Intent	The intention of teaching mathematics is to ensure our pupils can: • be competent and confident with the mathematical knowledge, concepts and skills in order to meet age-related expectations; • have a positive attitude towards mathematics, and to be resilient and persistent in pursuing the answers they are seeking; • confidently communicate mathematical thinking both orally and on paper; • develop their understanding and the ability to recall and apply knowledge rapidly and accurately; • make connections between mathematical concepts, reason mathematically and solve problems, • use and apply mathematics across the curriculum and in real life situations with creativity. It is our intent that children acquire new skills and knowledge sequentially; with a deep understanding that can be built upon as they progress through the school. We aim to provide a curriculum rooted in our Christian ethos and values that promotes enjoyment; enthusiasm for learning mathematics; exploration and discussion, to create mathematicians, who are able, confident, and fluent in the fundamentals of mathematics.
Implementation	**High-Quality Teaching** Our mathematics curriculum is delivered through: **A mastery approach to teaching mathematics** • Teaching for depth rather than acceleration, ensuring all pupils master concepts before moving on • Using the CPA (Concrete, Pictorial, Abstract) approach to build deep conceptual understanding • Providing sufficient practice and consolidation to develop fluency • Using manipulatives and representations strategically to support learning • Ensuring all pupils have opportunities to reason mathematically and solve problems **Carefully sequenced and coherent curriculum** • The curriculum is coherently planned and sequenced so that pupils build knowledge and skills sequentially and cumulatively • Key concepts are revisited and built upon across year groups to deepen understanding • Time is available within the curriculum for revisiting content and dealing with gaps in knowledge and skills • Small, connected steps enable all pupils to access learning and make progress • Clear progression grids ensure consistency and appropriate challenge across year groups **Expert teaching** • Teachers have expert knowledge of mathematics • Teachers present information clearly, promote appropriate discussion, and check pupils' understanding systematically

- Teachers identify misconceptions quickly and adapt teaching to address them
- Teachers use questioning effectively to assess understanding and deepen thinking
- Teachers model mathematical thinking and problem-solving strategies explicitly

Effective use of assessment

- Assessment is used to identify gaps in knowledge and inform teaching
- Regular formative assessment ensures pupils are keeping up with the curriculum
- Summative assessment tracks progress and identifies pupils who need additional support (weekly arithmetic tests, weekly times table test, Maths.co.uk and End of Unit Assessments)
- Assessment focuses on whether pupils have understood key concepts and can apply them
- Feedback is timely, specific and moves learning forward

Curriculum Structure	**Curriculum Structure** Our mathematics curriculum ensures: **Strong foundations in number** - Daily mathematics lessons with a strong focus on number in EYFS and Key Stage 1 - Systematic teaching of place value, number bonds, and calculation strategies - Regular practice to develop fluency and automaticity in number facts through daily flashback and Fluent in Five - Times tables taught systematically with regular practice and retrieval - Mental mathematics embedded throughout all lessons **Progressive skill development** - Clear expectations for each year group and term, building progressively on prior learning - Coverage of all National Curriculum domains: number, measurement, geometry, statistics - Increasing complexity and challenge as pupils move through the school - Regular opportunities to apply mathematics across the curriculum - Problem-solving and reasoning integrated into every lesson **Inclusive provision** - High-quality first teaching that meets the needs of all learners - Use of manipulatives and visual representations to support understanding - Scaffolding and support for pupils who need it, including pre-teaching and same-day intervention - Challenge and extension for pupils working at greater depth

	- Adaptations for pupils with SEND to ensure they can access and succeed in mathematics - Support for pupils with EAL, recognising they may already have strong mathematical knowledge but need support with mathematical vocabulary **Developing Mathematical Resilience** We recognise that mathematics anxiety can be debilitating and have a significant impact on attainment. We address this by: - Creating a positive classroom culture where mistakes are valued as learning opportunities - Building pupils' confidence through carefully structured lessons that enable success - Using growth mindset language and celebrating effort and progress - Providing appropriate challenge that stretches without overwhelming - Ensuring pupils experience success regularly to build confidence and motivation - Teaching pupils strategies to manage anxiety and persevere when faced with difficulty
Assessment and Monitoring	We monitor the effectiveness of our mathematics curriculum through: - Regular formative assessment within lessons to inform teaching - Summative assessment at key points to track progress and identify gaps - Analysis of attainment and progress data, including for vulnerable groups - Book looks and learning walks to ensure consistency of implementation - Pupil voice to understand pupils' attitudes to mathematics and their confidence - Moderation within school and across our trust to ensure accurate assessment Monitoring of interventions to ensure they are effective and having impact
Expected Outcomes	By the time pupils leave St Peter's Bratton Church of England Academy, they will: **Have strong foundational knowledge** - Demonstrate fluency in number facts, calculation methods and mathematical procedures - Have secure understanding of place value and the number system - Recall times tables and related facts rapidly and accurately - Apply mental calculation strategies efficiently **Be confident mathematicians** - Approach mathematical problems with confidence and resilience - View mistakes as learning opportunities and persevere when faced with challenge

