

Maths at The Cedar School

At The Cedar School, we believe in delivering a curriculum that engages, sparks curiosity and is meaningful to our pupils, their needs and their lives. Through our maths curriculum, our children explore concepts in a practical way, have opportunities to apply their learning to contexts appropriate to them and give them the tools they will need to be independent, mathematical thinkers. The aim of our maths curriculum is for our pupils to develop a positive and confident attitude towards maths and to understand mathematical concepts at a level commensurate to their development and ability.

Our hopes for a Cedar child are for them to be prepared for adulthood and develop the skills they will need to lead successful lives:

Communication: Children are empowered to develop their communication skills through being taught how to use mathematical language effectively and accurately. They are questioned effectively during their maths lessons to promote mathematical thinking and verbalising their understanding.

Empowerment: Through teaching knowledge and skills in maths, our children are empowered to apply mathematical concepts in different contexts independently, make links between what they have learned, and solve problems for themselves.

Discovery: Learning through practical opportunities with access to physical resources, our children are able to discover mathematical concepts and gain a secure understanding through having the experience of maths. **Aspiration:** Maths at Cedar allows our children the opportunity to consolidate understanding their understanding and then build upon it at their own pace. We promote 'grappling' with maths to build confidence and encourage the desire to continue to learn and progress.

Resilience: Children are taught to be confident and resilient mathematicians through the learning they access. We promote the excitement of new learning where it is safe to make mistakes, get stuck, require support, and find activities challenging.





Numbers and the number system	Place value and ordering	Calculations	Solving Problems	Problems involving real life, money or measures	Measures, shapes and space
 A) To be part of a group listening to number songs. B) Tolerates listening to number songs. C) Begins to respond to adult initiated maths activities. D) Begins to show enjoyment in number games and songs. E) Turns to number songs. F) Reacts to familiar no. songs/music. G) Becomes excited in the midst of social maths games. H) Activates a switch with a number/numbers (with assistance) I) Co-actively makes hand actions to no rhymes/songs/stories. 	 A) Explores both single and groups of things and hears adult's comment on groups. B) Experiences groups of brightly coloured objects. C) Allows a short series of objects to be touched in sequence. 	 A) Shows a passive interest in one visually attractive object. B) Focuses on familiar objects with adult encouragement. C) Fixates on one object. D) Moves arms/legs ind.ly (is helped to clap/stamp feet, whilst adult counts 1,2). E) Attends to an object. F) Sustains a grasp on an object placed in the hand for a short period of time. G) Transfers attention from 1 object to another. H) Drops objects of reference into box, 1,2,3. 	 A) Moves hands through different mediums. B) Responds to light patterns/sequences – watches disco lights spinning round. C) Responds to cause and effect by visually focusing on an object- activating disco lights/bubble machine. D) Begins to locate objects in localised environment (tray/table/standing frame) 	 A) Experiences activities that begin to encourage a response of sequential changes in the environment. B) Experiences the weight and size of different objects placed in their hand. C) Tolerates and experiences different kinds of spaces. D) Begins to show awareness of items being placed or stacked on tray/table. E) Reaches across to retrieve toy of interest from left or right. F) Feels the edges, curves or flatness of objects. 	 A) Experiences patterns of sound – adult beats out repeating rhythm, long, short, slow, quick. B) Be part of a group making objects – using 3D shapes/materials. C) Shows awareness of objects as they are placed against their hands, face or other body parts (TacPac). D) Experiences different body positions. E) Shows response at feeling differing lengths being pulled gently through their fingers/hands. Adult to draw attention to length and encourage participation. F) Focuses on strong patterns.





