

Skills & Kno	Skills & Knowledge											
	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
				<u>Number - P</u>	lace Value							
Counting	Quickly recognise groups of up to 3 objects, without having to count them individually ('subitising') Say numbers in order past five Say one number for each item in order: 1,2,3,4,5, Know that the last number reached when counting a small set of objects tells me how many there are in total (this is called the 'cardinal principle') Show 'finger numbers' up to 5	ELG (Number): Subitise (recognise quantities without counting) up to 5 ELG (Numerical Patterns): Verbally count beyond 20, recognising the pattern of the counting system Count out up to 10 objects from a larger group	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number Count in multiples of twos, fives and tens	Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	Count from 0 in multiples of 4, 8, 50 and 100 Count up and down in tenths	Count in multiples of 6, 7, 9, 25 and 1000 Count backwards through zero to include negative numbers Count up and down in hundredths	Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 Count forwards and backwards in decimal steps	Count forwards or backwards in steps of integers, decimals or powers of 10 for any number				
Place Value	Match the correct numeral (number symbol) to the right amount, up to 5, e.g.	ELG (Number): Have a deep understanding of numbers to 10, including the composition	Read and write numbers to 100 in numerals Read and write numbers from 1 to	Read and write numbers to at least 100 in numerals and in words	Read and write numbers up to 1000 in numerals and in words Read and write numbers with one	Read and write numbers to at least 10 000 Read and write numbers with up to two decimal places	Read and write numbers to at least 1 000 000 Read and write numbers with up	Read and write numbers up to 10 000 000 Determine the value of each digit in				



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	point to the number 3 when I count 3 snails. I like to experiment with making my own marks and symbols as well as numerals	of each number	20 in numerals and words Begin to recognise the place value of numbers beyond 20 (tens and ones Identify and represent numbers using objects and pictorial representations including the number line	Recognise the place value of each digit in a two-digit number (tens, ones) Partition numbers in different ways (for example, 23 = 20 + 3 and 23 = 10 + 13) Identify, represent and estimate numbers using different representations, including the number line	decimal place Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) Identify the value of each digit to one deci mal place Partition numbers in different ways (for example, 146 = 100 + 40 + 6 & 146 = 130 + 16) Identify, represent and estimate numbers using different representations, including the number line	Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) Identify the value of each digit to two decimal places Partition numbers in different ways (for example, 2.3 = 2 + 0.3 and 2.3 = 1 + 1.3) Identify, represent and estimate numbers using different representations, including the number line	to three decimal places Determine the value of each digit in numbers to at least 1 000 000 Identify the value of each digit to three decimal places Identify, represent and estimate numbers using the number line	numbers up to 10 000 000 Identify the value of each digit to three decimal places Identify, represent and estimate numbers using the number line
Comparing and Ordering	Use mathematical words to compare amounts 'more than', 'fewer than'	ELG (Numerical Patterns): Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity Understand the	Use the language of: equal to, more than, less than (fewer), most, least Given a number, identify one more and one less	Compare and order numbers from 0 up to 100; use <, > and = signs Find 1 or 10 more or less than a given number	Compare and or der numbers up to 1000 Compare and order numbers with one decimal place Find 1, 10 or 100 more or less than a given number	Order and compare numbers beyond 1000 Order and compare numbers with the same number of decimal places up to two decimal places Find 0.1, 1, 10, 100 or 1000 more or less than a given number	Order and compare numbers to at least 1 000 000 Order and compare numbers with up to three decimal places Find 0.01, 0.1, 1, 10, 100, 1000 and other powers of 10 more or less than a given number	Order and compare numbers up to 10 000 000 Order and compare numbers including integers, decimals and negative numbers Find 0.001, 0.01, 0.1, 1, 10 and powers of 10 more or less than a given number



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		'one more than/one less than' relationship between consecutive numbers Compare numbers, put numerals in order						
Rounding, Approxima tion and estimation				Round numbers to at least 100 to the nearest 10	Round numbers to at least 1000 to the nearest 10 or 100	Round any number to the nearest 10, 100 or 1000 Round decimals with one decimal place to the nearest whole number	Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 Round decimals with two decimal places to the nearest whole number and to one decimal place	Round any whole number to a required degree of accuracy Round decimals with three decimal places to the nearest whole number or one or two decimal places
Multiplying by powers of 10				Understand the connection between the 10 multiplication table and place value	Find the effect of multiplying a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer	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	Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places
Negative Numbers						Count backwards through zero to include negative numbers (see counting)	Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero	Use negative numbers in context, and calculate intervals across zero



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Roman Numerals					Read Roman numerals from I to XII (see time)	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	Read Roman numerals to 1000 (M) and recognise years written in Roman numerals			
Solving problems			Solve problems and practical problems involving all of the above	Use place value and number facts to solve problems	Solve number problems and practical problems involving these ideas	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		
	Addition and Subtraction									
Understanding Addition and Subtraction			Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting) Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot Understand subtraction as take away and difference (how many more, how many less/fewer)	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method) Understand and use take away and difference for subtraction, deciding on the most efficient method for the numbers involved, irrespective of context	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method)	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method)	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method)		