- Take pride in their mathematical work and present it clearly
- Have a positive attitude towards mathematics and see its relevance to their lives

Reason mathematically
- Articulate their mathematical thinking using precise language
- Make connections between mathematical concepts and ideas
- Follow lines of enquiry and develop mathematical arguments
- Justify their reasoning and prove mathematical statements

Solve problems effectively
- Apply their mathematical knowledge to a variety of problems
- Break down complex problems into manageable steps
- Select appropriate strategies and methods to solve problems
- Apply mathematics to real-life contexts and across the curriculum

Measuring Impact	We will measure the impact of our mathematics curriculum through: **Attainment data:** - End of Key Stage 1 and Key Stage 2 statutory assessment outcomes - Internal assessment data showing progress across year groups - Times tables check results (Year 4) - Comparison with national averages and similar schools **Quality of education:** - Evidence from book looks showing high-quality teaching, learning and pupil responses - Observations of lessons showing effective implementation of our curriculum - Pupil voice demonstrating positive attitudes to mathematics and confidence - Work scrutiny showing appropriate challenge, progression and high expectations **Inclusion and equity:** - Progress data for vulnerable groups (SEND, disadvantaged, EAL) showing they achieve well - Evidence that all pupils access a rich, ambitious curriculum - Targeted interventions closing gaps quickly and effectively - No significant differences in attainment between groups

Maths Progression Map 2026

Preparation for the future	• Pupils are well-prepared for the transition to secondary school with secure mathematical foundations • Pupils have the mathematical knowledge, skills and confidence they need to succeed in their future lives • Pupils can apply their mathematics to solve problems in everyday contexts • Pupils see mathematics as relevant, useful and accessible **Pupils leave our school as confident mathematicians who have a deeper understanding of all concepts and can make connections, explain their thinking and apply strategies in new contexts.**
Reasoning and Problem Solving	All year groups from Reception to Year 6 engage in regular reasoning and problem-solving activities within every unit of mathematics. These tasks are carefully planned to be progressive, enabling pupils to build on prior knowledge, make connections between concepts, and deepen their mathematical understanding over time. As children move through the school, the complexity, independence and depth of reasoning expected gradually increase. This ensures that all pupils develop the confidence and skills needed to explain their thinking, justify methods, apply strategies in new contexts, and tackle a wide range of mathematical challenges.

Maths Curriculum Progression Reception

	Number	Numerical Patterns	Shape, Space and Measure
Skills and knowledge	Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.	Verbally count beyond 20, recognising the pattern of the counting system. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. Explore and represent patterns within numbers up to 10, including even and odds, double facts and how quantities can be distributed equally.	Select, rotate and manipulate shapes to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. Continue, copy and create repeating patterns. Compare length, weight and capacity.

Vocabulary	One, two, three, four, five, number, count, count forwards, count backwards, how many, total, altogether, same, different, next, after, arrange, five frame, altogether, one more, one less	Match, sort, compare, equal, less than, fewer than, greater than, more than, equal, amount, same, different	Roll, stack, push, curved, straight, round, corners, face, edge, sides, square, rectangle, circle, triangle, sphere, cube, cuboid, cylinder, cone, big, little, flat, like a, slides, pointy, odd one out, same, difference, different, properties, characteristics, in, on, below, under, above, in front of, behind, next to, up, down

Aims from National Curriculum for Year 1:

Number and Place Value	Addition and Subtraction	Multiplication and Division
- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. - Given a number, identify one more and one less. - Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least - count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens - read and write numbers from 1 to 20 in numerals and words	- 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 such as 7 = – 9.	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

Number - Fractions	Measurement	Geometry – Properties of Shape	Geometry – Position and Direction
• 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.	• 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] - time [for example, quicker, slower, earlier, later] • measure and begin to record the following: - lengths and heights - mass/weight - capacity and volume - time (hours, minutes, seconds) • recognise and know the value of different denominations of coins and notes • sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow,	• recognise and name common 2-D and 3-D shapes, including: - 2-D shapes [for example, rectangles (including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].	- describe position, direction and movement, including whole, half, quarter and three quarter turns.

	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.	

