Subject Progression Grid
for Mathematics

Swansfield Park Primary School

Place Value

	Counting	Represent	Use & Compare	Rounding & Problems
Early Learning Goals	• To count reliably with numbers from 1 to 20. • To say which number is one more or one less than a given number from 1 to 20 • To place numbers 1 to 20 in order.			
Year 1	• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. • Count numbers to 100 in numerals; count in multiples of two's, fives and tens.	• Identify and represent numbers using objects and pictorial representations. • Read and write numbers to 100 in numerals. • Read and write numbers from 1 to 20 in numerals and words.	• Give a number, identify one more and one less.	
Year 2	• Count in steps of 2, 3 and 5 from 0, and in tens from any number, forwards and backward.	• Read and write numbers to at least 100 in numerals and words. • Identify, represent and estimate numbers using different representations, including a number line.	• Recognise the place value of each digit in a two-digit number. • Compare and order numbers from 0 up to 100; use < > and = signs.	• Use place value and number facts to solve problems.
Year 3	• Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number.	• Read and write numbers up to 1000 in numerals and words. • Identify, represent and estimate numbers using different representations.	• Recognise the place value of each digit in a three-digit number. • Compare and order numbers up to 1000.	• Solve number problems and practical problems involving these ideas.
Year 4	• Count in multiples of 6, 7, 9, 25 and 1000. • Count backwards through zero to include negative numbers.	• Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of zero and place value. • Identify, represent and estimate numbers using different representations.	• Find 1000 more or less than a given number. • Recognise the place value of each digit in a four-digit number. • Compare and order numbers beyond 1000.	• Round any number to the nearest 10, 100 or 1000. • Solve number and practical problems that involve all of these ideas.
Year 5	• Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000. • Count forwards and backwards with positive and negative whole numbers, including through zero.	• Read and write numbers to at least 1,000,000 and determine the value of each digit. • Read Roman numerals to 1000 and recognise years written in Roman numerals	• Order and compare numbers to at least 1,000,000 and determine the value of each digit.	• Interpret negative numbers in context. • Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10 000 and 100 000. • Solve number and practical problems that involve all of these ideas.

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

Year 6		• Read and w rite numbers to at least 10,000,000 and determine the value of each digit.	• Order and compare numbers up to 10,000,000 and determine the value of each digit.	• Round any w hole number to a required degree of accuracy. • Use negative numbers in context, and calculate intervals across zero. • Solve number and practical problems that involve all of these ideas.

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

Swansfield Park Primary School

Addition and Subtraction

	Recall, Represent, Use	Calculations	Solve Problems
Early Learning Goals	• To add and subtract two single-digit numbers and count on and back to find the answer using quantities and objects. • To solve problems, including doubling, halving and sharing.		
Year 1	• Read, write and interpret mathematical statements involving addition, subtraction and equals signs. • Represent and use number bonds and related subtraction facts within 20.	• Add and subtract one-digit and two-digit numbers to 20, including zero.	• Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.
Year 2	• Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. • Show that addition can be done in any order (commutative) and subtraction of one number from another cannot. • Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	• 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	• Solve problems with addition and subtraction using concrete objects and pictorial representations including those involving numbers, quantities and measure. • Solve problems with increasing knowledge of mental and written methods.
Year 3	• Estimate the answer to a calculation and use inverse operations to check answers.	• Add and subtract numbers mentally including: - a three-digit number and ones - a three-digit number and tens - a three-digit number and hundreds • Add and subtract numbers with up to three digits using formal written methods of columnar addition and subtraction.	• Solve problems involving missing number problems, using number facts, place value and more complex addition and subtraction.
Year 4	• Estimate and use inverse operations to check answers to a calculation.	• Add and subtract numbers with up to four digits using formal written methods of columnar addition and subtraction where appropriate.	• Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.
Year 5	• Use rounding to check answers to calculations and determine levels of accuracy.	• Add and subtract whole numbers with more than four digits, including using formal written methods. • Add and subtract mentally with increasingly large numbers.	• Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.
Year 6		• Perform mental calculations, including with mixed operations and large numbers.	• Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

		• Use their know ledge of the order of operations to carry out calculations involving the four operations.	