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Addition and Subtraction facts		ELG (Number): 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.	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 Recall and use number bonds for multiples of 5 totalling 60 (to support telling time to nearest 5 minutes)	Recall and use addition and subtraction facts for 100 (multiples of 5 and 10) Derive and use addition and subtraction facts for 100 Derive and use addition and subtraction facts for multiples of 100 totalling 1000	Recall and use addition and subtraction facts for 100 Recall and use addition and subtraction facts for multiples of 100 totalling 1000 Derive and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place)	Recall and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place) Derive and use addition and subtraction facts for 1 (with decimal numbers to two decimal places)	Recall and use addition and subtraction facts for 1 (with decimal numbers to two decimal places)
Mental Methods		ELG (Number): 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.	Add and subtract one- digit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations)	Select a mental strategy appropriate for the numbers involved in the calculation 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 -adding three one-digit numbers	Select a mental strategy appropriate for the numbers involved in the calculation Add and subtract numbers mentally, including: - a three-digit number and ones - a three-digit number and tens - a three-digit number and hundreds	Select a mental strategy appropriate for the numbers involved in the calculation Add and subtract mentally combinations of two and three digit numbers and decimals to one decimal place	Select a mental strategy appropriate for the numbers involved in the calculation Add and subtract numbers mentally with increasingly large numbers and decimals to two decimal places	Select a mental strategy appropriate for the numbers involved in the calculation Perform mental calculations, including with mixed operations and large numbers and decimals



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Written Methods			*Written methods are informal at this stage – see mental methods for expectation of calculations	*Written methods are informal at this stage – see mental methods for expectation of calculations	Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction	Add and subtract numbers with up to 4 digits and decimals with one decimal place using the formal written methods of columnar addition and subtraction where appropriate	Add and subtract whole numbers with more than 4 digits and decimals with two decimal places, including using formal written methods (columnar addition and subtraction)	Add and subtract whole numbers and decimals using formal written methods (columnar addition and subtraction
Estimating and checking calculations				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, an appropriate degree of accuracy
Order of Operations								Use their knowledge of the order of operations to carry out calculations involving the four operations
Addition and Subtraction Problems, including with missing numbers			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 including those with missing numbers: - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental and	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 problems involving missing numbers	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why Solve addition and subtraction problems involving missing numbers	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, including those with missing numbers



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				written methods							
Multiplication and Division											
Understandin g Multiplicatio n and Division				Understand multiplication as repeated addition Understand division as sharing and grouping and that a division calculation can have a remainder Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known or related fact, calculate mentally, use a jotting, written method) Understand that division is the inverse of multiplication and vice versa Understand how multiplication and division statements can be represented using arrays Understand division as sharing and grouping and use each appropriately	Choose an appropriate strategy to solve a based upon the numbers involved (recall a known or related fact, calculate mentally, use a jotting, written method) Recognise and use factor pairs and commutativity in mental calculations	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known or related fact, calculate mentally, use a jotting, written method) Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers	Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known or related fact, calculate mentally, use a jotting, written method)			



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Multiplicatio n and Division facts		ELG (Numerical Patterns): Explore and represent patterns within numbers up to 10 including evens and odds, double facts and how quantities can be distributed equally	Recall and use doubles of all numbers to 10 and corresponding halves	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers Derive and use doubles of simple two- digit numbers (numbers in which the ones total less than 10) Derive and use halves of simple two-digit even numbers (numbers in which the tens are even)	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables Derive and use doubles of all numbers to 100 and corresponding halves Derive and use doubles of all multiples of 50 to 500	Recall multiplication and division facts for multiplication tables up to 12 × 12 Use partitioning to double or halve any number, including decimals to one decimal place	Know and use the vocabulary of prime numbers, prime factors and composite (non- prime) numbers Establish whether a number up to 100 is prime and recall prime numbers up to 19 Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) Use partitioning to double or halve any number, including decimals to two decimal places	Identify common factors, common multiples and prime numbers Use partitioning to double or halve any number
Mental Methods				Calculate mathematical statements for multiplication (using repeated addition) and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs	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 methods	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	Multiply and divide numbers mentally drawing upon known facts Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes	Perform mental calculations, including with mixed operations and large numbers



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Written Methods		Begins to explore and work out mathematical problems, using signs and strategies of their own choice, including (when appropriate) standard numerals, tallies and "+" or "-"	Written methods are informal at this stage – see mental methods for expectation of calculations	Written methods are informal at this stage – see mental methods for expectation of calculations	Write and calculate mathematical statements for multiplication using the multiplication tables that they know, including for two-digit numbers times one- digit numbers, progressing to formal written methods Write and calculate mathematical statements for division using the multiplication tables that they know, including for two- digit numbers divided by one- digit numbers, progressing to formal written methods	Multiply two-digit and three-digit numbers by a one- digit number using formal written layout Divide numbers up to 3 digits by a one- digit number using the formal written method of short division and interpret remainders appropriately for the context	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 Divide numbers up to 4 digits by a one- digit number using the formal written method of short division and interpret remainders appropriately for the context	Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication Multiply one-digit numbers with up to two decimal places by whole numbers 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 Use written division methods in cases where the answer has up to two decimal places
Estimating and checking strategies					Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy	Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy	Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy	Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy



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Solving multiplication and division problems including those with missing numbers			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 (including those with remainders), 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 (and interpreting remainders), 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, division (including interpreting remainders), integer scaling problems and harder correspondence problems such as n objects are connected to m objects	Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates	Solve problems involving addition, subtraction, multiplication and division
				<u>Fractio</u>	ons			
Understanding Fractions			Understand that a fraction can describe part of a whole Understand that a unit fraction represents one equal part of a whole	Understand and use the terms numerator and denominator Understand that a fraction can describe part of a set Understand that the larger the denominator is, the more pieces it is split into and therefore the smaller each part will be	Show practically or pictorially that a fraction is one whole number divided by another (for example, ¾ can be interpreted as 3 ÷ 4) Understand that finding a fraction of an amount relates to division	Understand that a fraction is one whole number divided by another (for example, ¾ can be interpreted as 3 ÷ 4)		



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Fractions of objects, shapes and quantities			Recognise, find and name a half as one of two equal parts of an object, shape or quantity (including measure) Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity (including measure)	Recognise, find, name and write fractions ½, ¼, 2/4, and ¾ of a length, shape, set of objects or quantity	Recognise, find and write fractions of a discrete set of objects: unit fractions and non- unit fractions with small denominators Recognise and use fractions as numbers: unit fractions and non- unit fractions and non- unit fractions with small denominators Recognise that tenths arise from dividing an object into 10 equal parts and in dividing one -digit numbers or quantities by 10	Recognise, find and write fractions of a discrete set of objects including those with a range of numerators and denominators	Recognise mixed numbers and improper fractions and convert from one form to the other Read and write decimal numbers as fractions (e.g. 0.71 = 71/100)	
Counting, comparing and ordering fractions				Count on and back in steps of halves and quarters	Count on and back in steps of halves, quarters and thirds. Compare and order unit fractions and fractions with the same denominators (including on a number line)	Count on and back in steps of unit fractions Compare and order unit fractions and fractions with the same denominators (including on a number line) (continued from Year 3)	Count on and back in mixed number steps such as 1 and ½ Compare and order fractions whose denominators are all multiples of the same number (including on a number line)	Compare and order fractions, including fractions >1 (including on a number line)



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Equivalence				Write simple fractions for example, ½ of 6 = 3 and recognise the equivalence of 2/4 and ½	Recognise and show, using diagrams, equivalent fractions with small denominators	Recognise and show, using diagrams, families of common equivalent fractions Recognise and write decimal equivalents of any number of tenths or hundredths Recognise and write decimal equivalents to ¼, ½ and ¾	Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Use common factors to simplify fractions; use common multiples to express fractions in the same denomination Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts Associate a fraction with division and calculate decimal fraction equivalents e.g. 0.375 for a simple fraction e.g. ¾
Calculating with fractions					Add and subtract fractions with the same denominator within one whole (for example, 5/7+1/7 = 6/7 )	Add and subtract fractions with the same denominator (using diagrams)	Add and subtract fractions with the same denominator and denominators that are multiples of the same number Write mathematical statements >1 as a mixed number Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form (using diagrams) Divide proper fractions by whole numbers (using diagrams) ½ ÷ 2 = ½



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Percentages							Recognise the percent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal	Find simple percentages of amounts
Solving problems involving fractions, decimals and percenta ges					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 Solve simple measure and money problems involving fractions and decimals to two decimal places	Solve problems involving fractions Solve problems involving numbers up to three decimal places Solve problems which require knowing percentage and decimal equivalents of ½, ¼, ½, ⅔, ⅓ and those with a denominator of a multiple of 10 or 25	Solve problems involving fractions Solve problems which require answers to be rounded to specified degrees of accuracy Solve problems involving the calculation of percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison



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Ratio and Propor tion								Solve problems involving the relative sizes of two quantities where missing values can be found using integer multiplication and division facts Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples Solve problems involving similar shapes where the scale factor is known or can be found	
Algebra Note: Although algebraic notation is not formally introduced until Year 6, algebraic thinking starts much earlier as exemplified by the below missing number objectives									