Maths Curriculum Progression Year 1

	Term 1	Term 2	Term 3
Skills and knowledge	*Children will learn:* **Numbers to 10** Count, read and write numbers 0-10 Find one more or one less than a given number within 10 Compare and order objects and numbers up to 10.	*Children will learn:* **Numbers to 20** Count, read and write numbers 0-20 Find one more or one less than a given number within 20 Understand the place value of the digits within a number (tens and ones) Compare and order objects and numbers up to 20	*Children will learn:* **Multiplication and Division** Count in multiples of twos, fives and tens Recognise equal groups through use of arrays Make arrays to show equal groups Know doubles and halves Group and share objects into equal groups

	Part-whole within 10	**Addition and Subtraction within 20**	**Fractions**
	Solve missing number problems using part whole models for numbers within 10.	Know and use addition number sentences within and including 20 as the answer.	Recognise, find and name a half and a quarter
	Use fact families to write addition and subtraction number sentences within 10.	Recall number bonds to 20.	Find half and quarter of objects, shapes and quantities
	Know number bonds for numbers within 10.	Add by counting on.	
	Know number bonds for 10.	Subtract by counting back.	
		Understand what it means to find the difference.	
		Using related facts to complete number sentences and find missing numbers.	
		Solve missing number problems using concrete and pictorial representations.	
	Addition within 10	**Numbers to 50**	**Position and Direction**
	Solve missing number problems using part whole models for numbers within 10.	Count, read and write numbers 0-50	Describe position, direction and movement, including whole, half, quarter and three-quarter turns
	Know and use addition number sentences within and including 10 as the answer.	Find one more or one less than a given number within 50	
	Recall number bonds to 10.	Understand the place value of the digits within a number within 50 (tens and ones) through partitioning	

	Subtraction within 10 Solve missing number problems using part whole models for numbers within 10. Know and use addition number sentences within and including 10 as the answer. Recall number bonds to 10.	**Introducing Length and Height** Compare lengths and heights. Measure using non-standard units of measure. Measure objects using cm	**Numbers to 100** Count, read and write numbers 0-100 Find one more or one less than a given number within 100 Understand the place value of the digits within a number within 100 (tens and ones) through partitioning Count in 10s from 0 -100
	2D and 3D Shapes Recognise and name common 2-D and 3-D shapes, including: - 2-D shapes [for example, rectangles (including squares), circles and triangles] - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] Use shapes within patterns to identify what comes next or what is missing.	**Introducing Mass and Capacity** Measure mass in g and kg identifying an object may be heavier or lighter than another Measure capacity in ml and l identifying when something may be full or empty Compare mass and capacity of different objects	**Money** Recognise and know the value of different denominations of coins and notes Count in coins of 1p, 2p, 5p, 10p and £1
			Time Sequence events in chronological order Know and recall the days of the week. Know and recall the months of the year. Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times

Maths Progression Map 2026

Vocabulary	**Number and Place Value** Sort, groups, one more, one less, count on, count back, count up Smallest, most, greatest, fewer, fewest, pattern, less than (<), greater than (>), equal to (=), number line, part, whole, number sentence, part-whole model, in total, altogether, plus, altogether, in total, add, added, missing part, count on, How many are left?, take away, subtract, fact family, count back		**Number and Place Value** Smallest, order, ones, tens, smaller, larger, one more, one less, less than, fewer than, more than, greater than, most, fewest, add, altogether, subtract, difference, How many are left?, fact family, How many fewer?, number bonds, ones, tens, compare, order, less than (<), greater than (>)	**Multiplication and Division** equal groups, array, row, column, double share
				Fractions Half, halves, quarter, whole, part
	Geometry – Properties of Shape 3D shape, cube, cuboid, sphere, pyramid, cylinder, cone, 2D shape, circle, triangle, rectangle, faces, pattern, square, repeated	**Measurement: Length and Height** Measure, length, height, compare, short, shorter, shortest tall, taller, tallest long, longer, longest, wide, wider, widest thin, thinner, thinnest,	**Measurement: Mass and Capacity** heavier, heaviest, lighter, lightest, capacity, balance scales, full, empty, compare, weight, weigh, mass, balanced, measure, estimate	**Position and Direction** Turn, half turn, quarter turn, whole turn, left, right, forwards, backwards, above, below, top, middle, bottom, first, second, third, fourth
				Number and Place Value 100 square, one more, one less, greater than, less than, tens (10s), ones (1s)

				Measurement: Money	Measurement: Time
				Pound, pence, coins, notes, greater than (>), less than (<)	Before, after, yesterday, today, tomorrow, day, week, month, year, calendar, hour, minute hand, hour hand, o'clock, half past

