

Haydn Primary School Maths Progression Map

	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Counting & ordering	Count reliably to 20. Order numbers 1 – 20.	Count to & across 100, forwards & backwards from any number.	Compare & order numbers up to 100.	Compare & order numbers up to 1000.	Count backwards through zero to include negative numbers. Compare & order numbers beyond 1000. Compare & order numbers with 2 decimal places. Read Roman numerals to 100.	Count forwards & backward with positive & negative numbers through zero. Count forwards/backwards in steps of powers of 10 for any given number up to 1000000. Compare & order numbers with 3 decimal places. Read Roman numerals to 1000.	Compare & order numbers up to 10000000.
Key vocabulary	<i>zero number one, two, three ... to twenty and beyond teens numbers, eleven, twelve ... twenty nine how many ...? count, count (up) to, count on (from, to), count back (from, to) count in ones, twos, fives, tens is the same as more, less odd, even few pattern pair</i>	<i>All numbers from 0-100, forwards, backwards.</i>	<i>Hundreds, Tens, ones, units, equal, less than, greater than, all numbers to 100, place holder, 2 or 3 digit number, partition,</i>	<i>Thousands, all numbers to 1000, place holder, 4 digit number. order</i>	<i>Millions, hundred thousands, ten thousands, decimals, tenths, hundredths, negative, roman numerals.</i>	<i>Names of numbers to one million Powers of 10 Roman numerals to 1000.</i>	<i>Ten million Names of all numbers up to ten million.</i>
Numbers & more/less	Say 1 more/1 less to 20.	Read & write numbers to 20 in digits & words. Read & write numbers to 100 in digits. Say 1 more/1 less to 100	Read & write all numbers to 100 in digits & words. Say 10 more/less than any number to 100.	Read & write all numbers to 1000 in digits & words. Find 10 or 100 more/less than a given number.	Find 1000 more/less than a given number.		
Key vocabulary	<i>One more, one less, names of numbers to 20,</i>	<i>More than and less than, Names of all numbers to 100. Units, ones, tens, digit, numeral,</i>	<i>ten more, ten less , hundreds</i>	<i>Names of all numbers up to 1000, hundred more/less, thousands</i>	<i>thousand more/less,</i>		

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		<i>figure, compare, order, size, value</i>					
Tables & multiples		Count in multiples of 1, 2, 5 & 10.	Count in multiples of 2, 3 & 5 & 10 from any number up to 100. Recall & use multiplication & division facts for 2, 5 & 10 tables.	Count from 0 in multiples of 4, 8, 50 & 100. Recall & use multiplication & division facts for 3, 4, 8 tables.	Count in multiples of 6, 7, 9, 25 & 1000. Recall & use multiplication & division facts all tables to 12x12.	Identify all multiples & factors, including finding all factor pairs. Use known tables to derive other number facts.	Identify common factors, common multiples & prime numbers.
Key vocabulary		<i>Twos, Fives, Tens, Double, Groups of, Array, Odd even, How many times? Lots of, Repeated addition</i>	<i>Threes, times, Multiply, share, Divide</i>	<i>fours, eights, fifty, hundred, division, product</i>	<i>Sixes, sevens, nines, twenty fives, thousands.</i>	<i>Multiples, factors, factor pairs, prime number, prime factor, square number, cube number,</i>	<i>Common factors, common multiples, highest common factors</i>
Bonds & Facts	Understand numbers to 10 and bonds between them.	Know bonds to 10 by heart. Use bonds & subtraction facts to 20.	Recall & use +/- facts to 20. Derive & use related facts to 100.			Recall prime numbers up to 19.	
Key Vocabulary	<i>Ten frame How many more Names of numbers to 10</i>	<i>put together, add, altogether, total, take away, subtract, distance between, difference between, more than and less than, tens, ones, units, number bonds</i>	<i>Number bonds to 100</i>			<i>Prime numbers factors</i>	
Place value & rounding		Pupils begin to recognise place value in numbers beyond 20 by reading, writing, counting and comparing numbers up to 100, supported by objects and pictorial representations.	Recognise PV of any 2-digit number.	Recognise PV of any 3-digit number.	Recognise PV of any 4-digit number. Round any number to the nearest 10, 100 or 1000. Round decimals with 1dp to nearest whole number.	Recognise PV of any number up to 1000000. Round any number up to 1000000 to the nearest 10, 100, 1000, 10000 or 100000. Round decimals with 2dp to nearest whole number & 1dp.	Round any whole number to a required degree of accuracy.
Key vocabulary		<i>Tens, units, ones, all names of numbers up to 99, 2 digit numbers, place value</i>	<i>Tens, units, ones, all names of numbers up to 99, 2 digit numbers, place value</i>	<i>Hundreds, all names of numbers up to 999, 3 digit numbers</i>	<i>round, decimals</i>	<i>Nearest 10, 100, 1000, 10000, 100000, 1000000, round to one decimal place.</i>	<i>Two decimal places etc.</i>

