



St. John The Evangelist RCP School Maths Progression (Intent)



SEND – Ambition and Access in Maths

Ambition – What are we aiming for children with SEND to achieve in this subject?	Access – What amendments are made in the teaching of maths in order to help children with SEND achieve?
<p>We are ambitious in what our SEND children can achieve.</p> <p>We want children with SEND to take ownership of their own learning.</p> <p>Quality First Teaching in class to ensure ALL children access their chronological year group curriculum in Maths.</p> <p>We want all our children, regardless of ability, to be able to access all strands of maths and this is enabled by the schemes we use.</p> <p>We do not assume that children who may need extra support in number will also need it in shape or other areas of maths.</p>	<ul style="list-style-type: none"> • Flashback 4 tasks to revisit and revise previous learning at the start of every lesson • Working wall – documenting current learning, key vocabulary, number line, number squares etc... • Practical/concrete resources • Pictorial methods



Maths Progression of Skills (based on White Rose Maths)

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Place value: Counting	<p>Count objects, actions and sounds, up to 10</p> <ul style="list-style-type: none"> • subitise with patterns, 5 and 10 frames, dots on dice, fingers, etc (up to 10) • count beyond ten • have a deep understanding of number to 10, including the composition of each number • subitise (recognise quantities without counting) up to 5 • verbally count beyond 20, recognising the pattern of the counting system 	<p>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</p> <p>Count numbers to 100 in numerals: count in multiples of 2 5 and 10s</p>	<p>Count in steps of 2, 3 and 5 from 0, and in 10s from any number, forward and backward.</p>	<p>Count from 0 in multiples of 4, 8, 50 and 100.</p> <p>Find 10 or 100 more or less than a given number</p>	<p>Count in multiples of 6, 7, 9, 25 and 1000.</p> <p>Count backwards through zero to include negative numbers</p>	<p>Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000</p> <p>Count forwards and backwards with positive and negative whole numbers, including through zero</p>	
Place Value: represent	<p>Link the number symbol (numeral) with its cardinal number value, up to 10</p>	<p>Identify and represent numbers using objects and pictorial representations.</p> <p>Read and write numbers to 100 in numerals</p>	<p>Read and write numbers to at least 100 in numerals and in words.</p> <p>Identify, represent and estimate numbers using different</p>	<p>identify, represent and estimate numbers using different representations</p> <p>Read and write numbers up to 1000 in numerals and words</p>	<p>identify, represent and estimate numbers using different representations</p> <p>Read Roman numerals to 100 (I to C) and know that over time, the</p>	<p>Read, write (order and compare) numbers to at least 1,000,000 and determine the value of each digit.</p> <p>Read Roman numerals to 1000 (M) and recognise</p>	<p>Read, write (order and compare) numbers to at least 10,000,000 and determine the value of each digit.</p>



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		Read any write numbers from 1 to 20 in words and numerals	representations, including the number line		numeral system changed to include the concept of zero and place value	years written in Roman numerals.	
Place Value: Use PV and compare.	Compare numbers using vocabulary: 'more than', 'less than', 'fewer', 'the same as', 'equal to' Understand the 'one more than/one less than' relationship between consecutive numbers • Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity	Given a number, identify 1 more and 1 less.	Recognise the place value of each digit in a two digit number (tens and ones) Compare and order numbers from 0 up to 100; use <> and = signs	Recognise the place value of each digit in a three digit number (hundreds, tens and ones) Compare and order numbers up to 1000	Find 1000 more or less than a given number. Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones) Compare and order numbers beyond 1000	(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 to at least 10,000,000 and determine the value of each digit.
Place value: Problems and rounding			Use place value and number facts to solve problems	Solve number problems and practical problems involving these ideas	Round any number to the nearest 10, 100 or 1000. Solve number and practical problems that involve all of the above with increasingly large positive numbers	Interpret negative numbers in context. Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000.	Round any whole number to a requires degree of accuracy. Use negative numbers in context, and calculate intervals across zero.



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						Solve number problems and practical problems that involve all of the above	Solve number problems that involve all of the above.
Addition and subtraction							
Addition and subtraction: Recall, represent, Use	Explore the composition of numbers to 10 Automatically recall number bonds for numbers 0–10 • 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	Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. 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. Show that addition of two numbers can be done in any order (Commutative) and subtraction of one number from another cannot. 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	
Addition and Subtraction: Calculations		add and subtract one digit and two digit numbers to 20, including zero	add and subtract numbers using concrete objects pictorial representations	add and subtract numbers mentally including: a 3 digit number and ones	add and subtract numbers with up to four digits using formal written methods of	add and subtract whole numbers with more than 4 digits including using formal	perform mental calculations, including with mixed operations and large numbers