Aims from National Curriculum for Year 2:

Number and Place Value	Addition and Subtraction	Multiplication and Division
- count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward - recognise the place value of each digit in a two-digit number (tens, ones) - identify, represent and estimate numbers using different representations, including the number line - compare and order numbers from 0 up to 100; use <, > and = signs - read and write numbers to at least 100 in numerals and in words - use place value and number facts to solve problems	- 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 addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 - 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	- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers - calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs - show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot - solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

Maths Progression Map 2026

Number - Fractions	Measurement	Geometry – Properties of Shape	Geometry – Position and Direction	Statistics
- recognise, find, name and write fractions $\frac{1}{3} \frac{1}{4} \frac{2}{4} \frac{3}{4}$ of a length, shape, set of objects or quantity - write simple fractions for example, ½ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$	- 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	- identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line - 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.	- 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).	- 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.

	• 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.			

Maths Curriculum Progression Year 2

	Term 1	Term 2	Term 3
Skills and knowledge	*Children will learn:* **Numbers to 100** Count, read and write numbers to 100,	*Children will learn:* **Money** Recognise and know the value of different denominations of coins and notes	*Children will learn:* **Fractions** Recognise fractions as part of a set of objects or part of a shape

Count forwards and backwards, beginning with 0 or 1, or from any given number up to 100	Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	Find $\frac{1}{3}$ $\frac{1}{4}$ $\frac{2}{4}$ $\frac{3}{4}$ of simple amounts using pictorial and concrete representations
Count in multiples of twos, fives, threes and tens up to 100	Find different combinations of coins that equal the same amounts of money	Recognise equivalence e.g. $\frac{2}{4} = \frac{1}{2}$
Recognise the place value of each digit in a two-digit number (tens, ones)	Calculate with money finding the total, difference and finding change	
Identify, represent and estimate numbers using different representations, including the number line		
Compare and order numbers from 0 up to 100; use <, > and = signs		

Addition and Subtraction	**Multiplication and Division**	**Time**
Use fact families to answer addition and subtraction calculations within 100	Understand the multiplication symbol (x), division symbol (÷)	Tell the time to the hour and half hour
Add and subtract two-digit numbers within a 10 boundary		Tell the time by using quarter to and quarter past
Add and subtract two-digit numbers bridging the 10 boundaries	Use arrays to find equal groups through sharing and grouping	Tell the time to the nearest 5 minute
Add 3 1-digit numbers	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables	Draw hands on a clock to show o'clock and half an hour, quarter to and quarter past and the nearest 5 minute
Solve missing number problems with addition and subtraction	Recognise odd and even numbers	Identify the number of minutes in an hour and number of hours in a day

	Properties of Shape Identify and describe the properties of 2-D shapes, including the number of sides, and vertices and line symmetry in a vertical line Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces Compare and sort common 2-D and 3-D shapes and everyday objects Order and arrange combinations of mathematical objects including 3D shapes in patterns and sequences	**Length and Height** Choose and use to units of measure to estimate and measure length/height in any direction (m/cm) Compare and order lengths and heights recording the results using >, < and = Using concrete objects and pictorial representations, including those involving numbers, quantities and measures	**Problem solving and Efficient Methods** Solve problems involving the four operations including missing number problems Know and use mental methods for addition and subtraction Use number facts to solve problems
		Mass, Capacity and Temperature Choose and use to units of measure to estimate and measure mass (kg/g); temperature (°C); capacity (litres/ml) Compare and order mass, volume/capacity and record the results using >, < and = Using concrete objects and pictorial representations, including those involving numbers, quantities and measures	**Position and Direction** Know turns such as quarter, half and three-quarter turn Demonstrate an understanding of clockwise and anti-clockwise movements
			Statistics Make tally charts and represent this in simple tables Draw and interpret pictograms where the ratio is 1:1, 1:2, 1:5 or 1:10.
Vocabulary	**Number and Place Value** Tens, ones, place value grid, partition, more, fewer, fewest, greatest, smallest, add, subtract, difference, sum, fact	**Multiplication and Division** equal groups, multiplication (×), times (×), divide (÷), division (÷), sharing, grouping, unequal, array, odd, even, times table	**Fractions** half $\frac{1}{2}$,quarter ($\frac{1}{4}$), third $\frac{1}{3}$, three quarters $\frac{3}{4}$, whole, equal parts,

