

Maths Curriculum Progression

Number - Number and Place Value									
Counting									
Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Recite numbers in order to 10 Realise not only objects, but anything can be counted, including steps, claps or jumps	Count up to three or four objects by saying one number name for each item Count actions or objects which cannot be moved Count objects to 10, and begin to count beyond 10 Count out up to six objects from a larger group Count an irregular arrangement of up to ten objects ELG: Count reliably with numbers from 1 to 20	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									

Use some number names and number language spontaneously Use some number names accurately in play Know that numbers identify how many objects are in a set Begin to represent numbers using fingers, marks on paper or pictures Sometimes match numeral and quantity correctly Show an interest in numerals in the environment Show an interest in representing numbers	Recognise some numerals of personal significance Recognise numerals 1 to 5 Select the correct numeral to represent 1 to 5, then 1 to 10 objects	Read and write numbers to 100 in numerals Read and write numbers from 1 to 20 in numerals and words	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 decimal place	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 to three decimal places	Read and write numbers up to 10 000 000	
	ELG: Recognise numbers from 1-20. Read numbers from 1- 20 in numerals.	Begin to recognise the place value of numbers beyond 20 (tens and ones)	Recognise the place value of each digit in a two-digit number (tens, ones)	Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	Determine the value of each digit in numbers to at least 1 000 000	Determine the value of each digit in numbers up to 10 000 000 Identify the value of each digit to three decimal places	
		Identify and represent numbers using objects and pictorial representations including the number line	Identify, represent and estimate numbers using different representations, including the number line	Identify, represent and estimate numbers using different representations, including the number line	Identify, represent and estimate numbers using different representations, including the number line	Identify, represent and estimate numbers using the number line	ldentify, represent and estimate numbers using the number line	
Comparing and ordering								
Compare two groups of objects, saying when they have the same number	Use the language of 'more' and 'fewer' to compare two sets of objects Say the number that is	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	Order and compare numbers to at least 1 000 000	Order and compare numbers up to 10 000 000	
	number ELG: Place numbers 1 to 20 in order			Compare and order numbers with one decimal place	Order and compare numbers with the same number of decimal places up to two decimal places	Order and compare numbers with up to three decimal places	Order and compare numbers including integers, decimals and negative numbers	

	ELG: Say which number is one more or one less than a given number	Given a number, identify one more and one less	Find 1 or 10 more or less than a given number	Find <i>1,</i> 10 or 100 more or less than a given number	Find <i>0.1, 1, 10, 100 or</i> 1000 more or less than a given number	Find 0.01, 0.1, 1, 10, 100, 1000 and other powers of 10 more or less than a given number	Find 0.001, 0.01, 0.1, 1, 10 and powers of 10 more or less than a given number			
Rounding, approximation and estimation										
	Estimate how many objects they can see and check by counting them.	Estimate how many objects they can see and check by counting them.	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 any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000	Round any whole number to a required degree of accuracy			
					Round decimals with one decimal place to the nearest whole number	Round decimals with two decimal places to the nearest whole number and to one decimal place	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, identify 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			
Sequences and patterns										
Show an interest in shape and space by making arrangements with objects Show interest in shape by talking about shapes or arrangements	Use familiar objects and common shapes to create and recreate patterns ELG: Recognise, create and describe patterns	Recognise and create repeating patterns with numbers, objects and shapes Identify odd and even numbers linked to counting in twos from 0 and 1	Describe and extend simple sequences involving counting on or back in different steps	Describe and extend number sequences involving counting on or back in different steps	Describe and extend number sequences involving counting on or back in different steps, including sequences with multiplication and division steps	Describe and extend number sequences including those with multiplication and division steps and those where the step size is a decimal	Describe and extend number sequences including those with multiplication and division steps, inconsistent steps, alternating steps and those where the step size is a decimal			

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 Number Problems									
Show curiosity about numbers by offering comments or asking questions Show an interest in number problems	Record, using marks that they can interpret and explain Begin to identify own mathematical problems based on own interests and fascinations ELG: Solve 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		
Vocabulary									