St. Hugh's Catholic Primary School
Maths Progression Map

Area of Learning and Development	Aspect	16 – 26 months	22 – 36 months	30 – 50 months	40 – 60+ months
Mathematics	Number	To know that things exist, even when out of sight To begin to organise and categorise objects, e.g. putting all the teddy bears together or teddies and cars in separate piles To say some counting words randomly	To select a small number of objects from a group when asked, for example, 'please give me one', 'please give me two' To recite some number names in sequence To create and experiment with symbols and marks representing ideas of number To begin to make comparisons between quantities To use some language of quantities, such as 'more' and 'a lot' To know that a group of things changes in quantity when something is added or taken away	To use some number names and number language spontaneously To use some number names accurately in play To recite numbers in order to 10 To know that numbers identify how many objects are in a set To begin to represent numbers using fingers, marks on paper or pictures To sometimes match numeral and quantity correctly To show curiosity about numbers by offering comments or asking questions To compare two groups of objects, saying when they have the same number To show an interest in number problems To separate a group of three or four objects in different ways, beginning to recognise that the total is still the same To show an interest in numerals in the environment To show an interest in representing numbers To realise not only objects, but anything can be counted, including steps, claps or jumps	To recognise some numerals of personal significance To recognises numerals 1 to 5. To count up to three or four objects by saying one number name for each item To count actions or objects which cannot be moved. To count objects to 10 and beginning to count beyond 10 To count up to six objects from a larger group To select the correct numeral to represent 1 to 5, then 1 to 10 objects To count an irregular arrangement of up to ten objects To estimate how many objects they can see and checks by counting them To use the language of 'more' and 'fewer' to compare two sets of objects To find the total number of items in two groups by counting all of them To say the number that is one more than a given number. To find one more or one less from a group of up to five objects, then ten objects In practical activities and discussion, to begin to use the vocabulary involved in adding and subtracting To record using marks that they can interpret and explain To begin to identify own mathematical problems based on own interests and fascinations
	Shape, space and measures	To attempt, sometimes successfully, to fit shapes into	To notice simple shapes and patterns in pictures	To show an interest in shape and space by playing with shapes or	To begin to use mathematical names for 'solid' 3D shapes and

| | | spaces on inset boards or jigsaw puzzles
To use blocks to create their own simple structures and arrangements
To enjoy filling and emptying containers.
To associate a sequence of actions with daily routines
To begin to understand that things might happen 'now' | To begin to categorise objects according to properties such as shape or size
To begin to use the language of size
To understand some talk about immediate past and future, e.g. 'before', 'later' or 'soon'
To anticipate specific time-based events such as mealtimes or home time | making arrangements with objects (links to EAD)
To show awareness of similarities of shapes in the environment
To use positional language
To show interest in shape by sustained construction activity or by talking about shapes or arrangements
To show interest in shapes in the environment
To use shapes appropriately for tasks
To begin to talk about the shapes of everyday objects, e.g. 'round' and 'tall' | 'flat' 2D shapes, and mathematical terms to describe shapes
To select a particular named shape
To describe their relative position such as 'behind' or 'next to'
To order two or three items by length or height
To order two items by weight or capacity
To use familiar objects and common shapes to create and recreate patterns and build models
To use everyday language related to time
To begin to use everyday language related to money
To order and sequences familiar events
To measure short periods of time in simple ways |

Early Learning Goal:

Number: Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.
Shape, space and measure: Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number and place value	To count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number To count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	To count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward To recognise the place value of each digit in a two-digit number (tens, ones) To identify, represent and estimate numbers using different representations, including the number line	To count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number To recognise the place value of each digit in a three-digit number (hundreds, tens, ones) To compare and order numbers up to 1000	To count in multiples of 6, 7, 9, 25 and 1000 To find 1000 more or less than a given number To count backwards through zero to include negative numbers To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	To read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit To count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 To interpret negative numbers in context,	To read, write, order and compare numbers up to 10 000 000 and determine the value of each digit To round any whole number to a required degree of accuracy To use negative numbers in context, and calculate intervals across zero