Numbers and F the number c system	Place value and ordering	Calculations	Solving Problems	Problems involving real life, money or measures	Measures, shapes and space
 A) Takes turn to attempt vocalisation of numbers with an adult. B) Anticipates familiar phrases: 1,2,3. C) Reacts when a familiar number song stops. D) Anticipates and sometimes vocalises their turn during math games. E) Shows interest in beginning and end of number rhymes. F) Watches other children playing maths games. G) Sometimes attempts to imitate number sounds. H) Co-actively joins in maths games. I) Explore wooden/plastic numerals. 	 A) Co-actively operates a switch programmed to speak a repetitive number sequence, e.g. 1,2,3,4,5. B) Looks from one object to another in maths games/rhymes/activities, adult uses language: numbers, more, gone, none. C) Tracks adult pointing and counting objects. D) Maintains attention and begins to show awareness of sequence of events. E.g. 5 fat sausages – 1st hold up pan, 2nd drop 2 sausages in, 3rd there is a pop and a bang. E) Co-operates with supported participation to push down fingers/having fingers touched – and associate it with counting. 	 A) Responds to collections of objects being separated. B) Will co-operate with adults/peers giving and taking and experiencing language associated with increase and decrease. C) Maintains a hold of an object. D) Reaches out for an object when prompted – adult uses language: next one, again, more, 1, 2, etc. E) Reaches out for objects left on tray/table. F) Holds objects in both hands. G) Shows anticipation of changing quantities during number games. 	 A) Anticipates falling down of towers or something being taken from them. B) Responds to collections of objects being separated. C) Will co-operate with adult/peers giving and taking and experiencing language associated with increase and decrease. D) With help drops objects into another container. E) Looks for objects that have been moved from line of vision. F) Expresses approval/disapproval of an object being removed. 	 A) Shows a response to an environment. B) Visually tracks moving objects. C) Shows an interest at computer screen showing maths songs/games – while being activated by an adult. D) Experiences range of mark making materials on a surface. E) Experience holding/touching items in sequence or turn. F) Collects objects on tray and experiences number words. G) Releases 1 object to reach for another. H) Repeats an action that has an effect. 	 A) Anticipates familiar sequences: ready, steady, go. B) Watches an object as it falls in front of them. C) Explores objects and textures of different size/shape and manipulates with adult help D) Experiences changing in size – e.g. balloon blown up/let down. E) Co-actively claps beats of a number song. F) Places hand in box/bag to experience different shapes- takes out and explores. G) Carries out sorting activities. H) Explores a variety of 2D and 3D shapes.





Name_

Maths Stage 3



Name	AME Maths Stage 4 (Including Pre-key stage standards- Stand							
Numbers and the	Place value and	Calculations	Solving	Problems involving	Measures,			
number system	ordering		Problems	real life, money or	shapes and			
				measures	space			
 A) Responds to and joins in with familiar number rhymes, stories, songs and games, by saying, signing at least one of the numbers. B) Indicates one or two. 	 A) Makes groups of objects with help, e.g. indicates one car/lots of cars. B) Through games and rhymes, begins to appreciate that number names/numerals refer to a specific quantity. C) Able to sequence and indicate one or two, e.g. holds up one/two objects on request. D) Demonstrate an understanding of the concept of transaction. (e.g. by exchanging a coin for an item, or one item for another). 	 A) Indicates one or two. B) Makes groups of two, using familiar pairs, e.g. shoes, socks, etc. C) Shows and names one finger and then shows another and names it two. D) Strikes two beats on a drum following one beat. E) Distinguish between 'one' and 'lots', when shown an example of a single object and a group of objects. F) Demonstrate an understanding of the concept of 1:1 correspondence (e.g. giving one cup to each pupil). 	 A) Matches pairs of objects or pictures with support. B) Searches for objects in their usual place or indicates where to go. 	 A) Beginning to sort sets of objects according to a single attribute, e.g. colour, size, shape. B) Makes small sets the same. C) Puts all balls, hoops, toys, equipment away. D) Puts two sweets, toys, cups, etc, in each box. E) Experiences comparing weights. F) Carries out activities against a clock. 	 A) Compare size of objects where there is a marked difference. B) Finds big/large and small object on request. C) Indicates which item is longer/shorter. D) Compares height and indicates which is taller. E) Indicates the correct position of an object, e.g. milk/fridge, hat/head. F) Explores positions of objects e.g. inside, outside, in front, behind, in a line, etc. 			