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

Swansfield Park Primary School

Multiplication and Division

	Recall, Represent, Use	Calculations	Solve Problems
Year 1			• 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
Year 2	• Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers • Show that multiplication of two numbers can be done in any order (commutative) and division odd one number by another cannot.	• Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication, division and equals sign.	• Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.
Year 3	• Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.	• 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 strategies and progressing to formal written methods.	• 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
Year 4	• Recall multiplication and division facts for multiplication tables up to 12x12. • Use place value, know and derived facts to multiply and divide mentally, including: - multiplying by 0 and 1 - dividing by 1 - multiplying together three numbers • Recognise and use factor pairs and commutativity in mental calculations.	• Multiply two-digit and three-digit numbers by a one-digit number using a formal written layout.	• 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
Year 5	• Identify multiples and factors, including all factor pairs of a number, and common factors of two numbers. • Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers. • Establish whether a number up to 1—is prime and recall prime numbers up to 19. • Recognise and use square numbers and cube numbers, and the notation for squared and cubed.	• Multiply numbers with up to four-digits by a one or two-digit number using a formal written method, including long multiplication for two-digit numbers. • Multiply and divide numbers mentally drawing upon known facts. • Divide numbers with up to four-digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context.	• Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. • 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.

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

		• Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.	
Year 6	• Identify common factors, common multiples and prime numbers. • Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.	• Multiply multi-digit numbers with up to four-digits by a two-digit whole number using the formal written method of long multiplication. • Divide numbers with up to four-digits by a two-digit whole number using the formal written method of long division and interpret remainders as whole number remainders, fractions or by rounding, as appropriate for the context. • Divide numbers with up to four-digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context. • Perform mental calculations, including with mixed operations and large numbers.	• Solve problems involving addition, subtraction, multiplication and division. • Use their knowledge of the order of operations to carry out calculations involving the four operations.

Subject Progression Grid
for Mathematics

Swansfield Park Primary School

Fractions

	Recognise and Write	Compare	Calculations	Solve Problems
Year 1	• Recognise, find and name a half as one of two equal parts of an object, shape or quantity. • Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.			
Year 2	• Recognise, find, name and write fractions $^1/_3$, $^1/_4$, $^2/_4$ and $^3/_4$ of a length, shape, set of objects or quantity • Write simple fractions for example, $^1/_2$ of 6 = 3	• Recognise the equivalence of $^2/_4$ and $^1/_2$.	• Write simple fractions for example, $^1/_2$ of 6 = 3	
Year 3	• Count up and down in tenths; 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: unit fractions and non-unit fractions with small denominators • Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	• Recognise and show, using diagrams, equivalent fractions with small denominators. • Compare and order unit fractions, and fractions with the same denominators.	• Add and subtract fractions with the same denominator within one whole	• Solve problems that involve all of the above
Year 4	• Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.	• Recognise and show, using diagrams, families of common equivalent fractions.	• Add and subtract fractions with the same denominator.	• 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.
Year 5	• Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths. • Recognise mixed numbers and improper fractions and convert from	• Compare and order fractions whose denominators are all multiples of the same number.	• Add and subtract fractions with the same denominator and denominators that are multiples of the same number. • Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.	

Subject Progression Grid
for Mathematics

	one form to the other and write mathematical statements > 1 as a mixed number.			
Year 6		• Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. • Compare and order fractions, including fractions > 1.	• 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. • Divide proper fractions by whole numbers	

Subject Progression Grid
for Mathematics

Decimals

	Recognise and Write	Compare	Calculations and Problems
Year 4	• Recognise and write decimal equivalents of any number of tenths or hundredths • Recognise and write decimal equivalents to $^{1}/_{4}$, $^{1}/_{2}$, $^{3}/_{4}$	• Round decimals with one decimal place to the nearest whole number • Compare numbers with the same number of decimal places up to two decimal places	• 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.
Year 5	• Read and write decimal numbers as fractions. • Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.	• Round decimals with two decimal places to the nearest whole number and to one decimal place. • Read, write, order and compare numbers with up to three decimal places.	• Solve problems involving number up to three decimal places
Year 6	• Identify the value of each digit in numbers given to three decimal places.		• Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places. • Multiply one-digit numbers with up to two decimal places by whole numbers. • Use written division methods in cases where the answer has up to two decimal places. • Solve problems which require answers to be rounded to specified degrees of accuracy.

Fractions, Decimals and Percentages

Year 4	• Solve simple measure and money problems involving fractions and decimals to two decimal places.
Year 5	• Recognise the per cent 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. • Solve problems which require knowing percentage and decimal equivalents of ½, ¼, $^{1}/_{5}$, $^{2}/_{5}$, $^{4}/_{5}$ and those fractions with a denominator of a multiple of 10 or 25.
Year 6	• Associate a fraction with division and calculate decimal fraction equivalents for a simple fraction. • Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

	Ratio and Proportion	Algebra
Year 6	• Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. • Solve problems involving the calculation of percentages and the use of percentages for comparison. • Solve problems involving similar shapes where the scale factor is known or can be found. • Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.	• Use simple formulae • Generate and describe linear number sequences • Express missing number problems algebraically • Find pairs of numbers that satisfy an equation with two unknowns • Enumerate possibilities of combinations of two variables. *** Although algebraic notation is not introduced until Year 6, algebraic thinking starts much earlier as exemplified by the 'missing number' objectives in Years 1, 2 and 3.*