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			and mentally including: a two digit number and ones a two digit number and 10s two 2 digit numbers adding three one digit numbers	a 3 digit number and 10s a three digit number and hundreds. Add and subtract numbers with up to three digits using formal written methods of columnar addition and subtraction	columnar addition an subtraction where appropriate.	written methods (columnar addition and subtraction) Add and subtract numbers mentally with increasingly large numbers	use their knowledge of the order of operations to carry out calculations involving the four operations.
Addition and Subtraction: Solving Problems	Solve real world mathematical problems with numbers up to 10	solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems such as $7 = _ - 9$	solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers quantities and measures applying their increasing knowledge of mental and written methods	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 problems involving addition, subtraction, multiplication and division and a combination of these including understanding the meaning of the equals sign	solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and why
Multiplication and Division							
Multiplication and Division: Recall, Represent, Use	• explore and represent patterns within numbers up to 10, including		Recall and use multiplication and division facts for the 2, 5 and 10	recall and use multiplication and division facts for the three four and	recall multiplication and division facts for multiplication	identify multiples and factors including finding all factor pairs of a	identify common factors, common multiples and prime numbers

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	<p>evens and odds, double facts and how quantities can be distributed equally</p>		<p>multiplication tables including recognising odd and even numbers</p> <p>show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</p>	<p>eight multiplication tables</p>	<p>tables up to 12 x 12</p> <p>use place value known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers</p> <p>recognise and use factor pairs and commutativity mental calculations</p>	<p>number and common factors of 2 numbers</p> <p>know and use vocabulary of prime numbers, prime factors and composite (non prime) numbers</p> <p>establish whether a number up to 100 is prime and recall prime numbers up to 19</p> <p>recognise and use square numbers and cube numbers the notation for squared and cubed.</p>	<p>use estimation to check to answers to calculations and determine, in the context of a problem. an appropriate degree of accuracy.</p>
<p>Multiplication and Division: calculation</p>			<p>calculate mathematical statements for multiplication and division within multiplication tables and write them using the multiplication division and equals signs</p>	<p>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</p>	<p>multiply two digit and three digit numbers by a one digit number using formal written layout</p>	<p>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</p> <p>multiply and divide numbers mentally drawing upon known facts</p>	<p>multiply multi digit numbers up to four digits by a two digit whole number using the formal written method of long multiplication</p> <p>divide numbers up to four digits by a two digit whole number using the formal written</p>



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				formal written methods		<p>divide numbers up to four digits by a one digit number using formal written method of short division and interpret remainders appropriately for the context</p> <p>multiply and divide whole numbers and those involving decimals by 10,100 and 1000</p>	<p>method of long division and interpret remainders as whole number remainders, fractions or by rounding as appropriate for the context</p> <p>divide numbers up to four digits by a two digit number using the formal written method of short division where appropriate, interpreting remainders according to the context</p> <p>perform mental calculations including with mixed operations and large numbers</p>
Multiplication and Division: Solve Problems		solve one step problems involving multiplication and division by calculating the answer using concrete objects, pictorial	solve problems involving multiplication and division using materials, arrays, repeated addition, mental methods, and multiplication	solve problems including missing number problems, involving multiplication and division, including positive integer scaling problems	solve problems involving multiplying and adding, including using the distributive law to multiply 2 digit numbers by 1	solve problems involving multiplication and division including using their knowledge of factors and	solve problems involving addition subtraction multiplication and division

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		representations and arrays with the support of the teacher	and division facts including problems in contexts	and correspondence problems in which n objects are connected to m objects	digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects	multiples, squares and cubes solve problems involving multiplication and division, including scaling by simple fraction and problems involving simple rates	
Multiplication and Division: Combined Operations						solve problems involving addition subtraction multiplication and division and a combination of these, including understanding the meaning of the equals sign	use their knowledge of the order of operations to carry out calculations involving the four operations
Fractions, Decimals, Percentages							
Fractions: Recognise and Write		recognise find and name a half as one of two equal parts of an object shape or quantity recognise find an 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.	count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one digit numbers in or quantity's by 10 recognise find and write fractions of a discrete set of objects: unit fractions and non	count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10	identify name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths recognise mixed numbers and improper fractions and convert from one form to the other and write	



