



Barrowcliff School

Skills Progression Grid

Maths

(taken from the Ready-to-Progress criteria for Years 1-6 'Mathematics guidance: key stages 1 and 2 Non-statutory guidance for the national curriculum in England')

Please note that this document does not address the whole of the primary Maths curriculum, but only the areas that have been identified as a priority. It is still a statutory requirement that the whole of the curriculum is taught. For a more detailed breakdown please look at the Maths No Problem scheme of work for your child's year group which can be found in the Maths section on the school website.

All highlighted words/symbols can be found in the 'Primary Maths Dictionary for Children and Parents' in the Maths section on the school website.

Nursery	3-4 years
<p><i>Taken from 'Development Matters' Non-Statutory Curriculum Guidance for the Early Years Foundation Stage</i></p>	<ul style="list-style-type: none"> • Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). • Recite numbers past 5. • Say one number for each item in order: 1,2,3,4,5. • Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). • Show 'finger numbers' up to 5. • Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Experiment with their own symbols and marks as well as numerals. • Solve real world mathematical problems with numbers up to 5. • Compare quantities using language: 'more than', 'fewer than'. • Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round' • Understand position through words alone – for example, "The bag is under the table," – with no pointing. • Describe a familiar route. • Discuss routes and locations, using words like 'in front of' and 'behind'. • Make comparisons between objects relating to size, length, weight and capacity. • Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. Combine shapes to make new ones - an arch, a bigger triangle etc. • Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc. • Extend and create ABAB patterns – stick, leaf, stick, leaf. • Notice and correct an error in a repeating pattern. • Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'

Reception	Number			Numerical Patterns		
	Children at the expected level of development will: <ul style="list-style-type: none"> • 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. 			Children at the expected level of development will: <ul style="list-style-type: none"> • Verbally count beyond 20, recognising the pattern of the counting system; • Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity; • Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally. 		
Years 1-6	Number and Place Value	Number Facts	Addition and Subtraction	Multiplication and Division	Fractions	Geometry
Year 1	Count within 100, forwards and backwards, starting with any number. Reason about the location of numbers to 20 within the linear number system, including comparing using $<$ $>$ and $=$	Develop fluency in addition and subtraction facts within 10. Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.	Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers. Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and			Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. Compose 2D and 3D shapes from smaller

			equations to real-life contexts.			shapes to match an example, including manipulating shapes to place them in particular orientations.
Year 2	<p>Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and nonstandard partitioning.</p> <p>Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10.</p>	Secure fluency in addition and subtraction facts within 10, through continued practice.	<p>Add and subtract across 10.</p> <p>Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more...?".</p> <p>Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a twodigit number.</p> <p>Add and subtract within 100 by applying related</p>	<p>Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables.</p> <p>Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations.</p>		Use precise language to describe the properties of 2D and 3D shapes , and compare shapes by reasoning about similarities and differences in properties.

			one-digit addition and subtraction facts: add and subtract any 2 twodigit numbers.			
Year 3	<p>Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.</p> <p>Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning.</p> <p>Reason about the location of any three-digit number in the linear number system, including identifying the previous and next multiple of 100 and 10.</p> <p>Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts.</p>	<p>Secure fluency in addition and subtraction facts that bridge 10, through continued practice.</p> <p>Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number.</p> <p>Apply place-value knowledge to known additive and multiplicative number facts</p>	<p>Calculate complements to 100 ($48+52=100$)</p> <p>Add and subtract up to three-digit numbers using column methods.</p> <p>Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part-part-whole structure. Understand and use the commutative property of addition, and understand the</p>	<p>Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division.</p>	<p>Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts.</p> <p>Find unit fractions of quantities using known division facts (multiplication tables fluency).</p> <p>Reason about the location of any fraction within 1 in the linear number system</p> <p>Add and subtract fractions with the same</p>	<p>Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations.</p> <p>Draw polygons by joining marked points, and identify parallel and perpendicular sides.</p>

		(scaling facts by 10).	related property for subtraction.		denominator, within 1.	
Year 4	<p>Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.</p> <p>Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and nonstandard partitioning.</p> <p>Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each.</p> <p>Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts.</p>	<p>Recall multiplication and division facts up to 12x12, and recognise products in multiplication tables as multiples of the corresponding number.</p> <p>Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context.</p> <p>Apply place-value knowledge to known additive and multiplicative number facts</p>		<p>Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.</p> <p>Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication.</p> <p>Understand and apply the distributive</p>	<p>Reason about the location of mixed numbers in the linear number system.</p> <p>Convert mixed numbers to improper fractions and vice versa.</p> <p>Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.</p>	<p>Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.</p> <p>Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.</p> <p>Identify line symmetry in 2D shapes</p>

		(scaling facts by 100)		property of multiplication.		presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.
Year 5	<p>Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01.</p> <p>Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and nonstandard partitioning.</p> <p>Reason about the location of any number with up to 2</p>	<p>Secure fluency in multiplication table facts, and corresponding division facts, through continued practice.</p> <p>Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth).</p>		<p>Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size.</p> <p>Find factors and multiples of positive whole numbers, including common factors and common multiples, and express a given</p>	<p>Find non-unit fractions of quantities.</p> <p>Find equivalent fractions and understand that they have the same value and the same position in the linear number system.</p> <p>Recall decimal fraction equivalents for a half, a quarter, a fifth and a tenth, and for multiples of</p>	<p>Compare angles, estimate and measure angles in degrees ($^{\circ}$) and draw angles of a given size</p> <p>Compare areas and calculate the area of rectangles (including squares) using standard units.</p>

	<p>decimals places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each.</p> <p>Divide 1 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2, 4, 5 and 10 equal parts.</p> <p>Convert between units of measure, including using common decimals and fractions.</p>			<p>number as a product of 2 or 3 factors.</p> <p>Multiply any whole number with up to 4 digits by any one-digit number using a formal written method.</p> <p>Divide a number with up to 4 digits by a one-digit number using a formal written method, and interpret remainders appropriately for the context.</p>	these proper fractions.	
Year 6	Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000).		Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships)	For year 6, Multiplication and Division ready-toprogress criteria are combined with Addition and Subtraction	Recognise when fractions can be simplified , and use common factors to simplify fractions. Express fractions in a common	Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area , and solve

	<p>Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and nonstandard partitioning.</p> <p>Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round numbers, as appropriate, including in contexts.</p> <p>Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.</p>		<p>restricted to multiplication by a whole number).</p> <p>Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding.</p> <p>Solve problems involving ratio relationships.</p> <p>Solve problems with 2 unknowns.</p>	<p>ready-to-progress criteria.</p>	<p>denomination and use this to compare fractions that are similar in value.</p> <p>Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose between reasoning and common denomination as a comparison strategy.</p>	<p>related problems.</p>
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