Name Maths Stage 5 (Including Pre-key stage standards- Standar							
Numbers and the number system	Place value and ordering	Calculations	Solving Problems	Problems involving real life, money or	Measures, shapes and space		
 A) Joins in with new number rhymes, songs, stories and games. B) Say the number names to 5 in the correct order (e.g. in a song or by joining in with the teacher). C) Aware when there are too few/many for 1-1 matching. D) Counts reliably to 3. E) Makes sets of up to 3. 	A) Understands more/fewer, e.g. indicates that more cups are required, which hoop has fewer/more balls.	A) Demonstrates their understanding of 1-1 correspondence in a range of contexts. B) Demonstrate an understanding of the concept of numbers up to 5 by putting together the right number of objects when asked.	 A) Copies simple patterns or sequences using 2 colours/shapes/sizes. B) Copies a pattern of repeated movements. C) Copy and continue simple patterns using real- life materials (e.g. apple, orange, apple, orange, etc.). D) Makes a chain of dominoes matching dot patterns for numbers 1-3. 	 A) Sorts objects/materials according to given criteria. B) Identifies odd one out. C) Uses 1p coins. D) Role plays shop. E) Gives 1 coin for 1 item (up to 4 coins/4items) 	 A) Shows awareness of more/less. B) Compares overall size of objects where the difference is not great. C) Identify the big or small object from a selection of two. D) Gives large or small items on request. E) Uses 3D shapes. F) Searches for objects not found in their usual place. G) Shows understanding of position words, e.g. top, inside, under, behind. H) Sort objects according to a stated characteristic (e.g. group all the small balls together, sort the shapes into triangles and circles). 		





NAME MATHS STAGE 0 (Including Pre-key stage standards- Standar							
Numbers and the	Place value and	Calculations	Solving Problems	Problems	Measures,		
number system	ordering			involving real	shapes and		
				life, money or	space		
				measures			
 A) Joins in rote counting to 10. B) Points to or steps on numbers on a number line, as the numbers are said. C) Counts to 5 reliably. D) Begins to recognise numerals 1-5. E) Matches numerals to dot patterns on a dice. F) Uses tally marks to 5. G) Creates dot patterns with stickers and associates them with numerals. H) Identify how many objects there are in a group of up to 10 objects, recognising smaller groups on sight and counting the objects in larger groups up to 10. 	 A) Uses sets of objects with large differences, can identify which has more/less. B) Demonstrate an understanding that the last number counted represents the total number of the count. C) Copy and continue more advanced patterns using real-life materials (e.g. apple, apple, orange, apple, apple, orange, etc.). 	 A) Responds to 'How many?'. B) Responds to put 2 pencils in the box and add 3 more. C) In practical situations responds to add 1/take 1. D) Use real-life materials (e.g. apples or crayons) to add and subtract 1 from a group of objects and indicate how many are now present. 	A) Collects items into sorting draw and indicates to an adult what to put on a label.	 A) Respond to 'how many?' B) Completes a range of classification activities using given criteria, e.g. by size, colour, shape, name of coin. C) Identifies odd one out. 	 A) Uses familiar words to compare size, e.g. bigger, longer, taller. B) Starts to pick out named shapes from a collection. C) Beginning to respond to forwards and backwards. D) Uses familiar words to describe position. E) Can say where an object is in relation to another. 		





INUTTIE/VIGINS STAGE / (Including Pre-key stage standards- Stand						
Numbers and the	Place value and	Calculations	Solving Problems	Problems	Measures,	
number system	ordering			involving real	shapes and	
				life, money or	space	
				measures		
 A) Joins in rote counting to beyond 10. B) Says/indicates number names, in order from 1-10. C) Continues the rote count onwards from a given smaller number. 	 A) Beginning to recognise numerals from 1-9 and relate them to sets of objects. B) Compares 2 given numbers of objects and says which is more/less. 	 A) Can add/take away one from a number of objects. B) Can use number lines to 10 to find the number before/after/one more/one less. C) Count to 20, demonstrating that the next number in the count is one more and the previous number is one less. D) Using objects placed on a number line can add 1 more to 3 objects in a line and say how many objects are now in the line; take 1 away and say how many are left. E) Demonstrate an understanding of the mathematical symbol of add, subtract and equal to. 	 A) Recognises that there are 2 colours used in a simple pattern and continues the pattern, e.g. red, green, red, green, red, green. B) Watches an adult make a simple sequence of actions, then repeats them. 	 A) Uses tokens or marks to tally events or scoring in games. B) Uses ordinal words to describe positions and turns, e.g. first turn left, second walk forward, third turn right. 	 A) Compares directly 2 lengths or heights where there is a marked difference and can say the tall/long one. B) Finds an object that is longer, heavier, shorter than, etc. C) Shows some familiarity of days of the week and times in their day. 	





