



The Sultan's School
Primary Maths Progression of Skills 2021-22



Number – Number and Place Value						
(40 to 60+ months) Numbers	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Counts up to three or four objects by saying one number name for each item Counts actions or objects which cannot be moved Counts objects to 10, and beginning to count beyond 10 Counts out up to six objects from a larger group Counts an irregular arrangement of up to ten objects Estimates how many objects they can see and checks by counting them	count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number count, read and write numbers to 100 in numerals; 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; find 10 or 100 more or less than a given number	count in multiples of 6, 7, 9, 25 and 1000	count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000	
		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)	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit
Uses the language of 'more' and 'fewer' to compare two sets of objects	identify and represent numbers using objects and pictorial representations including the number	identify, represent and estimate numbers using different representations,	identify, represent and estimate numbers using different representations	identify, represent and estimate numbers using different representations		



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	line, and use the language of: equal to, more than, less than (fewer), most, least	including the number line				
		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		
Recognises some numerals of personal significance Recognises numerals 1 to 5 Records, using marks that they can interpret and explain Selects the correct numeral to represent 1 to 5, then 1 to 10 objects	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			
Number – Number and Place Value						
(40 to 60+ months) Numbers	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Children count reliably with numbers from 1 to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and		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



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count on or back to find the answer. They solve problems, including doubling, halving and sharing.						
Number – Addition and Subtraction						
(40 to 60+ months) Numbers	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Begins to identify own mathematical problems based on own interests and fascinations</p> <p>Finds the total number of items in two groups by counting all of them</p> <p>In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting</p>	<p>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$</p> <p>read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p>	<p>solve problems with addition and subtraction:</p> <ul style="list-style-type: none"> - using concrete objects and pictorial representations, including those involving numbers, quantities and measures - applying their increasing knowledge of mental and written methods 	<p>solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction</p>	<p>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</p>	<p>solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p>	<p>solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p> <p>solve problems involving addition, subtraction, multiplication and division</p>
	<p>represent and use number bonds and related subtraction facts within 20</p>	<p>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</p>	<p>add and subtract numbers mentally, including:</p> <ul style="list-style-type: none"> - a three-digit number and ones - a three-digit number and tens - a three-digit number and hundreds 		<p>add and subtract numbers mentally with increasingly large numbers</p>	<p>perform mental calculations, including with mixed operations and large numbers</p> <p>use their knowledge of the order of operations to carry out calculations</p>



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						involving the four operations
	add and subtract one-digit and two-digit numbers to 20, including zero	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				
		show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot				
		recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	estimate the answer to a calculation and use inverse operations to check answers	estimate and use inverse operations to check answers to a calculation	use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy

Early learning goal – Numbers

Children count reliably with numbers from 1 to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.

Number Multiplication and Division



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(40 to 60+ months) Numbers	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens [Domain: Number – Number and place value]	recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	recall multiplication and division facts for multiplication tables up to 12×12		
		calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) 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 and progressing to formal written methods	multiply two-digit and three-digit numbers by a one-digit number using formal written layout	multiply numbers up to four digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers	multiply multi-digit numbers up to four 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 [Domain: Number – Fractions (including decimals and percentages)]
		show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot		recognise and use factor pairs and commutativity in mental calculations	identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers	identify common factors, common multiples and prime numbers



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Begins to identify own mathematical problems based on own interests and fascinations	solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts	solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects	solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects	solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes 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
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Early learning goal – Numbers

Children count reliably with numbers from 1 to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.

Number – Fractions						
(40 to 60+ months) Numbers	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6



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	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	recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity write simple fractions, for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	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	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		
		write simple fractions, for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	recognise and show, using diagrams, equivalent fractions with small denominators	recognise and show, using diagrams, families of common equivalent fractions	identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	use common factors to simplify fractions; use common multiples to express fractions in the same denomination

Early learning goal – Numbers

Children count reliably with numbers from 1 to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.