	Given a number, to identify one more and one less To 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 To read and write numbers from 1 to 20 in numerals and words	To compare and order numbers from 0 up to 100; use < > and = signs To read and write numbers to at least 100 in numerals and in words To use place value and number facts to solve problems	To identify, represent and estimate numbers using different representations To read and write numbers up to 1000 in numerals and in words To solve number problems and practical problems involving these ideas	To order and compare numbers beyond 1000 To identify, represent and estimate numbers using different representations To round any number to the nearest 10, 100 or 1000 To solve number and practical problems that involve all of the above and with increasingly large positive numbers To read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value	count forwards and backwards with positive and negative whole numbers, including through zero To round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 To solve number problems and practical problems that involve all of the above To read Roman numerals to 1000 (M) and recognise years written in Roman numerals	To solve number and practical problems that involve all of the above
Number – addition and subtraction	To read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs To represent and use number bonds and related subtraction facts within 20 To add and subtract one-digit and two-digit numbers to 20, including zero To solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = _ – 9.	To solve problems with addition and subtraction using concrete objects and pictorial representations, including those involving numbers, quantities and measures To apply their increasing knowledge of mental and written methods To recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 To add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones a two-digit number and tens two two-digit numbers	To add and subtract numbers mentally, including: a three-digit number and ones a three-digit number and tens a three-digit number and hundreds To add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction To estimate the answer to a calculation and use inverse operations to check answers To solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	To add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate To estimate and use inverse operations to check answers to a calculation To solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	To add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) To add and subtract numbers mentally with increasingly large numbers To use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why To use their knowledge of the order of operations to carry out calculations involving the four operations To perform mental calculations, including with mixed operations and large numbers To solve problems involving addition and subtraction, To use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy

		adding three one-digit numbers To show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems				
Number – multiplication and division	To 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	To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers To calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs To show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division	To recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables To 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 To 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	To recall multiplication and division facts for multiplication tables up to 12 × 12 To 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 To recognise and use factor pairs and commutativity in mental calculations To multiply two-digit and three-digit numbers by a one-digit number using formal written layout To 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	To identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers To know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers To establish whether a number up to 100 is prime and recall prime numbers up to 19 To 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 To multiply and divide numbers mentally drawing upon known facts To divide numbers up to 4 digits by a one-digit number using the formal written method of short division and	To multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication To divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context To 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 To perform mental calculations, including with mixed operations and large numbers

		facts, including problems in contexts		objects are connected to m objects	interpret remainders appropriately for the context To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 To recognise and use square numbers and cube numbers, and the notation for squared and cubed To solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes To solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign To solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates	To identify common factors, common multiples and prime numbers To use their knowledge of the order of operations to carry out calculations involving the four operations To solve problems involving multiplication and division To use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
Number – fractions (including decimals and percentages)	To recognise, find and name a half as one of two equal parts of an object, shape or quantity To recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	To recognise, find, name and write fractions 1/3, 1/4 , 2/4 and 3/4 of a length, shape, set of objects or quantity To write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2	To count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators	To recognise and show, using diagrams, families of common equivalent fractions To count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. To solve problems involving increasingly harder fractions to	To compare and order fractions whose denominators are all multiples of the same number To identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths To recognise mixed numbers and improper	To use common factors to simplify fractions; use common multiples to express fractions in the same denomination To compare and order fractions, including fractions > 1 To add and subtract fractions with different denominators and mixed numbers, using the

| | | | | To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators
To recognise and show, using diagrams, equivalent fractions with small denominators
To add and subtract fractions with the same denominator within one whole [for example, 5/7 + 1/7 = 6/7]
To compare and order unit fractions, and fractions with the same denominators
To solve problems that involve all of the above | calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
To add and subtract fractions with the same denominator
To recognise and write decimal equivalents of any number of tenths or hundredth
To recognise and write decimal equivalents to 1/4 , 1/2 , 3/4
To 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
To round decimals with one decimal place to the nearest whole number
To compare numbers with the same number of decimal places up to two decimal places
To solve simple measure and money problems involving fractions and decimals to two decimal places | fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example, 2/5 + 4/5 = 6/5 = 1 1/5]
To add and subtract fractions with the same denominator and denominators that are multiples of the same number
To multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams
To read and write decimal numbers as fractions [for example, 0.71 = 71/100]
To recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
To round decimals with two decimal places to the nearest whole number and to one decimal place
To read, write, order and compare numbers with up to three decimal places
To solve problems involving number up to three decimal places
To recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a | concept of equivalent fractions
To multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, 1/4 × 1/2 = 1/8]
To divide proper fractions by whole numbers [for example, 1/3 ÷ 2 = 1/6]
To associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, 3/8]
To identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places
multiply one-digit numbers with up to two decimal places by whole numbers
To use written division methods in cases where the answer has up to two decimal places
To solve problems which require answers to be rounded to specified degrees of accuracy
To recall and use equivalences between simple fractions, decimals and percentages, including in different contexts |