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				<p>unit fractions with small denominators</p> <p>recognise and use fractions as numbers: unit fractions and non unit fractions with small denominators</p>		<p>mathematical statements >1 as mixed number for example</p>	
Fractions: Compare			<p>recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$</p>	<p>recognise and show using diagrams, equivalent fractions with small denominators</p> <p>compare and order unit fractions, and fractions with the same denominators</p>	<p>recognise and show using diagrams, families of common equivalent fractions</p>	<p>compare and order fractions whose denominators are all multiples of the same number</p>	<p>use common factors to simplify fractions; use common multiples to express fractions in the same denomination</p> <p>compare and order fractions, including fractions >1</p>
Fractions: Calculations			<p>Write simple fractions for example $\frac{1}{2}$ of $6 = 3$</p>	<p>add and subtract fractions with the same denominator within one whole for example $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$</p>			
Fractions: Solve Problems				<p>solve problems that involve all of the above</p>	<p>solve problems involving increasingly hard fractions to calculate</p>		



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					quantities, and fractions to divide quantities, including non unit fractions where the answer is a whole number		
Decimals: Recognise and write					recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalent to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$	read and write decimal numbers as fractions for example $0.71 = \frac{71}{100}$ recognise and use thousandths and relate them to tenths hundredths and decimal equivalents	identify the value of each digit in numbers given to three decimal places
Decimals: Compare					round decimals with one decimal place to the nearest whole number compare numbers with the same number of decimal places up to two decimal places	round decimals with two decimal places to the nearest whole number and to one decimal place read, write, order and compare numbers with up to three decimal places	
Decimals: Calculations and Problems					find the effect of dividing a one or two digit number by 10 and 100 identifying the value of the digits	solve problems involving number up to three decimal places	multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places



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					in the answers as ones, tenths and hundredths		<p>multiply 1 digit numbers with up to two decimal places by whole numbers</p> <p>use written division methods in cases where the answer has up to two decimal places</p> <p>solve problems which require answers to be rounded to specific degrees of accuracy</p>
Fractions, Decimals and Percentages					solve simple measure and money problems involving fractions and decimals to two decimal places	<p>recognise the percent symbol and understand that percent relates to number of parts per hundred and write percentages as a fraction with the denominator 100 and as a decimal</p> <p>Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$,</p>	<p>associate a fraction with division and calculate decimal fraction equivalents for a simple fraction</p> <p>recall and use equivalence is between simple fractions decimals and percentages including in different contexts</p>



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						1/4 , 1/5, 2/5, 4/5 and those fractions with the nominator of a multiple of 10 or 25	
Ratio and Proportion							
Ration and Proportion							<p>solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</p> <p>solve problems involving the calculation of percentages and the use of percentages for comparison</p> <p>solve problems involving similar shapes where the scale factor is known or can be found</p> <p>solve problems involving unequal sharing and grouping using</p>

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							knowledge of fractions and multiples
Algebra		<ul style="list-style-type: none"> • solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ 	<ul style="list-style-type: none"> • recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. 	<ul style="list-style-type: none"> • solve problems, including missing number problems 			use simple formula generate and describe linear number sequences express missing number problems algebraically find pairs of numbers that satisfy an equation with two unknowns enumerate possibilities of combinations of two variables
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p>Note – although algebraic notation is not introduced until Y6, algebraic thinking starts much earlier as exemplified by the ‘missing number’ objectives from Y1/2/3</p> </div>							
Measurement							
Using Measure	Compare length, weight and capacity by making predictions and using vocabulary ‘than’ [for example, “This is heavier than that.”]	Compare, describe and solve practical problems for : lengths and height mass/weight capacity and volume time measure and begin to record the following: lengths and height	choose and use appropriate standard units to estimate and measure length/ height in any direction mass temperature capacity to the nearest appropriate unit using rulers scales	Measure, compare, add and subtract lengths (m/cm/mm); mass (kg,g); volume/capacity (l/ml)	convert between different units of measure estimate compare and calculate different measures	convert between different units of metric measure understand and use approximate equivalence is between metric units an common imperial units such as inches pounds and pints	solve problems involving the calculation and conversion of units of measure using decimal notation up to three decimal places where appropriate use, read, write and convert between standard



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		<p>mass/ weight capacity /volume time (hours, minutes, seconds)</p>	<p>thermometers and measuring vessels</p> <p>compare and order Length, mass, volume/ capacity and record the results using > <and =</p>			<p>use all four operations to solve problems involving measure using decimal notation including scaling</p>	<p>units converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit and vice versa using decimal notations up to three decimal places</p> <p>convert between miles and kilometres</p>
<p>Measurement: Money</p>		<p>recognise and know the value of different denominations of coins and notes</p>	<p>recognise and use the symbols for pounds (£) and pence (p) combine amounts to make a particular value</p> <p>find different combinations of coins that equal the same amount 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 amount of money to give change using both pounds and pence in practical context</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 money</p>	