family, number sentence, total, number bonds, multiples, plus, minus, 10 more, 10 less, bar model, represent				equivalent, denominator, numerator, non-unit fraction, unit fraction
	Measurement: Money pounds (£), pence (p), coins, notes, change	**Measurement: Length/ Height** Length, centimetres (cm), metres (m), longer, shorter, metre stick, height, width, compare, distance	**Measurement: Mass, Capacity and Temperature** Mass, balance, weighing scales, grams (g), kilograms (kg), litres (l), millilitres (ml), volume, capacity, temperature, thermometer, degrees Celsius (°C), estimate, heavier than, lighter than, heaviest, lightest	**Time** o'clock, half past, quarter past, quarter to, minute hand, hour hand, hours, minutes
Properties of Shape Pentagon, polygon, prism, quadrilateral, hexagon, hemisphere, symmetry, symmetrical, vertex, vertices, edge, side, face, line of symmetry, curved surface				**Problem solving and Efficient Methods** number facts, calculate mentally, bar model, partition, number line, part-whole model, 100 square
				Position and Direction Clockwise, anticlockwise, forwards, backwards, left, right, middle, turn, half turn, quarter turn, three-quarter turn
				Statistics tally chart, pictogram, key, table, block diagram

Maths Progression Map 2026

Aims from National Curriculum for Year 3:

Number and Place Value	Addition and Subtraction	Multiplication and Division
- count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number - recognise the place value of each digit in a three-digit number (hundreds, tens, ones) - compare and order numbers up to 1000 - Identify, represent and estimate numbers using different representations - read and write numbers up to 1000 in numerals and in words - solve number problems and practical problems involving these ideas	- 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 - estimate the answer to a calculation and use inverse operations to check answers - solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	- 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 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.

Number - Fractions	Measurement	Geometry – Properties of Shape	Statistics
- 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	- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) - measure the perimeter of simple 2-D shapes - add and subtract amounts of money to give change, using	- draw 2-D shapes and 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	- interpret and present data using bar charts, pictograms and tables - solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar

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 • add and subtract fractions with the same denominator within one whole • compare and order unit fractions, and fractions with the same denominators • solve problems that involve all of the above	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 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 [for example to calculate the time taken by particular events or tasks].	• 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 line	charts and pictograms and tables.

Maths Curriculum Progression Year 3

	Term 1	Term 2	Term 3
Skills and knowledge	*Children will learn:* **Place Value within 1,000** Count, read and write numbers to 1,000,	*Children will learn:* **Multiplication and Division**	*Children will learn:* **Fractions** Add and subtract fractions when the denominator is the same

Identify numbers between 0 and 1,000 on a number line Find 1,10, 100 more or less than a given number within 1,000 Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) Use flexible partitioning to partition three-digit numbers Compare and order numbers from 0 up to 1,000; use <, > and = signs Count up in 50s from 0 or a given number	Use formal methods for multiplying 2-digit numbers by 1-digit numbers with/without exchanges Use formal methods for dividing 2-digit numbers by 1-digit numbers with/without exchanges Show remainders appropriately at the end of division calculations Solve problems involving multiplication and division	Find unit fractions and non-unit fractions of a set of objects using known multiplication facts Reason and problem solve with fractions
Addition and Subtraction Add and subtract 1s, 10s and 100s within the hundred or crossing the 100 boundaries Make connections by using known number bonds and facts Add and subtract two three-digit numbers using formal written method with/without exchanges Use inverse operations to check answers	**Length and Perimeter** Measure in m. cm and mm Add and subtract lengths using m, cm and mm Find equivalent lengths for m-cm and cm-mm by multiplying or dividing by 10 or 100 Understand perimeter as the length of the outside of a shape Calculate perimeter of a shape	**Money** Know the difference between pounds and pence Convert between pounds and pence knowing 100p = £1 Add and subtract amounts of money Calculate change

		Fractions	**Time**
		Understand the difference between a non-unit and a unit fraction	Tell the time to the nearest 1 minute
			Draw hands on a clock to show 1-minute times
		Compare and order unit and non-unit fractions	
		Understand the denominator in a unit fraction	Understand the difference between am and pm
		Understand the numerator in unit fractions	Calculate durations and time intervals
		Find equivalent fractions using bar models and number lines	Know how many days are in a year/ leap year
			Solve problems regarding time
	Multiplication and Division	**Mass**	**Angles and Properties of Shapes**
	Make equal groups using arrays and grouping.	Measure in g and kg	Recognise and describe the properties of 2D and 3D shapes
	Understand and apply knowledge of the 2,5- and 10-times tables	Add and subtract mass using g and kg	Understand right angles (90®) and find them in the real world
	Know multiplication and division facts for the 3,4 and 8 times tables	Compare masses of objects	Classify angles into larger than or smaller than right angles
	Understand divisibility by using concrete resources and pictorial representations to divide.	Find equivalent masses	Make 3D shapes from a range of objects
	Know remainders occur when the quotient is not a multiple of the divisor		Measure and draw lines accurately
			Compare angles to right angles
		Capacity	**Statistics**

