| Domain |  | Nursery | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| $\begin{aligned} & 1 \\ & \frac{1}{\delta} \\ & \hline \\ & \hline \\ & \hline 2 \end{aligned}$ | $\begin{aligned} & \text { 을 } \\ & \text { 흥 } \end{aligned}$ | Combine objects like stacking blocks and cups. Put objects inside others and take them out again. <br> Take part in finger rhymes with numbers. <br> React to changes of amount in a group of up to three items. <br> Develop countinglike behaviour, such as making sounds, pointing or saying some numbers in sequence. <br> Count in everyday contexts, sometimes skipping numbers '1,2,3,5' <br> Recite numbers past 5. <br> Say on number for each item in order: 1,2,3,4,5. | Estimate how many objects they can see and then count them <br> Count an irregular arrangement of objects <br> Count confidently beyond 20, recognising the pattern of the counting system | count to and across 100, forwards and backwards, beginning with 0 or 1 , or from any given number <br> count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens <br> given a number, identify one more and one less | count in steps of 2,3 , and 5 from 0 , and in tens from any number, forward or backward | Count from 0 in multiples of $4,8,50$ <br> and <br> 100; <br> Find 10 or 100 more or less than a given number | Count backwards through zero to include negative numbers <br> Count in multiples of $6,7,9,25$ and 1000 <br> Find 1000 more or less than a given number | Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero <br> Count forwards or backwards in steps of powers of 10 for any given number up to 1000000 | Use negative numbers in context, and calculate intervals across zero |


| Compare amounts, saying 'lots', 'more' or 'same'. <br> Compare quantities using language: 'more than', 'fewer than'. | Compare sets of objects up to 10 different contexts, considering size and difference <br> Explore and represent patterns within numbers to 10 , including evens and odds, double facts and how quantities can be distributed equally. | use the language of: equal to, more than, less than (fewer), most, least | compare and order numbers from 0 up to 100; use <, > and $=$ signs | compare and order numbers up to 1000 | Order and compare numbers beyond 1000 <br> Compare numbers with the same number of decimal places up to two decimal places (copied from Fractions) | read, write, order and compare numbers to at least 1000000 and determine the value of each digit (appears also in Reading and Writing Numbers) | read, write, order and compare numbers up to 10 000000 and determine the value of each digit (appears also in Reading and Writing Numbers) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). <br> Know that the last number reached when counting a small set of objects tell you how many there are in total ('cardinal principle'). <br> Show 'finger numbers' up to 5 . <br> Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5 . | Estimate how many objects they can see and then counts them Subitise up to 5 | identify and represent numbers using objects and pictorial representations including the number line | identify, represent <br> and estimate <br> numbers using <br> different <br> representations, including the number line | identify, represent and estimate numbers using different representations | identify, represent and estimate numbers using different Subitise up to 5 representations |  |  |

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round any whole

|  | round any number up <br> to 1000 <br> round any number to <br> the nearest 10,100 or <br> nearest <br> $10,100,1,000$, | round any whole <br> number to a required <br> degree of accuracy | round any number to <br> the nearest 10,100 or |
| :--- | :--- | :--- | :--- | :--- |
| 1,000 | Solve problems <br> and 100,000 | 1,000 |  |