Name			Maths Stage 8 (Including Pre-key stage standards- Standard			
Numbers and the number system	Place value and ordering	Calculations	Solving Problems	Problems involving real life, money or measures	Measures, shapes and space	
 A) Beginning to count up to 10 objects. B) Estimates a small number and checks by counting. 	 A) Beginning to use ordinal numbers (1st, 2nd, 3rd). B) Follows 3 instructions in order. C) Read and write numbers in numerals from 0-9. 	 A) Demonstrate an understanding of the composition of numbers to 5 and a developing ability to recall number bonds to and within 5 (e.g. 2+2=4 and 3+1=4). B) Demonstrate an understanding of the commutative law (e.g. 3+2=5, therefore 2+3=5). C) Demonstrate an understanding of inverse relationships involving addition and subtraction (e.g. of 3+2=5, then 5-2=3). D) Demonstrate an understanding that the total number of objects changes when objects are added or taken away. E) Demonstrate an understanding that the number of objects remains the same when they are rearranged, providing nothing has been added or taken away. 	A) Solve number problems involving the addition and subtraction of single- digit numbers up to 10.	 A) Beginning to make simple estimates, such as how many cubes will fit into the box. B) Uses counting skills to tell how many more items are needed, e.g. cups for every pupil to have a drink. 	 A) Sequences 4 pictures of daily events. B) Beginning to use straight, larger, shape names, to describe 2D and 3D shapes. C) Uses 2D shapes/stamps to make pictures/patterns on paper, sand, play dough, etc. D) Recognise some common 2-D shapes. 	



Name		Stage & includ	ing Standard	E (working towards t		
Number and Place Value	Number Addition and Subtraction	Number Multiplication and Division	Number Fractions	Measurement	Geometry Properties of Shape	Geometry Position and Direction
Count to and across 100; Count forwards and backwards from 0,1 or any given number	Read, write and interpret mathematical statements involving addition (+),	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.	Recognise, find and name a half as one of two equal parts of an object, shape or quantity	Compare, describe and solve practical problems for: • Lengths and heights e.g. long/short, longer/shorter, tall/short, double/half • Mass/weight e.g. heavy/light, heavier than, lighter than • Capacity and volume e.g. full/empty, more than, less than, half, half full, quarter • Time e.g. quicker, slower, earlier, later	Name some common 2-D and 3D shapes from a group of shapes or from pictures of the shapes and describe some of their properties (e.g. triangles, rectangles, squares, circles, cuboids, cubes, pyramids and spheres).	
Count in multiples of twos, fives and tens from 0 and use this to solve problems	Read, write and interpret mathematical statements involving subtraction (–)			Measure and begin to record the following: • Lengths and heights • Mass/weight • Capacity and volume • Time (hours, minutes, seconds)		
Given a number, identify one more and one less	Read, write and interpret mathematical statements involving equals (=)					
Partition a two-digit number into tens and ones to demonstrate an understanding of place value using structured resources to support them	Recall at least four of the six number bonds for 10 and reason about associated facts (e.g. 6+4=10, therefore 4+6=10 AND 10-6=4).					



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Name	Name Maths Stage 10 including Standard 5 (working towards the KS1 expected standard)									
Number and Place Value	Number Addition and Subtraction	Number Multiplication and Division	Number Fractions	Measurement	Geometry Properties of Shape	Geometry Position and Direction				
Identify and represent numbers using objects and pictorial representations including the number line	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 apparatus (e.g. 23+5; 46+20; 16-5; 88-30).		Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	Know the value of different coins		Describe position, direction and movement, including whole, half, quarter and three- quarter turns.				
Use the language of: equal to, more than, less than (fewer), most, least	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations,			Sequence events in chronological order using language e.g.: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening						
Read and write numbers from 1 to 20 in numerals	Solve one-step problems that involve missing number problems such as 7 = □ – 9.			Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.						
Read and write numbers from 1 to 20 in words.										
Read and write numbers in numerals up to 100										