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Calculations +/-	Add & subtract two single digit numbers.	Add & subtract: 1 digit & 2 digit numbers to 20, including zero. Add any three 1-digit numbers with a total up to 20.	Add & subtract: 2-digit nos & ones 2-digit nos & tens Two 2-digit nos Three 1-digit nos Recognise & use inverse.	Add & subtract: 3-digit nos & ones 3-digit nos & tens 3-digit nos & hundreds Add & subtract: Numbers with up to 3-digits using efficient written method (column). Use inverse to check.	Add & subtract: Numbers with up to 4-digits using efficient written method (column). Numbers with up to 1dp.	Add & subtract: Numbers with more than 4-digits using efficient written method (column). Numbers with up to 2dp.	
Key vocabulary	<i>double one more, take away, how many are left/left over? how many have gone? one less, how many fewer, difference between</i>	<i>put together, add, altogether, total, sum, take away, distance between, subtract,</i>	<i>equals, inverse</i>		<i>One decimal place, tenths</i>	<i>Efficient method</i>	<i>Order of operations - BIDMAS</i>
Calculations \times/\div		Solve simple multiplication & division with apparatus & arrays.	Calculate & write multiplication & division calculations using multiplication tables. Recognise & use inverse.	Multiply: 2-digit by 1-digit	Multiply: 2-digit by 1-digit 3-digit by 1-digit Divide: 3-digit by 1-digit	Multiply: 4-digits by 1-digit/ 2-digit Divide: 4-digits by 1-digit Multiply & divide: Whole numbers & decimals by 10, 100 & 1000	Multiply: 4-digit by 2-digit Divide: 4-digit by 2-digit
Key vocabulary	<i>sharing doubling halving number patterns</i>	<i>Arrays, groups of, lots of, repeated addition, pairs, equal groups of, left,</i>	<i>multiplication, multiply, divide division, inverse, operation</i>	<i>product</i>	<i>factor pairs, quotient, divisor, dividend,</i>	<i>Formal written methods, long multiplication</i>	<i>Order of operations - BIDMAS</i> <i>Interpret remainders</i>
Fractions decimals & percentages		Recognise half and quarter of object, shape or quantity.	Recognise, find, name & write $\frac{1}{3}$; $\frac{1}{4}$; $\frac{2}{4}$; $\frac{3}{4}$. Recognise equivalence of simple fractions.	Count up/down in tenths. Compare & order fractions with same denominator. +/- fractions with same denominator with whole. Know pairs of fractions that total 1.	Count up/down in hundredths. Write equivalent fractions +/- fractions with same denominator. Compare numbers with up to 2 decimal places. Round numbers with 1 decimal place. Recognise and write decimal	Count up/down in thousandths. Recognise mixed numbers & fractions & convert from one to another. Multiply proper fractions by whole numbers. Read, write, order and compare numbers with up to three decimal places. Round numbers with two decimal places to nearest whole number and one decimal place.	Add & subtract fractions with different denominators & mixed numbers. Multiply simple pairs of proper fractions, writing the answer in the simplest form. Divide proper fractions by whole numbers. Calculate % of whole number.

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					equivalents with: tenths, hundredths, one half, one quarter and three quarters.	Read and write decimal numbers as fractions. Recognise % symbol and write % as fraction with 100 as the denominator.	Answer questions with specified degree of accuracy within decimals. Recall and use equivalence between fractions, decimals and percentages.
Key vocabulary		<i>Half Quarter Whole Equal parts</i>	<i>two quarters, three quarters, one third, same as, equivalent.</i>	<i>Denominator, numerator, total, pairs, tenths,</i>	<i>hundredths</i>	<i>Mixed number, improper fractions, proper fractions, thousandths, percent, percentages, names of fractions ie fifth,</i>	<i>Degree of accuracy, simplify, simplest form, common denominator, three decimal places</i>
Measurement & Time		Compare, describe and solve practical problems for: lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half] mass/weight [e.g. heavy/light, heavier than, lighter than] capacity and volume [e.g. full/empty, more than, less than, half, half full, quarter] Recognise and know the value of different denominations of coins and notes time [e.g. quicker, slower, earlier, later] Sequence events in order. Use language of day, week, month and year. Tell time to hour & half past.	Compare and order lengths, mass, volume/capacity and record the results using >, < 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. Recognise £ and p symbols, find different combinations of coins to make same value and solve simple problems including change. Tell time to five minutes, including quarter past/to.	Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) and money . Measure the perimeter of simple 2-D shapes. Tell time using 12 and 24 hour clocks; and using roman numerals. Tell time to nearest minute. Know number of days in each month.	Find the area of rectilinear shapes by counting squares. Read, write & convert time between analogue & digital 12 & 24 hour clocks. Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.	Calculate and compare the area of squares and rectangles including using standard units. Estimate volume and capacity. Use all four operations to solve problems involving measure (e.g. length, mass, volume, money, time) using decimal notation including scaling. Calculate and compare the area of squares and rectangles including using standard units. Solve time problems using timetables and converting between different units of time.	Calculate, estimate and compare volume of cubes and cuboids using standard units. Solve problems involving the calculation and conversion of units of measure . Calculate the area of parallelograms and triangles including use of formula.