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|  |  | Have a deep understanding of number to 10 , including composition of each number. |  | Recognise the place value of each digit in a two-digit number (tens, ones) | Recognise the place value of each digit in a two-digit number (tens, ones) | Recognise the place value of each digit in a four-digit number <br> (thousands, hundreds, tens, and ones) <br> 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 units, tenths and hundredths (copied from Fractions) | read, write, order <br> and compare <br> numbers to at least <br> 1000000 and <br> determine the value <br> of each digit <br> (appears also in <br> Reading and Writing <br> Numbers) recognize <br> and use <br> thousandths and <br> relate them to <br> tenths, hundredths <br> and decimal <br> equivalents (copied <br> from Fractions) | Read, write, order and compare numbers up to 10 000000 and determine the value of each digit (appears also in Reading and Writing Numbers) <br> Identify the value of each digit to three decimal places and multiply and divide numbers by 10,100 and 1000 where the answers are up to three decimal places (copied from Fractions) |
|  |  |  |  |  |  | round any number to the nearest 10,100 or 1000 <br> round decimals with one decimal place to the nearest whole number (copied from Fractions) | round any number up to 1000000 to the nearest <br> 10, 100, 1000,10000 and 100000 <br> round decimals with two decimal places to the nearest whole number and to one decimal place (copied from Fractions) | round any whole number to a required degree of accuracy <br> solve problems which require answers to be rounded to specified degrees of accuracy (copied from Fractions) |
|  | Solve real world mathematical problems with numbers up to 5 . | Begins to identify own problems based on own fascinations |  | use place value and number facts to solve problems | Solve number <br> problems and <br> practical problems <br> involving these <br> ideas.  <br>   | solve number and practical problems that involve all of the above and with increasingly large positive numbers | solve number problems and practical problems that involve all of the above | solve number and practical problems that involve all of the above |




|  |  |  |  |
| :--- | :--- | :--- | :--- |
| read, write and |  | add and subtract | add and subtract | add and subtract | numbers with up to 4 |
| :--- |
| interpret |$\quad$| whole numbers with |
| :--- |


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|  |  |  | Automatically recall number bonds up to 5 , including double facts. <br> use language of more and fewer to compare 2 sets of objects <br> find the total number <br> recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. |  | estimate the answer to a calculation and use inverse operations to check answers | estimate and use inverse operations to check answers to a calculation | use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy | use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy. | recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. |
|  |  |  | of 2 sets of objects by counting them all <br> is starting to find 1 more or less than a given number up to 20 <br> using vocabulary involved with addition and subtraction <br> records using marks they can explain | solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 E | 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 twostep problems in contexts, deciding which operations and methods to use and why | solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why | solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why <br> Solve problems involving addition, subtraction, multiplication and division |
|  | $\begin{aligned} & 2 \\ & 0 \\ & 0 \\ & 0 \\ & 0 \\ & 80 \\ & 8 \end{aligned}$ |  | one more, one less, more, fewer, altogether, group, number sentence, take away, add, number bond, partwhole | group, part whole, plus, whole, part, number sentence, altogether, in total, add, count on, missing part, take away, subtract, count backwards, difference, in total, addition, subtraction, number bond, partwhole, fact family, tens, ones | fact family, number sentence, number bond, column, 10 more, 10 less, bar model, represent, exchange, difference, subtract, tens, ones, total | addition, subtraction, mental method, column method, exchange, estimate, approximate, multiple, digit | addition, total, more than, subtraction, less than, column method, estimate, how much, strategy, efficient, accurate, exact, diagram, fact | add, subtract, ones, tens, hundreds, thousands, ten thousands, mentally, inverse, round, estimate, distance chart | column addition, column subtraction, order of operations, brackets, inverse operation |


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|  |  | Begins to solve problems involving doubling, halving and sharing <br> Records using marks they can explain | count in multiples of twos, fives and tens (copied from Number and Place Value) | count in steps of 2, 3, <br> and 5 from 0 , and in tens from any number, forward or backward (copied from Number and Place Value) <br> Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers | count from 0 in multiples of $4,8,50$ and 100 (copied from Number and Place Value) <br> Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables | count in multiples of <br> $6,7,9,25$ and 1000 <br> (copied from <br> Number and Place <br> Value) <br> Recall multiplication and division facts for multiplication tables up to $12 \times 12$ | count forwards or backwards in steps of powers of 10 for any given number up to 1000000 (copied from Number and Place Value) |  |
|  |  |  |  | show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot | write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for twodigit numbers times one- digit numbers, using mental and progressing to formal written methods (appears also in Written Methods) | use place value, known and derived facts to multiply and divide mentally, including: <br> multiplying by 0 and 1; <br> dividing by 1 ; multiplying together three numbers <br> Recognise and use factor pairs and commutativity in mental calculations (appears also in Properties of Numbers) | Multiply and divide numbers mentally drawing upon known facts <br> Multiply and divide whole numbers and those involving decimals by 10,100 and 1000 | perform mental calculations, including with mixed operations and large numbers <br> Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375 ) for a simple fraction (e.g. 3 <br> /8) (copied from Fractions) |