		Measure in ml and l Add and subtract capacity using l and ml Compare capacity of objects Find equivalent capacities	Draw and interpret pictograms where half is incorporated Interpret and draw bar charts from collected data Interpret two-way tables
Vocabulary	**Place Value within 1,000** hundreds (100s), tens (10s), ones (1s), place value, more, less, greater than (>), less than (<), equal to, order, compare, estimate, exchange, ascending, descending	**Multiplication and Division** Multiplication, division, statement, number sentence, compare, less than (<), greater than (>), equal (=), equally, least, most, remainder, expanded written method, share, multi-step	**Fractions** Numerator, denominator, add, subtract, fraction, whole, equal to, multiply, divide, parts, set of objects
	Addition and Subtraction Addition, subtraction, mental method, exchange, bonds, exchange, column method, estimate, mental method, multiple, sum, digit, approximate, add, subtract, difference, plus, minus, total, place value	**Fractions** Equivalent, numerator, denominator, compare, add, fraction, whole, equivalent fraction, greater than (>), less than (<), equal to, multiply, inequality statement, divide	**Angles and Properties of Shapes** right angle, acute, obtuse, parallel, perpendicular, vertical, horizontal, triangle, quadrilateral, kite, trapezium, rhombus, parallelogram, cuboid, triangular prism, square-based pyramid, cone, tetrahedron, cylinder, sphere, edges, faces, vertices, clockwise, anticlockwise

	Multiplication and Division	**Measurement: Length and Perimeter**	**Measurement: Mass**	**Measurement: Capacity**	**Statistics**	
	Equal, multiply, divide, multiple, times-tables, sharing, grouping, array, bar model, repeated addition, commutative, multiplication sentence, multiplication fact, division sentence, division fact, remainder	Length, height width, perimeter, distance, centimetres (cm), millimetres (mm), metres (m), measure, unit of measurement, add, subtract, multiply, equivalent, convert, greater than, (>) less than (<), metre stick, ruler	Mass, measure, kilograms (kg), scale, interval, grams (g)	Capacity, litre (l), millilitres (ml), convert, scale, interval	Pictogram, key, bar chart, scale, table, row, column, vertical axis	
					Measurement: Money	**Measurement: Time**
					pounds (£), pence (p), convert, total, difference, change	Numerals, month, year, midnight, midday, am, pm, duration, hour, minute, second, past, to, start, end, digital clock

Aims from National Curriculum for Year 4:

Number and Place Value	Addition and Subtraction	Multiplication and Division
- count in multiples of 6, 7, 9, 25 and 1000 - find 1000 more or less than a given number - count backwards through zero to include negative numbers - recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) - order and compare numbers beyond 1000 - identify, represent and estimate numbers using different representations - round any number to the nearest 10, 100 or 1000 - solve number and practical problems that involve all of the above and with increasingly large positive numbers - 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	- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate - estimate and use inverse operations to check answers to a calculation - solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	- recall multiplication and division facts for multiplication tables up to 12 × 12 - 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 use factor pairs and commutativity in mental calculations - multiply two-digit and three-digit numbers by a one-digit number using 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.

Number – Fractions (including decimals)	Measurement	Geometry – Properties of Shape	Geometry – Position and Direction	Statistics
recognise and show, using diagrams, families of common equivalent fractions	Convert between different units of measure [for example, kilometre	compare and classify geometric shapes, including quadrilaterals and triangles, based	describe positions on a 2-D grid as coordinates in the first quadrant	interpret and present discrete and continuous data using appropriate

- count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- 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
- add and subtract fractions with the same denominator
- recognise and write decimal equivalents of any number of tenths or hundredths
- recognise and write decimal equivalents to $\frac{1}{2} \frac{1}{4} \frac{3}{4}$
- find the effect of dividing a one- or two-digit number by

- to metre, hour to minute]
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares
- 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.

- on their properties and sizes
- 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 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

- 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

10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths • 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 • solve simple measure and money problems involving fractions and decimals to two decimal places.			