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Algebra			Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9	Recognise and use the relationship between addition and subtraction and use this to check calculations and solve missing number problems	Solve problems, including missing number problems			Express missing number problems algebraically Use simple formulae Generate and describe linear number sequences Find pairs of numbers that satisfy an equation with two unknowns Enumerate possibilities of combinations of two variables
	1	1		Measure	ement			
Height/Length	Make comparisons between objects relating to size, length, weight and capacity.	Compare length, weight and capacity.	Measure and begin to record lengths and heights, using non-standard and then manageable standard units (m and cm) within children's range of counting competence Compare and describe lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)	Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm) to the nearest appropriate unit using rulers Compare and order lengths and record the results using >, < and =	Measure, add and subtract lengths (m/cm/mm) Compare lengths (m/cm/mm)	Estimate and calculate lengths Compare lengths	Use, read and write standard units of length to a suitable degree of accuracy Understand and use approximate equivalences between metric and common imperial units such as inches	Use, read and write standard units of length using decimal notation to three decimal places



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Perimeter					Understand that perimeter is a measure of distance around the boundary of a shape Measure the perimeter of simple 2-D shapes	Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres	Recognise that shapes with the same areas can have different perimeters and vice versa
Area						Understand that area is a measure of surface within a given Boundary Find the area of rectilinear shapes by counting squares	Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes	Calculate the area of parallelograms and triangles Recognise when it is possible to use the formulae for area and volume of shapes
Mass			Measure and begin to record mass/weight, using non- standard and then standard units (kg and g) within children's range of counting Compatence Compare and describe mass/weight (for example, heavy/light, heavier than, lighter than)	Choose and use appropriate standard units to estimate and measure mass (kg/g) to the nearest appropriate unit using scales Compare and order mass and record the results using >, < and =	Measure, add and subtract mass (kg/g) Compare mass (kg/g)	Estimate and calculate Mass Compare mass	Use, read and write standard units of mass to a suitable degree of Accuracy Understand and use approximate equivalences between metric and common imperial units such as pounds	Use, read and write standard units of mass using decimal notation to three decimal places



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Capacity/ Volume		Compare length, weight and capacity.	Measure and begin to record capacity and volume using non-standard and then standard units (litres and ml) within children's range of counting Competence Compare and describe capacity and volume (for example, full/empty, more than, less than, half, half full, quarter)	Choose and use appropriate standard units to estimate and measure capacity and volume (litres/ml) to the nearest appropriate unit using measuring vessels Compare and order volume/capacity and record the results using >, < and =	Measure, add and subtract volume/capacity (l/ml) Compare volume/capacity (l/ml)	Estimate and calculate volume/capacity Compare volume/capacit y	Estimate (and calculate) volume (for example, using 1 cm <sup>3</sup> blocks to build cuboids (including cubes) and capacity (for example, using water) Understand the difference between liquid volume, including capacity and solid Volume Understand and use approximate equivalences between metric and common imperial units such as pints	Use, read and write standard units of volume using decimal notation to three decimal places Calculate and estimate volume of cubes and cuboids using standard units, including cubic centimetres (cm <sup>3</sup> ) and cubic metres (m <sup>3</sup> ) and extending to other units (for example, mm <sup>3</sup> and km <sup>3</sup> ) Compare volume of cubes and cuboids using standard units, including cubic centimetres (cm <sup>3</sup> ) and cubic metres (m <sup>3</sup> ) and extending to other units (for example, mm <sup>3</sup> and km <sup>3</sup> )
Temperature				Choose and use appropriate standard units to estimate and measure temperature to the nearest degree (°C) using thermometers	Continue to estimate and measure temperature to the nearest degree (°C) using thermometers	Order temperatures including those below 0°	Order temperatures including those below 0°	Calculate differences in temperature, including those that involve a positive and negative temperature



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Conversion						Convert between different units of measure (e.g. kilometre to metre; hour to minute)	Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	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 three decimal places Convert between miles and kilometres



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Time			Recognise and use language relating to dates, including days of the week, weeks, months and years Compare and describe time (for example, quicker, slower, earlier, later) Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening) Measure and begin to record time (hours, minutes, seconds) Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	Compare and sequence intervals of time Know the number of minutes in an hour and the number of hours in a day 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	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 Know the number of seconds in a minute, and the number of days in each month, year and leap year Know the number of seconds in a minute, and the number of days in each month, year and leap year Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24- hour clocks Estimate and read time with increasing accuracy to the nearest minute Compare durations of events (for example to calculate the time taken by particular events or tasks)	Convert between different units of time, e.g. hour to minute Read, write and convert time between analogue and digital 12 and 24- hour clocks	Convert between units of time in a problem solving context Continue to read, write and convert time between analogue and digital 12 and 24- hour clocks	Use, read and write standard units of time