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|  |  |  |  |  |  | recognise and use factor pairs and commutativity in mental calculations (repeated) | identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers know and use the vocabulary of prime numbers, prime factors and composite (nonprime) numbers <br> Establish whether a number up to 100 is prime and recall prime numbers up to 19 <br> Recognise and use square numbers and cube numbers, and the notation for squared ( 2 ) and cubed ( 3 ) | Identify common factors, common multiples and prime numbers use common factors to simplify fractions; use common multiples to express fractions in the same denomination (copied from Fractions) <br> Calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm 3 ) and cubic metres (m 3 ), and extending to other units such as mm 3 and km 3 (copied from Measures) |
|  |  |  |  |  |  |  |  | use their knowledge of the order of operations to carry out calculations involving the four operations |
|  |  |  |  |  | estimate the answer to a calculation and use inverse operations to check answers (copied from Addition and Subtraction) | estimate and use inverse operations to check answers to a calculation (copied from Addition and Subtraction) |  | use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy |

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| - multiplication and division Problem solving |  |  | solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher | solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts | solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to $m$ objects | solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to $m$ objects | solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes <br> Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign <br> Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates | Solve problems involving addition, subtraction, multiplication and division <br> Solve problems involving similar shapes where the scale factor is known or can be found (copied from Ratio and Proportion) |
| Arepnqeoon |  | sharing, grouping, doubling, halving | equal groups, array, row, column, double, twice, share, sharing, grouping, multiply | equal groups, share, group, multiply, multiplication, timestable, times, divide, division, odd, even | equal, multiply, divide, times-table, sharing, grouping, array, bar model, remainder, repeated addition, multiplication sentence, division statement, division fact, compare, more than, less than, greater than, equals, equally, least, most, share, partition, multi- step | multiply, divide, multiplication facts, division facts, lots of, groups of, times table, array, partition, bar model, part-whole model, remainder, factor, factor pair, commutative | prime number, composition number, square number, cube number, inverse operation, factor prime factor, multiply, divide, multiple, place value, partition, equal, remainder, total, | column <br> multiplication, short <br> division, long <br> division, remainder, <br> factor, common <br> factor, common <br> multiple, prime, composite, squared, cubed, multiple, estimate, long division, order of operations |


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|  |  |  |  | Pupils should count in fractions up to 10 , starting from any number and using the $1 / 2$ and $2 / 4$ equivalence on the number line (Non Statutory Guidance) | count up and down in tenths | Count up and down in hundredths |  |  |
|  |  | Begin to solve problems involving doubling, halving and sharing <br> Records using marks they can explain | Recognise, find and name a half as one of two equal parts of an object, shape or quantity <br> Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity | Recognise, find, name and write fractions 1 / 3, 1/4, $2 / 4$ and 3 / 4 of a length, shape, set of objects or quantity | recognise, find and write fractions of a discrete set of objects: unit fractions and nonunit fractions with small denominators <br> Recognise that tenths arise from dividing an object into 10 equal parts and in dividing one digit numbers or quantities by 10 . <br> Recognise and use fractions as numbers: unit fractions and nonunit fractions with small denominators | recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten | recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents (appears also in Equivalence) | recognise, find and name a half as one of two equal parts of an object, shape or quantity |

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compare and order fractions whose denominators are all multiples of the same number