Maths Curriculum Progression Year 4

	Term 1	Term 2	Term 3
Skills and knowledge	*Children will learn:* **Number and Place Value** Count, read and write numbers to 10,000 Identify numbers between 0 and 10,000 on a number line	*Children will learn:* **Multiplication and Division** Identify factor pairs Calculate up to 3-digit by 1 digit multiplication using formal written methods	*Children will learn:* **Decimals** Partition and flexibly partition decimals Add decimals to make one whole Compare and order decimals

Find 1,10, 100 or 1,000 more or less than a given number within 10,000	Calculate up to 3-digit by 1 digit division using formal written methods and record remainders accurately	Round decimals to the nearest whole number
Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, ones)	Multiply and divide by 10 and 100	Show halves and quarters as decimals
Use flexible partitioning to partition four-digit numbers	Use known multiplication facts to complete correspondence problems	
Compare and order numbers from 0 up to 10,000; use <, > and = signs		
Understand Roman numerals to 100 (C)		
Round any number less than 10,000 to the nearest 10,100 or 1,000		
Addition and Subtraction	**Length and Perimeter**	**Money**
Use formal written methods to add and subtract up to two four-digit numbers with and without exchanges (could be more than one)	Measure in km and m	Write money as decimals
Use efficient strategies to add and subtract numbers.	Calculate the perimeter of rectangles, regular polygons and rectilinear shapes	Covert between pounds and pence using the knowledge that 100p = £1
	Find missing lengths of rectilinear shapes	Compare amounts of money
Use equivalent differences to add or subtract numbers.		Estimate with money by rounding to the nearest whole pound or 10p
Use estimation and inverse operations to check answers for addition and subtraction calculations		Calculate and solve problems involving money
		Time

	Solve one step and multi-step problems using addition and subtraction		Convert between years, months, weeks and days Convert between hours, minutes and seconds Convert between digital and analogue clocks Convert from 12 hour to 24 hour clock
	Area Understand that area is the space inside a shape Calculate area by counting squares Compare areas of different shapes by counting squares Make shapes from a given area	**Fractions** Count beyond 1 in fractions Understand the components of a mixed number Partition a mixed number into a whole and a fraction Place mixed numbers on a number line Compare and order mixed numbers Convert mixed numbers to improper fractions and vice versa Find equivalent fractions Simplify fractions by applying knowledge of factors	**Geometry: Angles and 2D Shapes** Identify angles for being acute or obtuse by applying knowledge of right angles Identify the types of triangles: isosceles, scalene, equilateral, right angle Identify quadrilaterals and their angles and parallel lines Know the difference between regular and irregular polygons Identify lines of symmetry and create symmetrical images **Statistics** Interpret bar charts and pictograms where there are halves and quarters Interpret and draw line graphs

		Add and subtract more than two fractions including mixed numbers Subtract fractions from a whole Find fractions of an amount	Solve problems involving bar charts, pictograms and line graphs
	Multiplication and Division Recall the 3 times table and use this to learn and recall the 6- and 9-times table along with their corresponding division facts Learn and recall the 7, 11 and 12-times table along with their corresponding division facts Notice the rule when multiplying and dividing by 1 or 0 Multiply 3 numbers together (less than 12)	**Decimals** Identify tenths and hundredths as fractions and decimals and notice their relationship Show tenths and hundredths on a place value grid and on a number line Divide one- and two-digit numbers by 10 and 100	**Geometry: Position and Direction** Describe position using and plot coordinates on the first quadrant Draw 2D shapes on a grid from given coordinates Translate shapes within the first quadrant and describe their translation
Vocabulary	**Number and Place Value** Tens, hundreds, thousands, partition, place value, number line, multiples, digit, ascending, descending, round, order, multiple, round up, round down, greater than (>), less than (<)	**Multiplication and Division** Multiply, divide, times-tables, remainder, bar model, factor pair, factors	**Decimals** Tenths, hundredths, 0·1 and 0·01, equivalent, whole number, round, greater than (>) less than (<), equal to (=), order, compare, decimal place, ascending, descending
	Addition and Subtraction Addition, total, subtraction, more than, less than, column method, estimate, how	**Length and Perimeter** Length, width, perimeter, distance, rectangle, square, rectilinear shape,	**Measurement: Money** Notes, coins, pounds (£), pence (p), add, subtract, change, total, order, greater than

much, strategy, efficient, accurate, exact, fact	centimetre (cm), metre (m), kilometre (km), equivalent to, regular polygon	(>), less than (<), cheaper, more expensive, estimate, over estimate, under estimate
Measurement: Area Space, area, rectangle, square, rectilinear shape, unit, larger, greater, smaller		**Measurement: Time** Convert, compare, units of time, seconds, minutes, hours, days, weeks, months, years, 12-hour, 24-hour, analogue, digital, am/pm