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Money			Recognise and know the value of different denominations of coins and notes	Recognise and use symbols for pounds (£) and pence (p) Combine amounts to make a particular value Find different combinations of coins that equal the same amounts of money Add and subtract money of the same unit, including giving change	Continuetorecognise and usesymbols forpounds(£) andpence (p)and understand thatthe decimal pointseparates pounds andpenceRecognise that ten10p coins areequivalent to £1and that each coinis of £1Add and subtractamounts of money togive change, using both£ and p in practicalcontexts	Write amounts of money using decimal notation Recognise that one hundred 1p coins are equivalent to £1 and that each coin is of £1 Estimate, compare and calculate money in pounds and pence		
Problems involving money and measure			Solve practical problems for: - lengths and heights - mass/weight - capacity and volume - time	Solve simple problems in a practical context involving addition and subtraction of money and measures (including time)	Solve problems involving money and measures and simple problems involving passage of time	Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days and problems involving money and measures	Use all four operation s to solve problems involving measure (for example, length, mass, volume, money) using decimal notation including scaling Solve problems involving converting between units of time	Solve problems involving the calculation and conversion of units of measure ( <i>including</i> <i>money and time</i> ), using decimal notation up to three decimal places where appropriate



	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Properties of Shape	Explore 2D (flat) and 3D (solid) shapes. Talk about shapes using everyday words like 'pointy'. Use mathematical words like: 'sides', 'corners', 'traight', 'flat', 'round'. Choose the right shape when building, e.g. triangular prism for a roof. Combine shapes to make new ones - an arch, a bigger triangle etc.	Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.	Recognise and name common 2- D shapes, including rectangles (including squares), circles and triangles	Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical Line Identify 2-D shapes on the surface of 3-D shapes, (for example, a circle on a cylinder and a triangle on a pyramid) Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces	Draw 2-D shapes and describe them Identify horizontal and vertical lines and pairs of perpendicular and parallel lines Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify lines of symmetry in 2-D shapes presented in different Orientations Complete a simple symmetric figure with respect to a specific line of symmetry Continue to identify horizontal and vertical lines and pairs of perpendicula r and parallel lines Compare and classify geometric shapes based on their properties and sizes	Distinguish between regular and irregular polygons based on reasoning about equal sides and angles Use the properties of rectangles to deduce related facts and find missing lengths and angles Identify 3-D shapes, including cubes and other cuboids, from 2-D representations	Compare and classify geometric shapes based on their properties and sizes Draw 2-D shapes using given dimensions and Angles Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius Recognise, describe and build simple 3-D shapes, including making nets



	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Angles and Rotation			Describe movement, including whole, half, quarter and three-quarter turns	Use mathematical vocabulary to Describe movement, including rotation as a turn Understand the link between rotation and turns in terms of right angles for quarter, half and three- quarter turns (clockwise and anti- clockwise)	Recognise angles as a property of shape or a description of a turn 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 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 Draw given angles, and measure them in degrees (°) Identify: - angles at a point and one whole turn (total 360°) - angles at a point on a straight line and <sup>1</sup> / <sub>2</sub> a turn (total 180°) - other multiples of 90°	Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles Find unknown angles in any triangles, quadrilaterals, and regular polygons
Patterns	Talk about and identify patterns that I see around me, e.g. stripes on clothes, designs on wallpaper. Use everyday language like 'pointy', 'spotty', 'blobs' etc. Make and extend ABAB patterns – stick, leaf, stick, leaf.	Continue, copy and create repeating patterns.	Recognise and create repeating patterns with objects and shapes	Order and arrange combinations of mathematical objects in patterns and sequences				



	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Spot an error in a repeating pattern and correct it Learn to use words such as 'first', 'then' 'after' to describe a pattern of events.							
Position and Direction	Understand position through words alone, e.g. "The bag is under the table." – with no pointing. Describe a familiar route. Talk about routes and locations, using words like 'in front of' and 'babind'	Select, rotate and manipulate shapes in order to develop spatial reasoning skills.	Describe position and direction	Use mathematical vocabulary to describe position, movement, including movement in a straight line				



	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Coordin ates (includi ng reflection and translation)					Describe positions on a square grid labelled with letters and numbers	Describe positions on a 2-D grid as coordinates in the first quadrant Plot specified points and draw sides to complete a given Polygon Describe movements between positions as translations of a given unit to the left/right and up/down	Describe positions on the first quadrant of a coordinate grid Plot specified points and complete shapes 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) Draw and translate simple shapes on the coordinate plane, and reflect them in the axes
Sorting and Classify ing			Sort objects, numbers and shapes to a given criterion and their own	Compare and sort objects, numbers and common 2-D and 3- D shapes and everyday objects	Use sorting diagrams to compare and sort objects, numbers and common 2- D and 3-D shapes and everyday objects	Use a variety of sorting diagrams to compare and classify numbers and geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	Complete and interpret information in a variety of sorting diagrams (including those used to sort properties of numbers and shapes)	Continue to complete and interpret information in a variety of sorting diagrams (including those used to sort properties of numbers and shapes)
Present and Interpret Data			Present and interpret data in block diagrams using practical equipment	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



	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Problems involving data			Ask and answer simple questions by counting the number of objects in each Category Ask and answer questions by comparing categorical data	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 charts 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 all types of graph including a line graph	Solve comparison, sum and difference problems using information presented in all types of graph
Averages								Calculate and interpret the mean as an average