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|  |  |  |  |  | add and subtract fractions with the same denominator within one whole (e.g. 5 / $7+1$ / 7 = 6 ( 7 ) | add and subtract fractions with the same denominator | Add and subtract fractions with the same denominator and multiples of the same number <br> Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements $>1$ as a mixed number (e.g. 2 / $5+4 / 5=6 / 5=1$ $1 / 5$ ) | add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions |
|  |  |  |  |  |  |  | multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams | Multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. $1 /$ $4 \times 1 / 2=1 / 8)$ <br> Multiply one-digit numbers with up to two decimal places by whole numbers |

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|  |  |  |  |  |  |  | Multiply one-digit numbers with up to two decimal places by whole numbers |
|  |  |  |  |  |  |  | Multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places |
|  |  |  |  |  | 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 |  | Identify the value of each digit to three decimal places and multiply and divide numbers by 10 , 100 and 1000 where the answers are up to three decimal places |
|  |  |  |  |  |  |  | Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375 ) for a simple fraction (e.g. $3 / 8$ ) |
|  |  |  |  |  |  |  | Use written division methods in cases where the answer has up to two decimal places |
|  |  |  | solve problems that involve all of the above | Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number <br> Solve simple measure and money problems involving fractions and decimals to two decimal places | Solve problems involving numbers up to three decimal places <br> Solve problems which require knowing percentage and decimal equivalents of $1 / 2,1$ / 4,1/5,2/5,4/5 and those with a denominator of a multiple of 10 or 25 . |  |  |


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|  | half, quarter, parts of a whole, | Fraction, half, halves, quarter, parts of a whole, equal parts | Fraction, half, halves, quarter, parts of a whole, equal parts, whole, third, numerator, denominator, fraction bar, nonunit fraction, unit fraction, equal, three quarters | Equal parts, whole, unit fraction, equation, integer, non-unit fraction, numerator, denominator, represent, share, group, mixed number, whole number, divide, set of objects, multiply, tenth, interval, equivalent, equivalent fraction, compare, add, subtract, fraction, whole, greater than, less than, equal to, divide, difference, inequality statement | Tenths, hundredths, simplify, equivalent, numerator, denominator, fraction, mixed number, add, subtract, fractions of an amount, improper fraction, simplest fraction <br> Tens, ones, decimal point, tenths, hundredths, greater than, equivalent, less than, decimal, 0.1, 0.01 , whole number, equal order, compare, convert, decimal place, ascending, descending | Equivalent, numerator, denominator, whole, fraction, simplify, expand, division, improper, mixed number, convert, sequence, order, greater than, less than, equal to, proper fraction, improper fraction, efficient, common denominator, equal parts, divide, multiply, fractions of an amount, operator <br> Decimal, decimal place, tenth, hundredths, thousandths, decimal point, place value, digit, fraction, add, subtract, multiply, divide, whole, column, exchange, per cent, percentages | Numerator, denominator, common denominator, common factor, equivalent, simplify, simplest form, factor, whole number, mixed number, highest common factor, lowest common multiple, compare, order, ascending, descending, proper fraction, improper fraction, mixed number, convert, lowest common denominator <br> Per cent, percentages, part, whole, decimal, fraction, divide, share, multiply, convert, compare, order, equivalent fraction, simplify, less than, more than <br> Multiply, divide, decimal, decimal place, recurring decimal, placeholder, place value, tenth, hundredth, thousandth, product, fraction |