					fraction with denominator 100, and as a decimal To solve problems which require knowing percentage and decimal equivalents of 2 1 , 4 1 , 5 1 , 5 2 , 5 4 and those fractions with a denominator of a multiple of 10 or 25	
Ratio and proportion						To solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts To solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison To solve problems involving similar shapes where the scale factor is known or can be found To solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
Algebra						To use simple formulae To generate and describe linear number sequences To express missing number problems algebraically To find pairs of numbers that satisfy an equation with two unknowns To enumerate possibilities of combinations of two variables

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Measurement						
	To compare, describe and solve practical problems for: - lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] - mass/weight [for example, heavy/light, heavier than, lighter than] - capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] - time [for example, quicker, slower, earlier, later] To measure and begin to record the following: -lengths and heights -mass/weight -capacity and volume -time (hours, minutes, seconds) To recognise and know the value of different denominations of coins and notes To sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] To recognise and use language relating to dates, including days of the week, weeks, months and years To tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	To choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels To compare and order lengths, mass, volume/capacity and record the results using >, < and = To recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value To find different combinations of coins that equal the same amounts of money To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change To compare and sequence intervals of time 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 know the number of minutes in an hour and the number of hours in a day	To measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) To measure the perimeter of simple 2-D shapes To add and subtract amounts of money to give change, using both £ and p in practical contexts To tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks To 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 To know the number of seconds in a minute and the number of days in each month, year and leap year To compare durations of events [for example to calculate the time taken by particular events or tasks]	To convert between different units of measure [for example, kilometre to metre; hour to minute] To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres To find the area of rectilinear shapes by counting squares To estimate, compare and calculate different measures, including money in pounds and pence read, write and convert time between analogue and digital 12- and 24-hour clocks To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days	To convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) To understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints To measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres To calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular shapes To estimate volume [for example, using 1 cm^3 blocks to build cuboids (including cubes)] and capacity [for example, using water] To solve problems involving converting between units of time To use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling	To solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate To 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 To convert between miles and kilometres To recognise that shapes with the same areas can have different perimeters and vice versa To recognise when it is possible to use formulae for area and volume of shapes To calculate the area of parallelograms and triangles To calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm^3) and cubic metres (m^3), and extending to other units [for example, mm^3 and km^3]

Geometry – properties of shape	To recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].	To identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line To identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces To identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] To compare and sort common 2-D and 3-D shapes and everyday objects	To draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them To recognise angles as a property of shape or a description of a turn To 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 To identify horizontal and vertical lines and pairs of perpendicular and parallel lines	To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes To identify acute and obtuse angles and compare and order angles up to two right angles by size To identify lines of symmetry in 2-D shapes presented in different orientations To complete a simple symmetric figure with respect to a specific line of symmetry	To identify 3-D shapes, including cubes and other cuboids, from 2-D representations To know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles To draw given angles, and measure them in degrees ($°$) To identify: angles at a point and one whole turn (total 360$°$) angles at a point on a straight line and 2 1 a turn (total 180$°$) other multiples of 90$°$ To use the properties of rectangles to deduce related facts and find missing lengths and angles To distinguish between regular and irregular polygons based on reasoning about equal sides and angles	To draw 2-D shapes using given dimensions and angles To recognise, describe and build simple 3-D shapes, including making nets To compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons To illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius To recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
Geometry – position and direction	To describe position, direction and movement, including whole, half, quarter and three quarter turns	To order and arrange combinations of mathematical objects in patterns and sequences To 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		To describe positions on a 2-D grid as coordinates in the first quadrant To describe movements between positions as translations of a given unit to the left/right and up/down To plot specified points and draw sides to complete a given polygon	To 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	To describe positions on the full coordinate grid (all four quadrants) To draw and translate simple shapes on the coordinate plane, and reflect them in the axes

		(clockwise and anticlockwise)				
Statistics		To interpret and construct simple pictograms, tally charts, block diagrams and simple tables To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity To ask and answer questions about totalling and comparing categorical data	To interpret and present data using bar charts, pictograms and tables To 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	To interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	To solve comparison, sum and difference problems using information presented in a line graph To complete, read and interpret information in tables, including timetables	To interpret and construct pie charts and line graphs and use these to solve problems To calculate and interpret the mean as an average