Impact (End Points)							
End Points	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Expected	Children develop confidence and mental fluency at each stage in their mathematical learning. They are fluent in the fundamentals of mathematics, reason mathematically and						mathematically and
Standard	solve problems by applying t	solve problems by applying their mathematics to a variety of problems.					
	Have a deep understanding	Count within 100,	Recognise the	Know that 10 tens are	Know that 10 hundreds	Know that 10 tenths	Understand the
	of number to 10, including	forwards and	place value of	equivalent to 1	are equivalent to 1	are equivalent to 1 one,	relationship between
	the composition of each	backwards, starting	each digit in	hundred, and that	thousand, and that 1,000	and that 1 is 10 times	powers of 10 from 1
	number.	with any number.	two-digit	100 is 10 times the	is 10 times the size of 100;	the size of 0.1. Know	hundredth to 10
			numbers, and	size of 10; apply to	apply this to identify and	that 100 hundredths	million, and use this
	Able to subitise (recognise	Reason about the	compose and	work out how many	work out how many 100s	are equivalent to 1 one,	to make a given
	quantities without	location of numbers to	decompose	10s there are in other	there are in other	and that 1 is 100 times	number 10, 100,
	counting) up to 5.	20 within the number	two-digit numbers	three-digit multiples	four-digit multiples of 100	the size of 0.01. Know	1,000, 1 tenth, 1
		system, including	using standard	of 10.		that 10 hundredths are	hundredth or 1
	Recall (without reference	comparing using < >	and nonstandard		Recognise the place value	equivalent to 1 tenth,	thousandth times the
	to rhymes, counting or	and =	partitioning.	Recognise the place	of each digit in four-digit	and that 0.1 is 10 times	size (multiply and
	other aids) number bonds			value of each digit in	numbers, and compose	the size of 0.01.	divide by 10, 100 and
	up to 5 (including	Develop fluency in	Reason about the	three-digit numbers,	and decompose four-digit		1,000).
	subtraction facts) and	addition and	location of any	and compose and	numbers using standard	Recognise the place	
	some number bonds to 10,	subtraction facts	two-digit number	decompose	and nonstandard	value of each digit in	Recognise the place
	including double facts.	within 10.	in the number	three-digit numbers	partitioning.	numbers with up to 2	value of each digit in
			system, including	using standard and		decimal places, and	numbers up to 10
	Able to verbally count	Count forwards and	identifying the	non-standard	Reason about the location	compose and	million, including
	beyond 20, recognising the	backwards in multiples	previous and next	partitioning.	of any four-digit number	decompose numbers	decimal fractions, and
	pattern of the counting	of 2, 5 and 10, up to	multiple of 10.		in the linear number	with up to 2 decimal	compose and
	system.	10 multiples,		Reason about the	system, including	places using standard	decompose numbers
		beginning with any	Secure fluency in	location of any	identifying the previous	and nonstandard	up to 10 million using
	Compare quantities up to	multiple, and count	addition and	three-digit number in	and next multiple of 1,000	partitioning	standard and
	10 in different contexts,	forwards and	subtraction facts	the number system,	and 100, and rounding to		nonstandard
	recognising when one	backwards through	within 10, through	including identifying	the nearest of each.	Reason about the	partitioning.
	quantity is greater than,	the odd numbers.	continued	the previous and next		location of any number	
	less than or the same as		practice.	multiple of 100 and	Divide 1,000 into 2, 4, 5	with up to 2 decimals	Reason about the
	the other quantity.	Compose numbers to		10.	and 10 equal parts, and	places in the number	location of any
		10 from 2 parts, and	Add and subtract		read scales/number lines	system, including	number up to 10
	Able to explore and	partition numbers to	across 10.	Divide 100 into 2, 4, 5	marked in multiples of	identifying the previous	million, including
	represent patterns within	10 into parts, including		and 10 equal parts,	1,000 with 2, 4, 5 and 10	and next multiple of 1	decimal fractions, in
	numbers up to 10,	recognising odd and	Recognise the	and read scales/	equal parts.	and 0.1 and rounding	the linear number
	including evens and odds,	even numbers.	subtraction	number lines marked		to the nearest of each.	system, and round
	double facts and how		structure of	in multiples of 100	Recall multiplication and		numbers, as
	quantities can be	Read, write and	'difference' and	with 2, 4, 5 and 10	division facts up to , and	Divide 1 into 2, 4, 5 and	appropriate, including
	distributed equally.	interpret equations	answer questions	equal parts.	recognise products in	To equal parts, and	in contexts.
		containing addition),	of the form, "How		multiplication tables as	read scales/number	