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| Бu!peu!tsə pue Бu!ıeduoう queuranseer | Climb and squeeze themselves into different types of spaces. <br> Build with a range of resources. <br> Complete inset puzzles. <br> Compare sizes, weights etc using gesture and language ' 'bigger/little/smaller’, 'high/low', 'tall', 'heavy' | Orders 2 or 3 items by length or height <br> Order 2 items by weight or capacity | 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, <br> lighter than] * capacity and volume [e.g. full/empty, more than, less than, half, <br> half full, quarter] * time [e.g. quicker, slower, earlier, later] <br> Sequence events in chronological order using language [e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] | Compare and order <br> lengths, mass, volume/capacity and record the results using <br> $>,<$ and $=$ <br> Compare and sequence <br> intervals of time | Compare durations of events, for example to calculate the time taken by particular events or tasks <br> Time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight (appears also in telling the time) | Estimate, compare and calculate different measures, including <br> money in pounds and pence (also included in measuring) | Calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm 2 <br> ) and square metres (m 2 <br> ) and estimate the area of irregular shapes (also included in measuring) Estimate volume (e.g. using 1 cm 3 blocks to build cubes and cuboids) and capacity (e.g. using water) | calculate, estimate and <br> compare volume of cubes and cuboids using standard units, including centimetre cubed (cm 3 ) and cubic metres (m 3 ), and extending to other units such as mm 3 and km 3 . |

Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decima places where appropriate appears also in converting)

Recognise tha shapes with the same areas can have different perimeters and vice versa


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|  | Orders and sequences familiar events | Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. <br> Recognise and use language relating to dates, including days of the week, weeks, months and years | 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 <br> Know the number of minutes in an hour and the number of hours in a day. (appears also in converting) | tell and write the time from an analogue clock, including using roman numerals from i to xii, and 12 - hour and 24hour clocks <br> Record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight (appears also in comparing and estimating) | Read, write and convert time between analogue and digital 12 and 24hour clocks (appears also in converting) <br> Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days (appears also in converting) | solve problems involving converting between units of time |  |
| Measurement <br> ธu!ұəəィuoう |  | Know the number of minutes in an hour and the number of hours in a day. (appears also in telling the time) | Know the number of seconds in a minute and the number of days in each month, year and leap year | Convert between different units of measure (e.g. kilometre to metre; hour to minute) <br> Read, write and convert time between analogue and digital 12 and 24hour clocks (appears also in converting) <br> Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days (appears also in telling the time) | Convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) <br> Solve problems involving converting between units of time <br> Understand and use equivalences between metric units and common imperial units such as inches, pounds and pints | 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 <br> Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate (appears also in measuring and calculating) <br> Convert between miles and kilometres | know the number of minutes in an hour and the number of hours in a day. (appears also in telling the time) |



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| edeys yo sepredoud - Кদəuoə૭ | $\frac{\frac{y}{0}}{\frac{5}{4}}$ |  |  |  | Recognise angles as a property of shape or a description of a turn <br> 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 <br> Identify horizontal and vertical lines and pairs of perpendicular and parallel lines | Identify acute and obtuse angles and compare and order angles up to two right angles by size | know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles <br> Identify: * angles at a point and one whole turn (total 360 o ) * angles at a point on a straight line and $1 / 2$ a turn (total 180 o ) other multiples of 90 o | recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles |
|  |  | side, rectangle, square, triangle, circle, $2 d$ shapes 3d shape, cube, cuboid, sphere, pyramid, cylinder, cone, 2d shape, circle, pattern, flat, curved, shape, face, edge, vertex, vertices | 3d shape, cube, cuboid, sphere, pyramid, cylinder, cone, 2d shape, circle, triangle, rectangle, face, edge, vertex, vertices, pattern, repeated | quadrilateral, polygon, prism, hexagon, octagon, vertex, vertices, hemisphere, symmetry, line of symmetry, symmetrical, curved surface | right angle, obtuse, acute, parallel, perpendicular, vertical, horizontal, triangle, quadrilateral, kite, trapezium, rhombus, parallelogram, cuboid, triangular prism, squarebased pyramid, cone cylinder, edge, face, vertices, clockwise, anticlockwise | quadrilateral, triangle, regular, irregular, interior angle, angle, acute, obtuse, reflect, right angle, symmetrical, isosceles, scalene, equilateral, line of symmetry, reflective symmetry | angle, whole turn, right angle, acute angle, obtuse angle, reflex angle, degree, interior angle, orientation, clockwise, anticlockwise, parallel, perpendicular, angle, quadrilateral, view, regular, irregular, 3d shape, pyramid, sphere, cone, hexagon, pentagon, triangle, top view, plan view, side view | degree, angle, obtuse, acute, reflex, right angle, protractor, triangle, isosceles, scalene, regular, polygon, quadrilateral, parallelogram, kite, rhombus, trapezium, diameter, radius, circumference, concentric, perimeter, net, pyramid, tetrahedron, cylinder, prism, cuboid, cube, vertically opposite angles |