Number and	Number	Number	Number	Measurement	Geometry Bronortion of	Geometry
Place value	Subtraction	and Division	Fractions		Shape	Direction
Recognise the place value of each digit in a two-digit number (tens, ones)	 Solve problems with addition and subtraction: Using concrete objects and pictorial representations, including those involving numbers, quantities and measures; Applying their increasing knowledge of mental and written methods. 	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	Recognise, find, name and write fractions 1/3 1/4 2/4 3/4 of a length, shape, set of objects or quantity	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	Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line	Order and arrange combinations of mathematical objects in patterns and sequences
Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs		Compare and order lengths, mass, volume/capacity and record the results using >, < and = Recognise and use symbols for pounds (£) and pence (p); combine	Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces	Statistics
Identify, represent and estimate numbers using different representations, including the number line				Find different combinations of coins that equal the same amounts of money	-	Interpret and construct simple pictograms, tally charts, block diagrams and simple tables





Maths stage 12 (Y2)

Number and Place Value	Number Addition and	Number Multiplication	Number Fractions	Measurement	Geometry Properties of	Geometry Position and
	Subtraction	and Division			Shape	Direction
Compare and order numbers from 0 up to 100; use <, > and = signs	Add and subtract numbers using concrete objects, pictorial representations, and mentally: • a two-digit number and ones; • a two-digit number and tens; • two two-digit numbers; three one-digit numbers	Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot	Write simple fractions for example ½ of 6 = 3 and recognise the equivalence of 2/4 and ½	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	Identify 2-D shapes on the surface of 3-D shapes, e.g. a circle on a cylinder and a triangle on a pyramid	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 anti-
						clockwise).
Read and write numbers to at least 100 in numerals	Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.		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	Compare and sort common 2-D and 3-D shapes and everyday objects.	Statistics Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
Read and write numbers to at least 100 in words				Know the number of minutes in an hour and the number of hours in a day		Ask and answer questions about totaling and comparing categorical data.
Use place value and number facts to solve problems.						





Maths stage 13 (Y3)

Number and	Number	Number	Number	Measurement	Geometry	Geometry
Place Value	Addition and	Multiplication	Fractions		Properties of	Position and
	Subtraction	and Division			Shape	Direction
Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	 Add and subtract numbers mentally, including: a three-digit number and ones a three-digit number and tens a three-digit number and hundreds 	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	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	Measure, compare, add and subtract: Iengths (m/cm/mm); mass (kg/g); volume/capacity (I/mI)	Draw 2-D shapes and make 3-D shapes using modelling materials;	Recognise angles as a property of shape or a description of a turn
Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction	 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 progressing to formal written methods 	Recognise, find and write fractions of a discrete set of objects: unit fractions and non- unit fractions with small denominators	Measure the perimeter of simple 2- D shapes Add and subtract amounts of money to give change, using both £ and p in practical contexts	Recognise 3-D shapes in different orientations and describe them	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, represent and estimate numbers using different representations			Recognise and use fractions as numbers: unit fractions and non- unit fractions with small denominators	Tell and write the time from an analogue clock, including: Using Roman numerals from I to XII; 12-hour clocks; 24-hour clocks		





Maths stage 14 (Y3)

Number and Place Value	Number Addition and Subtraction	Number Multiplication and Division	Number Fractions	Measurement	Geometry Properties of Shape	Geometry Position and Direction
Compare and order numbers up to 1000	Estimate the answer to a calculation	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	Add and subtract fractions with the same denominator within one whole: for example, 5/7 + 1/7 = 6/7	Estimate and read time with increasing accuracy to the nearest minute	Identify whether angles are greater than or less than a right angle	Identify whether angles are greater than or less than a right angle Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.
Read and write numbers up to 1000 in numerals	Use inverse operations to check answers		Compare and order unit fractions, and fractions with the same denominators	Record and compare time in terms of seconds, minutes and hours	Identify horizontal and vertical lines and pairs of perpendicular and parallel lines	Identify pairs of perpendicular and parallel lines.
Read and write numbers up to 1000 in words	Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.		Solve problems that involve all of the above.	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	Identify pairs of perpendicular and parallel lines.	Statistics Interpret and present data using: • bar charts • pictograms tables
Solve number problems and practical problems involving these ideas.				days in each month, year and leap year Compare durations of events [for example to calculate the time taken by particular events or tasks].		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.