	subtraction and equals	many more?"	Secure fluency in	multiples of the	lines marked in units of	Divide powers of 10,
	symbols, and relate	,	addition and	corresponding number.	1 with 2, 4, 5 and 10	from 1 hundredth to
	additive expressions	Add and subtract	subtraction facts that	Solve division problems,	equal parts.	10 million, into 2, 4, 5
	and equations to	within 100 by	bridge 10, through	with two-digit dividends		and 10 equal parts,
	real-life contexts.	applying related	continued practice.	and one-digit divisors,	Convert between units	and read
		one-digit addition		that involve remainders,	of measure, including	scales/number lines
	Recognise common 2D	and subtraction	Recall multiplication	and interpret remainders	using common	with labelled intervals
	and 3D shapes	facts: add and	and division facts in	appropriately according to	decimals and fractions.	divided into 2, 4, 5
	presented in different	subtract only ones	the 10, 5, 2, 4 and 8	the context.		and 10 equal parts.
	orientations, and	or only tens	multiplication tables,		Secure fluency in	
	know that rectangles,	to/from a	and recognise	Apply place-value	, multiplication and	Understand that 2
	triangles, cuboids and	two-digit number.	products in these	knowledge to known	division facts	numbers can be
	pyramids are not	0	multiplication tables	additive and multiplicative		related additively or
	always similar to one	Add and subtract	as multiples of the	number facts (scaling	Apply place-value	, multiplicatively, and
	another.	within 100 by	corresponding	facts by 100)	knowledge to known	quantify additive and
		applying related	number.		additive and	multiplicative
		one-digit addition		Multiply and divide whole	multiplicative number	relationships
		and subtraction	Apply place-value	numbers by 10 and 100	facts (scaling facts by 1	(multiplicative
		facts: add and	knowledge to known	(keeping to whole number	tenth or 1 hundredth).	relationships
		subtract any 2	additive and	quotients); understand	,	restricted to
		, two-digit	multiplicative number	this as equivalent to	Multiply and divide	multiplication by a
		numbers.	facts (scaling facts by	making a number 10 or	numbers by 10 and	whole number).
			10).	100 times the size.	, 100; understand this as	,
		Recognise	,		equivalent to making a	Use a given additive
		repeated addition	Calculate	Manipulate multiplication	number 10 or 100	or multiplicative
		contexts,	complements to 100.	and division equations,	times the size, or 1	calculation to derive
		representing them		and understand and apply	tenth or 1 hundredth	or complete a related
		with	Add and subtract up	the commutative property	times the size	calculation, using
		multiplication	to three-digit	of multiplication		arithmetic properties,
		equations and	numbers using		Find factors and	inverse relationships,
		calculating the	columnar methods.	Understand and apply the	multiples of positive	and place-value
		product, within		distributive property of	whole numbers,	understanding.
		the 2, 5 and 10	Understand the	multiplication.	including common	-
		multiplication	inverse relationship		factors and common	Solve problems
		tables.	between addition and	Reason about the location	multiples, and express	involving ratio
			subtraction, and how	of mixed numbers in the	a given number as a	relationships.
		Relate grouping	both relate to the	linear number system.	product of 2 or 3	,
		problems where	part–part–whole	, ,	factors	Solve problems with
		the number of	structure.	Convert mixed numbers		2 unknowns.
		groups is		to improper fractions and	Multiply any whole	
		unknown to	Understand and use	vice versa.	number with up to 4	Recognise when
		multiplication	the commutative		digits by any one-digit	fractions can be



	equations with a	property of addition,	Add and subtract	number using a formal	simplified, and use
	missing factor, and	and understand the	improper and mixed	written method.	common factors to
	to division	related property for	fractions with the same		simplify fractions.
	equations	subtraction.	denominator, including	Divide a number with	
	(quotitive division)		bridging whole numbers.	up to 4 digits by a	Express fractions in a
		Apply known		one-digit number using	common
	Use precise	multiplication and	Identify regular polygons,	a formal written	denomination and
	language to	division facts to solve	including equilateral	method, and interpret	use this to compare
	describe the	contextual problems	triangles and squares, as	remainders	fractions that are
	properties of 2D		those in which the	appropriately for the	similar in value.
	and 3D shapes,	Interpret and write	side-lengths are equal and	context	
	and compare	proper fractions to	the angles are equal. Find		Compare fractions
	shapes by	represent 1 or several	the perimeter of regular	Find non-unit fractions	with different
	reasoning about	parts of a whole that	and irregular polygons.	of quantities.	denominators,
	similarities and	is divided into equal			including fractions
	differences in	parts	Identify line symmetry in	Find equivalent	greater than 1, using
	properties.		2D shapes presented in	fractions and	reasoning, and
		Find unit fractions of	different orientations.	understand that they	choose between
		quantities using	Reflect shapes in a line of	have the same value	reasoning and
		known division facts	symmetry and complete a	and the same position	common
		(multiplication tables	symmetric figure or	in the linear number	denomination as a
		fluency).	pattern with respect to a	system.	comparison strategy.
		,,	specified line of	,	
		Reason about the	symmetry.	Recall decimal fraction	Draw, compose, and
		location of any		equivalents for halves,	decompose shapes
		fraction within 1 in		quarters, fifths and	according to given
		the linear number		tenths and for	properties, including
		system.		multiples of these	dimensions, angles
				proper fractions.	and area, and solve
		Add and subtract			related problems.
		fractions with the		Compare angles,	
		same denominator,		estimate and measure	
		within 1.		angles in degrees (°)	
				and draw angles of a	
		Recognise right		given size.	
		angles as a property		•	
		of shape or a		Compare areas and	
		description of a turn,		calculate the area of	
		and identify right		rectangles (including	
		angles in 2D shapes		squares) using standard	
		presented in different		units.	
		orientations.			



