise and show, using diagrams, families of common equivalent fractions	identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	use common factors to simplify fractions; use common multiples to express fractions in the same denomination
		add and subtract fractions with the same denominator within one whole [ for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$ ]	add and subtract fractions with the same denominator	add and subtract fractions with the same denominator and denominators that are multiples of the same number 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, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1 \frac{1}{5}$ ]	add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions
		compare and order unit fractions, and fractions with the same denominators		compare and order fractions whose denominators are all multiples of the same number	compare and order fractions, including fractions > 1
		solve problems that involve all of the above	solve simple measure and money problems involving fractions and decimals to two decimal places	solve problems involving number up to three decimal places	solve problems which require answers to be rounded to specified degrees of accuracy



## Chase Side Primary School – Maths Progression KS1 – KS2

Measurement					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> <li>– lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</li> <li>– mass/weight [for example, heavy/light, heavier than, lighter than]</li> <li>– capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]</li> </ul> <p>measure and begin to record the following:</p> <ul style="list-style-type: none"> <li>– lengths and heights</li> <li>– mass/weight</li> <li>– capacity and volume</li> </ul>	<p>compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and = 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</p>	<p>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</p>	<p>estimate, compare and calculate different measures, including money in pounds and pence</p>	<p>use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling</p>	<p>solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p> <p>use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places</p>
		<p>measure the perimeter of simple 2-D shapes</p>	<p>measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p>	<p>measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</p>	<p>recognise that shapes with the same areas can have different perimeters and vice versa</p>
<p>recognise and know the value of different denominations of coins and notes</p>	<p>recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value find different combinations of coins that equal the same amounts of money</p> <p>solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</p>	<p>add and subtract amounts of money to give change, using both £ and p in practical contexts</p>	<p>estimate, compare and calculate different measures, including money in pounds and pence</p>	<p>use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling</p>	<p>solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p>



## Chase Side Primary School – Maths Progression KS1 – KS2

Measurement (continued)					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times	tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks	read, write and convert time between analogue and digital 12- and 24-hour clocks		
compare, describe and solve practical problems for: <ul style="list-style-type: none"> <li>– time [for example, quicker, slower, earlier, later]</li> </ul> measure and begin to record the following: <ul style="list-style-type: none"> <li>– time (hours, minutes, seconds)</li> </ul> recognise and use language relating to dates, including days of the week, weeks, months and years	know the number of minutes in an hour and the number of hours in a day	estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight  know the number of seconds in a minute and the number of days in each month, year and leap year	solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days  convert between different units of measure [for example, kilometre to metre; hour to minute]	solve problems involving converting between units of 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
sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]	compare and sequence intervals of time	compare durations of events [for example, to calculate the time taken by particular events or tasks]			



## Chase Side Primary School – Maths Progression KS1 – KS2

Geometry – Properties of shapes					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
recognise and name common 2-D and 3-D shapes, including: – 2-D shapes [for example, rectangles (including squares), circles and triangles]	compare and sort common 2-D and 3-D shapes and everyday objects identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line	draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them	compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes  identify lines of symmetry in 2-D shapes presented in different orientations  complete a simple symmetric figure with respect to a specific line of symmetry	use the properties of rectangles to deduce related facts and find missing lengths and angles  distinguish between regular and irregular polygons based on reasoning about equal sides and angles	draw 2-D shapes using given dimensions and angles  compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons  illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
recognise and name common 2-D and 3-D shapes, including: – 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	compare and sort common 2-D and 3-D shapes and everyday objects identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces  identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]	draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them		identify 3-D shapes, including cubes and other cuboids, from 2-D representations	compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons  recognise, describe and build simple 3-D shapes, including making nets
		recognise angles as a property of shape or a description of a turn  identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle	identify acute and obtuse angles and compare and order angles up to two right angles by size	know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles  draw given angles, and measure them in degrees (o)  identify: – angles at a point and one whole turn (total 360°) – angles at a point on a straight line and 12 a turn (total 180°) – other multiples of 90°	recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
		identify horizontal and vertical lines and pairs of perpendicular and parallel lines			



## Chase Side Primary School – Maths Progression KS1 – KS2

Statistics					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	interpret and construct simple pictograms, tally charts, block diagrams and simple tables	interpret and present data using bar charts, pictograms and tables	interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs	complete, read and interpret information in tables, including timetables	interpret and construct pie charts and line graphs and use these to solve problems
	ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity  ask and answer questions about totalling and comparing categorical data	solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables	solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	solve comparison, sum and difference problems using information presented in a line graph	