Maths stage 15 (Y4)

Number and Place Value	Number Addition and	Number Multiplication	Number Fractions inc	Measurement	Geometry Properties of	Geometry Position and
	Subtraction	and Division	decimals		Shape	Direction
Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate	Recall multiplication and division facts for multiplication tables up to 12 × 12	Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.	Convert between different units of measure [for example, kilometre to metre; hour to minute]	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes	Describe positions on a 2-D grid as coordinates in the first quadrant
Count in multiples of 6, 7, 9, 25 and 1000	Estimate the answer to a calculation	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	Recognise and show, using diagrams, families of common equivalent fractions	Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres	Identify acute and obtuse angles	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.
Count backwards through zero to include negative numbers	Use inverse operations to check answers	Recognise and use factor pairs and commutativity in mental calculations	Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a	Find the area of rectilinear shapes by counting squares		Statistics Interpret and present discrete and continuous data using appropriate graphical methods, including: • bar charts
Identify, represent and estimate numbers using different representations			Add and subtract fractions with the same denominator			time graphs





Maths stage 16 (Y4)

Number and	Number	Number	Number Fractions inc	Measurement	Geometry Broportion of	Geometry Resition and
	Subtraction	and Division	decimals		Shape	Direction
Order and compare numbers beyond 1000	Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	Multiply two-digit by a one-digit number using formal written layout	Recognise and write decimal equivalents to ½, ¼, ¾	Estimate, compare and calculate different measures, including money in pounds and pence	Compare and order angles up to two right angles by size	Describe movements between positions as translations of a given unit to the left/right and up/down
Find 1000 more or less than a given number		Multiply three-digit numbers by a one- digit number using formal written layout	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	Read, write and convert time between analogue and digital 12- and 24-hour clocks	Identify lines of symmetry in 2-D shapes presented in different orientations	Plot specified points and draw sides to complete a given polygon.
Round any number to the nearest 10, 100 or 1000		Solve problems involving multiplying and adding including	Round decimals with one decimal place to the negrest whole	Solve problems involving converting from:	Complete a simple symmetric figure with respect to a specific	Statistics
Solve number and practical problems that involve all of the above and with increasingly large positive numbers		using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n	number Compare numbers with the same number of decimal places up to two decimal places	 hours to minutes; minutes to seconds; years to months; weeks to days. 	line of symmetry	Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
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		objects are connected to m objects.	Solve simple measure and money problems involving fractions and decimals to two decimal places.			





Name_____

Maths stage 17 (Y5)

Number and Place Value	Number Addition and Subtraction	Number Multiplication and Division	Number Fractions inc decimals	Measurement	Geometry Properties of Shape	Geometry Position and Direction
Read, write, order and compare numbers to at leastAdd and subt whole number with more that digits, includir using formal written methor (columnar addition and subtraction)	Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar	Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers	Compare and order fractions whose denominators are all multiples of the same number Identify, name and write	Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and	Inpare and order stions whose iominators are all tiples of the same mberConvert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and metre: and other cuboids, from 2-D representations	
	addition and subtraction)		equivalent fractions of a given fraction,	kilogram; litre and millilitre)		
Count forwards or backwards in steps of powers of 10 for any	Add and subtract numbers mentally with increasingly	nd subtract ers mentally creasingly numbers Establish whether a number up to 100 is prime and recall prime numbers up to 19 Multiply numbers up to 4 digits by a one- or two- diait number using a	including tenths and hundredths	Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints	Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles Draw given angles, and measure them in degrees (°)	Statistics
given number up to 1 000 000	large numbers		Recognise mixed numbers and improper fractions and convert from one form to the other and			
			write mathematical statements > 1 as a mixed number [for example, $2/5$ + $4/5 = 5/6 = 1^{1}/5$]	Measure and calculate the perimeter of composite rectilinear shapes in centimetres		Solve comparison, sum and difference problems using information
			ultiply numbers up to 4 gits by a one- or two- ait number using a fractions with the same	and metres Calculate and compare the area of		presented in a line graph
		formal written method, including long multiplication for two-digit numbers	denominator and denominators that are multiples of the same number	rectangles (including squares), and including using standard units, square centimetres (cm ²) and square		Complete, read and interpret information in tables, including
		numbers mentally drawing upon known facts	Multiply proper fractions and mixed numbers by whole numbers	metres (m2) and estimate the area of irregular shapes		timetables.