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

Swansfield Park Primary School

Measure				
	Using Measures	**Money**	**Time**	**Perimeter, Area, Volume**
Early Learning Goals	• To use everyday languages to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and solve problems.			
Year 1	• Compare, describe and solve practical problems for: - lengths and heights - mass/weight - capacity and volume - time • Measure and begin to record the following: - lengths and heights - mass/weight - capacity and volume - time	• Recognise and know the value of different denominations of coins and notes	• Sequence events in chronological order using language: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening. • Recognise and use language relating to dates, including days of the week, weeks, months and years • Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.	
Year 2	• Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels • Compare and order lengths, mass, volume/capacity and record the results using >, < and =	• 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. • Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.	• Compare and sequence intervals of time. • 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. • Know the number of minutes in an hour and the number of hours in a day.	
Year 3	• Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)	• Add and subtract amounts of money to give change, using both £ and p in practical contexts.	• 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; record and compare time in terms of seconds, minutes and hours; use vocabulary such	• Measure the perimeter of simple 2D shapes.

Subject Progression Grid
for Mathematics

			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. • Compare durations of events.	
Year 4	• Convert between different units of measure. • Estimate, compare and calculate different measures.	• Estimate, compare and calculate different measures, including money in pounds and pence.	• Read, write and convert time between analogue and digital 12- and 24-hour clocks. • Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.	• Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. • Find the area of rectilinear shapes by counting squares.
Year 5	• Convert between different units of metric measure. • Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints. • Use all four operations to solve problems involving measure using decimal notation, including scaling.	• Use all four operations to solve problems involving money.	• Solve problems involving converting between units of time	• Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres. • Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes. • Estimate volume and capacity.
Year 6	• Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate. • Use, read, write and convert between standard 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 up to three decimal places. • Convert between miles and kilometres.		• Use, read, write and convert between standard units, converting measurements of time from a smaller unit of measure to a larger unit, and vice versa.	• Recognise that shapes with the same areas can have different perimeters and vice versa. • Recognise when it is possible to use formulae for area and volume of shapes. • Calculate the area of parallelograms and triangles. • Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm3) and cubic metres (m3), and extending to other units.

Subject Progression Grid
for Mathematics

Swansfield Park Primary School

Geometry				
	2D Shapes	**3D Shapes**	**Angles and Lines**	**Position and Direction**
Early Learning Goals	• To explore characteristics of everyday objects and shapes and use mathematical language to describe them. • To recognise, create and describe patterns.			
Year 1	• Recognise and name common 2-D shapes, including: rectangles, squares, circles and triangles.	• Recognise and name common 2-D shapes, including: cuboids, cubes, pyramids and spheres.		• Describe position, direction and movement, including whole, half, quarter and three quarter turns.
Year 2	• 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. • Compare and sort common 2-D shapes and everyday objects.	• Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. • Compare and sort common 3-D shapes and everyday objects.		• Order and arrange combinations of mathematical objects in patterns and sequences. • 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).
Year 3	• Draw 2D-Shapes.	• Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.	• 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 horizontal and vertical lines and pairs of perpendicular and parallel lines.	
Year 4	• 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		• Identify acute and obtuse angles and compare and order angles up to two right angles by size. • 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.	• Describe positions on a 2-D grid as coordinates in the first quadrant. • Describe movements between positions as translations of a given unit to the left/right and up/down. • Plot specified points and draw sides to complete a given polygon.

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk

Subject Progression Grid
for Mathematics

Year 5	• 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	• 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 half a turn (total 180) - other multiples of 90	• 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.
Year 6	• Draw 2-D shapes using given dimensions and angles. • Compare and classify geometric shapes based on their properties and sizes. • 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.	• Find unknown angles in any triangles, quadrilaterals, and regular polygons. • Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.	• 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.

Subject Progression Grid
for Mathematics

Statistics

	Present and Interpret	Solve Problems
Year 1		
Year 2	• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.	• 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.
Year 3	• Interpret and present data using bar charts, pictograms and tables	• Solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables.
Year 4	• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.	• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
Year 5	• Complete, read and interpret information in tables, including timetables.	• Solve comparison, sum and difference problems using information presented in a line graph.
Year 6	• Interpret and construct pie charts and line graphs and use these to solve problems. • Calculate and interpret the mean as an average.	

The Avenue, Alnwick, Northumberland NE66 1UL
01665 602267 or 01665 603413
Admin@swansfield.northumberland.sch.uk