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<p>Measurement: Time</p>		<p>sequence events in chronological order using language for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening</p> <p>recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>tell time to the hour and half past the hour and draw hands on the clock face to show these times</p>	<p>compare and sequence intervals of time</p> <p>tell and write the time to five minutes, including quarter past/to the hour and draw the hands on the clock face to show these times</p> <p>know the number of minutes in an hour and the number of hours in a day</p>	<p>tell and write the time from an analogue clock including using Roman numerals from I to XII and 12 hour and 24 hour clocks</p> <p>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, am/pm, morning, afternoon, noon and midnight</p> <p>Know the number of seconds in a minute and the number of days in each month, year and leap year</p> <p>compare durations of events for example to calculate the time taken by a</p>	<p>read write and convert time between analogue and digital 12 and 24 hour clocks</p> <p>solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days</p>	<p>solve problems involving converting between units of time</p>	<p>use read write and convert between standard units converting measurements of time from a smaller unit of measure to a larger unit and vice versa</p>
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				particular event or task			
Measurement: Perimeter, Area, Volume				measure the perimeter of simple 2D shapes	measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares	measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres calculate and compare the area of rectangles including squares and including using standard units and estimate the area of irregular shapes estimate volume for example using one centimetre cubed blocks to build cuboids including cubes and capacity for example using water	recognise that shapes with the same area can have different perimeters and vice versa recognise when it is possible to use formulae for area and volume of shapes calculate the area of parallelograms and triangles calculate estimate and compare volume of cubes and cuboids using standard units including cubic centimetres and cubic metres and extending to other units
Geometry							
Geometry: 2D shapes	Select, rotate and manipulate shapes in order to develop spatial reasoning skills	recognise an name, 2D shapes for example rectangles (including squares), circles and triangles	identify and describe the properties of 2D shapes, including the number of sides and line of	draw 2D shapes	compare and classify geometric shapes including quadrilaterals and triangles based on their properties and size	distinguish between regular and irregular polygons based on reasoning about equal sides and angles	draw 2D shapes using given dimensions and angles compare and classify geometric

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	Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can		<p>symmetry in a vertical line</p> <p>identify 2D shapes on the surface of 3D shapes (for example a circle on a cylinder and a triangle on a pyramid)</p> <p>compare and sort common 2D shapes and everyday objects</p>		identify lines of symmetry in 2D shapes presented on different orientations	use the properties of rectangles to juice related facts and find missing lengths and angles	<p>shapes based on their properties and sizes</p> <p>illustrate and name parts of circles including radius and diameter and circumference and know that the diameter is twice the radius</p>
Geometry: 3D shapes	Select, rotate and manipulate shapes in order to develop spatial reasoning skills	recognise and name common 3D shapes for example cuboids including cubes pyramids and spheres	<p>recognise and name common 3D shapes for example cuboids including cubes pyramids and spheres</p> <p>compare and sort common 3D shapes and everyday objects</p>	make 3D shapes using modelling materials recognise 3D shapes in different orientations and describe them		identify 3D shapes including cubes and other cuboids from 2D representations	recognise describe and build simple 3D shapes including making nets
Geometry: Angles and lines				<p>recognise angles as a property of shape or a description of a turn</p> <p>identify right angles recognise that two right angles make half a</p>	<p>identify acute and obtuse angles and compare and order angles up to two right angles by size</p> <p>identify lines of symmetry in 2D shapes</p>	<p>know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</p> <p>draw given angles, and measure them in degrees</p>	<p>find unknown angles in any triangles, quadrilaterals and regular polygons</p> <p>recognise angles where they meet at a point, on a straight line or are</p>



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				<p>turn three make 3/4 of a turn and four a complete turn; identify whether angles are greater than or less than a right angle</p> <p>identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p>	<p>represented in different orientations</p> <p>complete a simple symmetrical figure with respect to a specific line of symmetry</p>	<p>identify: angles at a point and one whole turn angles at a point on a straight line and half a turn</p> <p>other multiples of 90 degrees</p>	<p>vertically opposite and find missing angles</p>
<p>Geometry: Position and Direction</p>	<p>Continue, copy and create repeating patterns [including AB, ABB and ABBC]</p>	<p>describe position direction and movement, including whole, half, quarter and three quarter turns</p>	<p>order and arrange combinations of mathematical objects in patterns and sequences</p> <p>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 clockwise and anticlockwise</p>		<p>describe positions on a 2D grid as coordinates in the first quadrant</p> <p>describe movements between positions as translations of a given unit to the left/ right and up/ down</p> <p>plot specified points and draw sides to give to complete a given Polygon</p>	<p>identify describe an represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed</p>	<p>describe positions on the full coordinate grid all 4 quadrants</p> <p>draw and translate simple shapes on the coordinate plane, and reflect them in the axes</p>

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Statistics							
Statistics: Present and interpret			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
Statistics: 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 chart 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	calculate and interpret the mean as an average