Measurement						
(40 to 60+ months) Numbers Shape, space and measures	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6



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<p>Orders two or three items by length or height Orders two items by weight or capacity Uses everyday language related to time Measures short periods of time in simple ways</p>	<p>compare, describe and solve practical problems for: – lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] – mass/weight [for example, heavy/light, heavier than, lighter than] – capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] measure and begin to record the following: – lengths and heights – mass/weight – capacity and volume</p>	<p>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 =</p>	<p>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (litres/ml)</p>	<p>estimate, compare and calculate different measures, including money in pounds and pence</p>	<p>use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling</p>	<p>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</p>
<p>Beginning to use everyday language related to money</p>	<p>recognise and know the value of different denominations of coins and notes</p>	<p>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</p>	<p>add and subtract amounts of money to give change, using both £ and p in practical contexts</p>	<p>estimate, compare and calculate different measures, including money in pounds and pence</p>	<p>use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling</p>	<p>solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p>



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		of the same unit, including giving change				
Orders and sequences familiar events	sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]	compare and sequence intervals of time	compare durations of events [for example to calculate the time taken by particular events or tasks]			
	tell the time to the hour and half past the hour and draw the hands on a clock face to show these times	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	tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks	read, write and convert time between analogue and digital 12- and 24-hour clocks		
	compare, describe and solve practical problems for: – time [for example, quicker, slower, earlier, later] measure and begin to record the following: – time (hours, minutes, seconds) recognise and use language relating to dates, including days of the week, weeks, months and years	know the number of minutes in an hour and the number of hours in a day	know the number of seconds in a minute and the number of days in each month, year and leap year estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning,	convert between different units of measure [for example, kilometre to metre; hour to minute] solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days	solve problems involving converting between units of time	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



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			afternoon, noon and midnight			
Early learning goal – Shape, space and measures Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.						
Geometry – Properties of shapes						
(40 to 60+ months) Shape, space and measures	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Beginning to use mathematical names for 'solid' 3-D shapes and 'flat' 2-D shapes, and mathematical terms to describe shapes Selects a particular named shape Uses familiar objects and common shapes to create and recreate patterns and build models	recognise and name common 2-D and 3-D shapes, including: – 2-D shapes [for example, 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 compare and sort common 2-D and 3-D shapes and everyday objects	draw 2-D shapes and 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	use the properties of rectangles to deduce related facts and find missing lengths and angles distinguish between regular and irregular polygons based on reasoning about equal sides and angles	draw 2-D shapes using given dimensions and angles compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius



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<p>Beginning to use mathematical names for 'solid' 3-D shapes and 'flat' 2-D shapes, and mathematical terms to describe shapes Selects a particular named shape Uses familiar objects and common shapes to create and recreate patterns and build models</p>	<p>recognise and name common 2-D and 3-D shapes, including: – 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]</p>	<p>identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid] compare and sort common 2-D and 3-D shapes and everyday objects</p>	<p>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p>		<p>identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p>	<p>compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons recognise, describe and build simple 3-D shapes, including making nets</p>
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Early learning goal – Shape, space and measures

Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.

Geometry – Position and direction

(40 to 60+ months) Shape, space and measures	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Uses familiar objects and common shapes to create and recreate patterns and build models</p>		<p>order and arrange combinations of mathematical objects in patterns and sequences</p>				
<p>Can describe their relative position such as 'behind' or 'next to'</p>	<p>describe position, direction and movement, including whole, half, quarter and three-quarter turns</p>	<p>use mathematical vocabulary to describe position, direction and movement, including movement in a</p>	<p>recognise angles as a property of shape or a description of a turn [Domain: Geometry – Properties of shapes] identify right angles,</p>			



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		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)	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 [Domain: Geometry – Properties of shapes]			
Early learning goal						
Shape, space and measures Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.						
Statistics						
(40 to 60+ months) Shape, space and measures	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		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
		ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity	solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled	solve comparison, sum and difference problems using information presented in bar charts, pictograms,	solve comparison, sum and difference problems using information presented in a line graph	



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		ask and answer questions about totalling and comparing categorical data	bar charts and pictograms and tables	tables and other graphs		
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