Maths stage 18 (Y5)

Number and	Number	Number	Number	Measurement	Geometry	Geometry
Place Value	Addition and	Multiplication	Fractions inc		Properties of	Position and
	Subtraction	and Division	decimals		Shape	Direction
Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	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	Read and write decimal numbers as fractions [for example, 0.71 = ⁷¹ / ₁₀₀] Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	Estimate volume [for example, using 1 cm ³ blocks to build cuboids (including cubes)] and capacity [for example, using water]	Identify: • Angles at a point and one whole turn (total 360°) • Angles at a point on a straight line and ½ 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
Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.	Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	Round decimals with two decimal places to the nearest whole number and to one decimal place	Solve problems involving converting between units of time	Use the properties of rectangles to deduce related facts and find missing lengths and angles	
Read Roman numerals to 1000 (M) and recognize years written in Roman numerals.		Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)	Read, write, order and compare numbers with up to three decimal places Solve problems involving number up to three decimal places	Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.	Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.	Statistics
		Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes	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.			





Maths stage 19 (Y6)

Number and Place Value	Number Addition Subtraction Multiplication and Division	Number fractions (Including decimals)	Ratio and Proportion	Measurement	Geometry Properties of Shape	Geometry Position and Direction
Read, write,Muorder andupcomparewhnumbers up tofor10 000 000 andlor	Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication	Use common factors to simplify fractions; use common multiples to express fractions in the same denomination	Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts	Immon factors to fractions; useSolve problems involving the relative sizes of two quantitiesSolve problems involving the relative calculation and conversion of units of measure, usingDraw 2-D st using given dimensions	Draw 2-D shapes using given dimensions and angles	Describe positions on the full coordinate grid (all four quadrants)
value of each digit	Divide numbers up to 4 digits by a two-digit whole number using the formal	Compare and order fractions, including fractions > 1		three decimal places where appropriate recognise that shapes		
	division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context		Solve problems involving the calculation of percentages [for example, of	with the same areas can have different perimeters and vice versa		
Round any whole number to a required degree of accuracyDivide num by a two- the forma appropria remainde the conte	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	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 [for example: $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$]	measures, and such as 15% of 360] and the use of percentages for comparison	Use, read, write and convert between desc standard units, simpl converting inclue measurements of nets length, mass, volume Com and time from a classi smaller unit of measure shap to a larger unit, and their vice versa, using sizes decimal notation to up to three decimal any to places quad	Recognise, describe and build simple 3-D shapes, including making nets Compare and classify geometric shapes based on their properties and sizes and find	Statistics
						Interpret and construct pie charts and line graphs and use these to solve problems
			Algebra			
			Use simple formulae			
			Generate and describe linear number sequences		unknown angles in any triangles, quadrilaterals, and regular polyaons	
	Perform mental calculations, including with mixed operations and large numbers	Divide proper fractions by whole numbers [for example, $\frac{1}{2} \div 2 = \frac{1}{6}$]	Express missing number problems algebraically	Convert between miles and kilometres		





Name_____

Maths stage 20 (Y6)

Number and Place Value	Number Addition Subtraction Multiplication and Division	Number fractions (Including decimals)	Ratio and Proportion	Measurement	Geometry Properties of Shape	Geometry Position and Direction
Use negative numbers in context, and calculate intervals across zero	Identify common factors, common multiples and prime numbers	Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, 3/6]	Solve problems involving similar shapes where the scale factor is known or can be found	Recognise when it is possible to use formulae for area and volume of shapes	Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice	Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.
Solve number and practical problems that involve all of the above.	Use their knowledge of the order of operations to carry out calculations involving the four operations	digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Multiply one-digit numbers	Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples	Calculate the area of parallelograms and triangles	the radius Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles	
	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	 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 	Algebra Find pairs of numbers that satisfy an equation with two unknowns	Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm ³) and cubic metres (m ³), and extending to other units [for example, mm ³ and km ³].		Statistics Calculate and interpret the mean as an average.
	Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.	Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.	Enumerate possibilities of combinations of two variables.			