End Points	Bupils who grasp concepts rapidly will be challenged through being offered rich and sophisticated problems before any acceleration through new content.					
& Challenge	EYFS					
for Most Able	Reason about numbers to 10, confidently explaining their findings to practical enquiries					
	Confidently estimate a number of objects					
	• Solve practical problems that involve combining groups of 2, 5 or 10, or sharing into equal groups					
	KS1					
	Read scales where not all numbers on the scale are given and estimate points in between					
	<ul> <li>Recall and use multiplication and division facts for 2, 5 and 10 and make deductions outside known multiplication facts</li> </ul>					
	• Use reasoning about numbers and relationships to solve more complex problems and explain their thinking (e.g. 29 + 17 = 15 + 4 + : 'together Jack and Sam have £14. Jack					
	has £2 more than Sam. How much money does Sam have?' etc.)					
	• Solve unfamiliar word problems that involve more than one step (e.g. 'which has the most biscuits, 4 packets of biscuits with 5 in each packet or 3 packets of biscuits with					
	10 in each packet?')					
	Read the time on a clock to the nearest 5 minutes					
	• Describe similarities and differences of 2-D and 3-D shapes, using their properties (e.g. that two different 2-D shapes both have only one line of symmetry; that a cube and					
	a cuboid have the same number of edges, faces and vertices, but different dimensions).					
	KS2					
	As well as achieving mastery in all of the End Points set out in the above for the Expected Standard, developing mastery with greater depth is characterised by pupils' ability to:					
	Grasp new concepts rapidly					
	Solve problems of greater complexity (i.e. where the approach is not immediately obvious), demonstrating creativity and imagination;					
	<ul> <li>Independently explore and investigate mathematical contexts and structures, communicate results clearly and systematically explain and generalise the mathematics.</li> </ul>					
End Points	At Sacred Heart Catholic Primary School and Nursery, we have high expectations which are deliberately ambitious for ALL learners. Therefore, teachers plan to address areas of					
& Challenge	arritority and to remove potential barriers to pupil achievement. For those children struggling, teaching and targeted support may be weighted towards the ready-to-progress					
for Least Able	criteria. Those who are not sufficiently fluent with earlier material will consolidate their understanding, including through additional practice.					
Children	EYFS					
Children	Subitise one, two and three objects					
	<ul> <li>Compares two small groups of up to five objects, saying when the groups are the same</li> </ul>					
DEIOW ARE	<ul> <li>Recognise that the last number said represents the total counted so far</li> </ul>					
	<ul> <li>Explores using a range of their own marks and signs which they ascribe mathematical meanings</li> </ul>					
	Begin to recognise numbers 0-10					
	KS1					
	Read and write numbers in numerals up to 100					
	<ul> <li>Partition a two-digit number into tens and ones to demonstrate an understanding of place value, though they may use structured resources to support them</li> </ul>					
	<ul> <li>Add and subtract two-digit numbers and ones, and two-digit numbers and tens, where no regrouping is required, explaining their method verbally, in pictures or using</li> </ul>					
	apparatus (e.g. 23 + 5; 46 + 20; 16 – 5; 88 – 30)					
	<ul> <li>Recall at least four of the six2 number bonds for 10 and reason about associated facts (e.g. 6 + 4 = 10, therefore 4 + 6 = 10 and 10 - 6 = 4)</li> </ul>					
	<ul> <li>Count in twos, fives and tens from 0 and use this to solve problems</li> </ul>					
	<ul> <li>Know the value of different coins</li> <li>Name some some some some some some some so</li></ul>					
	<ul> <li>Name some common 2-D and 3-D snapes from a group of snapes or from pictures of the snapes and describe some of their properties (e.g. triangles, rectangles, squares, siteles, subside, subs</li></ul>					
	circles, cubolus, cubes, pyrannus anu spileres)					



	<ul> <li>Children will work towards gaining a secure enough understanding of the standards set out in the End Points for the Expected Standard, with additional support and scaffolding, which will enable them to move through to KS3 with increasing confidence.</li> </ul>
SEND:	For children with severe, profound and/or multiple learning difficulties working below National Curriculum standards and not engaged in subject specific study, the
Engagement	'Engagement Model' will be used for assessment.
Model	
	The five areas of engagement are:
Children workin	• Exploration
below NC level	• Realisation
	Anticipation
	• Persistence
	• Initiation
	This model will be used alongside children's individual EHCP and Pupil Progress Plans to plan for and assess children's progression across the bespoke curriculum that they are
	able to access in line with their strengths and needs.