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| d drection |  | Understand position through words alone for example, 'the bag is under the table' with no pointing. <br> Describe a familiar route. <br> Discuss routes and locations, using words like 'in front of' and 'behind'. | use everyday language to talk about position and distance | describe position, direction and movement, including half, quarter and threequarter turns. | 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) |  | describe positions on a <br> 2- D grid as coordinates in the first quadran <br> Describe movements between positions as translations of a given unit to the left/right and up/down <br> Plot specified points and draw sides to complete a given polygon | 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 | describe positions on the full coordinate grid (all four quadrants) <br> Draw and translate simple shapes on the coordinate plane, and reflect them in the axes. |
|  | $\begin{aligned} & \frac{5}{\frac{5}{0}} \\ & \frac{10}{0} \\ & \hline \end{aligned}$ | Notice patterns and arrange things in patterns. <br> 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. <br> Extend and create ABAB patterns - stick, leaf, stick, leaf. <br> Notice and correct an error in a repeating pattern. <br> Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then' | recognise, create and describe patterns |  | order and arrange combinations of mathematical objects in patterns and sequences |  |  |  |  |

Primary Federation

| position, <br> horizontal, | reflection, | quadrant, four |
| :--- | :--- | :--- |
| vertical, up, down, | translation, vertex, | quadrants, translate, |
| leanslation, $x$-axis, $y$ - |  |  |
| left, right, | vertices, coordinates, | trans, axis, axes, |
| coordinates, | mirror line, horizontal | axis, <br> horizontal, vertical, |
| square, rectangle, <br> plot, vertex, <br> vertices, point, <br> grid | axis, vertical axis | vertex, reflect, |



| Domain |  | Nursery/EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = 잔 9 (copied from Addition and Subtraction) represent and use number bonds and related subtraction facts within 20 (copied from Addition and Subtraction) | recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems. (copied from Addition and Subtraction) <br> Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 (copied from Addition and Subtraction) | solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. (copied from Addition and Subtraction) <br> Solve problems, including missing number problems, involving multiplication and division, including integer scaling (copied from Multiplication and Division) |  | use the properties of rectangles to deduce related facts and find missing lengths and angles (copied from Geometry: Properties of Shapes) | express missing number problems algebraically <br> Find pairs of numbers that satisfy number sentences involving two unknowns <br> Enumerate all possibilities of combinations of two variables |
|  | W \% E ¢ ¢ |  |  |  |  | Perimeter can be expressed algebraically as $2(a+b)$ where $a$ and $b$ are the dimensions in the same unit. (Copied from NSG measurement) |  | use simple formulae recognise <br> Recognise when it is possible to use formulae for area and volume of shapes (copied from Measurement) |
|  |  |  | sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening (copied from Measurement) | compare and sequence intervals of time (copied from Measurement) order and arrange combinations of mathematical objects in patterns (copied from Geometry: position and direction) |  |  |  |  |
|  | $\begin{aligned} & 7 \\ & \frac{2}{0} \\ & \frac{1}{8} \\ & 8 \\ & 8 \\ & 8 \end{aligned}$ |  |  |  |  |  |  | algebra, formula, formulae, equation, unknown, variable, sequence, rule, term, substitute, expression, calculation, operation, generalise, inverse, solution |



| Domain |  | Key Stage $\mathbf{2}$ | Key Stage $\mathbf{2}$ |
| :--- | :--- | :--- | :--- |