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<p>Key vocabulary</p>	<p><i>too little too many, few, just over, just under Length, height, width, depth long, short, tall high, low wide, narrow thick, thin, close, days of the week, Monday, Tuesday ... day, week birthday, holiday morning, afternoon, evening, night bedtime, dinner time, playtime today, yesterday, tomorrow before, after next, last now, soon, early, late quick, slow, old, new, newer, hour, o'clock clock, watch, hands Weight, heavy, light, full empty Money</i></p>	<p><i>Long, short, longer, shorter, tall, wide, narrow, double, half, heavy, light, full, empty, more than, less than, earlier, later, quicker, slower, old new, next, first, today, tomorrow, yesterday, morning, afternoon, evening, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, weeks, months – names, year, seasons, o'clock, hour, half past, pence, pound, cost, cheaper.</i></p>	<p><i>Minutes, hours, change, half as ..., twice as much as... Five past, ten past etc, quarter to, quarter past. Metres, centimetres, grams, kilograms, millilitres, litres, Celsius, temperature</i></p>	<p><i>perimeter, 12hour, 24 hour clock, roman numerals I - XII</i></p>	<p><i>area, analogue, digital, all roman numerals</i></p>	<p><i>Volume, capacity, scaling, timetables, convert</i></p>	
<p>Ratio & Proportion</p>							<p>Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison. Solve problems involving similar shapes where the scale factor is</p>

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							known or can be found. Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.
Key vocabulary							<i>Ratio, proportion, scale factor, relative size, simplify</i>
Geometry		Recognise and name common 2-D and 3-D shapes, including: 2-D shapes [e.g. rectangles (including squares), circles and triangles] 3-D shapes [e.g. cuboids (including cubes), pyramids and spheres]. Describe position, direction and movement including half, quarter and three-quarter turns.	Identify and describe the properties of 2-D and 3-D shapes, including the number of sides, edges, vertices and faces and line symmetry in a vertical line. Know clockwise and anti-clockwise in relation to turns.	Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them. 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 horizontal and vertical lines and pairs of perpendicular and parallel lines.	Identify and draw lines of symmetry in 2-D shapes presented in different orientations. Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify acute, right and obtuse angles. Use co-ordinates in the first quadrant. Describe translation of a shape.	Identify 3-D shapes, including cubes and other cuboids, from 2-D representations. Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Draw given angles, and measure them in degrees ($^{\circ}$). Identify: angles at a point and one whole turn (total 360°) angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°) other multiples of 90° Identify, describe and represent the position of a shape following reflection and translation.	Recognise, describe and build simple 3-D shapes, including making nets. Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. Describe position within all four quadrants. Reflect along the axis and understand new co-ordinates.
Key vocabulary	<i>shape, pattern flat curved, straight round rectangle, square, circle triangle position over, under above, below top, bottom, side on, in, around in front,</i>	<i>Rectangle, square, triangle, cubes, cuboid, sphere, pyramid, cone, cylinder, circle triangle, square, flat, curved, straight, round, hollow, solid,</i>	<i>Names of 2D and 3D shapes including quadrilaterals, polygons, prisms, cones. Symmetry, vertices, clockwise, anti-clockwise, right angles,</i>	<i>horizontal, vertical, perpendicular, parallel, acute, obtuse, ninety degrees, orientation</i>	<i>Coordinates, axes, quadrant, translation, scale, x axis, y axis, translation</i>	<i>Regular, irregular, reflex, degrees, angles around point =360, angles on straight line = 180, reflection</i>	<i>Opposite angles, circumference, radius, diameter, four quadrants, nets</i>

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	<i>back, beside, next to, opposite, between middle, down forwards, backwards, sideways across next to, close, near, far along through to, from, towards, away from</i>	<i>corner, face, side, edge, make, build, draw.2-D, 3-D, half turn, quarter turn, three-quarter turn.</i>	<i>pattern, repeating pattern</i>				
Statistics			Interpret and construct simple pictograms, tally charts, block diagrams and tables. Ask and answer simple questions about this data.	Interpret and present data using bar charts, pictograms and tables. Solve one and two step problems from this information.	Interpret and present discrete and continuous data. Solve comparison, sum and difference problems presented in a chart or graph.	Complete, read and interpret information in tables including timetables. Solve comparison, sum and difference problems from information presented in a line graph.	Interpret and construct pie charts and line graphs and use these to solve problems. Calculate and interpret the mean.
Key vocabulary	<i>count, sort group, set, list</i>		<i>Pictogram, tally charts, block diagrams and tables, data, represent, vote, group, set, list, label, title,</i>	<i>bar chart, frequency table, carroll diagram, venn diagram.</i>	<i>continuous data, discrete data, line graph.</i>	<i>Sum, difference, range, median, mode,</i>	<i>Mean, average, pie chart, construct</i>
Algebra							Express missing number problems algebraically. Find all possibilities of two variables. Use simple formula and generate and describe linear number sequences.
Key vocabulary							<i>Algebra, formulae, linear number sequence, substitute, variables, symbol, known values.</i>