Multiplication and Division multiply (×), divide (÷), multiplication fact, division fact, factor, groups of, times-table, array, product, fact family, related fact	**Fractions** mixed number, improper fraction, numerator, denominator, fraction, equivalent, simplify, simplest fraction, numerator, denominator, add, subtract, improper fraction, mixed number, fraction of an amount	**Statistics** Data, line graph, pictogram, bar chart, tale altogether, more than, compare	
	Decimals Tens, ones, decimal point, tenths, hundredths, equivalent, decimal, centimetre, millimetre	**Geometry: Angles and 2D Shapes** Quadrilateral, triangle, regular, irregular, interior angle, acute, obtuse, polygon right angle, symmetric, isosceles, scalene, equilateral, line of symmetry, reflective symmetry	**Geometry: Position and Direction** Position, horizontal, vertical, up, down, left, right, coordinate, plot, vertex, vertices, point, grid, translate

Maths Progression Map 2026

Number and Place Value	Addition and Subtraction	Multiplication and Division
- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit - count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 - interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero - round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 - solve number problems and practical problems that involve all of the above - read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	- add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) - add and subtract numbers mentally with increasingly large numbers - use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy - solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	♣ identify multiples and factors, including finding 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 100 is prime and recall prime numbers up to 19 - multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers - multiply and divide numbers mentally drawing upon known facts - divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context - multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 Mathematics – key stages 1 and 2 33 Statutory requirements - recognise and use square numbers and cube numbers, and the notation for squared (^{2}) and cubed (^{3}) - 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.

Number – Fractions (including decimals and percentages)	Measurement	Geometry – Properties of Shape	Geometry – Position and Direction	Statistics
• compare and order fractions whose denominators are all multiples of the same number • 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 one form to the other and write mathematical	• convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) • understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints	• 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 (o) • identify:	• 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.	• solve comparison, sum and difference problems using information presented in a line graph • complete, read and interpret information in tables, including timetables

statements > 1 as a mixed 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 • 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	• 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 [for example, using 1 cm3 blocks to build cuboids (including cubes)] and capacity [for example, using water] • solve problems involving converting between units of time • use all four operations to solve problems involving measure [for	- angles at a point and one whole turn (total 360 ($^\circ$) - angles at a point on a straight line and $\frac{1}{2}$turn (total 180°) - other multiples of 90^0 • 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.		

• solve problems involving number up to three decimal places • 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 $\frac{1}{2}$ $\frac{1}{4}$ $\frac{1}{5}$ $\frac{2}{5}$ $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25.	example, length, mass, volume, money] using decimal notation, including scaling.			

Subject Curriculum Progression Year 5

	Term 1	Term 2	Term 3
Skills and knowledge	*Children will learn:* **Place value within 1,000,000** Count, read and write numbers to 1,000,000	*Children will learn:* **Multiplication and Division** Multiply up to a 4-digit number by a 1 digit or two-digit number using formal written methods	*Children will learn:* **Geometry: Properties of Shape** Understand and use degrees (^{0})

Identify numbers between 0 and 1,000,000 on a number line	Divide up to a 4-digit number by a 1-digit number using formal written methods	Measure angles up to 180^0 using a protractor
Find 1,10, 100, 1,000, 10,000 and 100,000 more or less than a given number within 1,000,000	Solve problems involving multiplication and division	Draw lines and angles accurately using a protractor
Recognise the place value of each digit in a six-digit number (hundred thousand, ten thousand, thousands, hundreds, tens, ones)		Calculate angles around a point using the knowledge of 360^0 is one full turn
		Calculate angles on a straight line knowing 180^0 is the degrees is a straight line
Use flexible partitioning to partition six-digit numbers		Find lengths of shape sides and internal angles within shapes
Compare and order numbers from 0 up to 1,000,000; use <, > and = signs		Identify regular and irregular polygons from line length and internal angles
Understand Roman numerals to 1,000		Understand parallel and perpendicular lines
Round any number less than 1,000,000 to the nearest 10,100, 1,000		Look at 3D shapes from different viewpoints: top, side and plain view – describing what you can see

	Fractions	**Geometry: Position and Direction**
Find powers of 10 by multiplying and dividing by 10, 100, 1,000, 10,000 and 100,000	Multiply unit and non-unit fractions by an integer	Read and plot coordinates within the first quadrant
	Multiply mixed numbers by an integer	Translate shapes and points within the first quadrant by moving them so many squares
	Find a fraction of an amount	

		Find the whole from a given fraction of amount	Describe translations within the first quadrant Reflect shapes in both horizontal and vertical lines
			Decimals Add and subtract decimals within and across 1 Find one whole using number bonds (complements) Add and subtract decimals when they have the same number of decimal places Add and subtract decimals when they have a different number of decimal places Multiply and divide decimals by 10, 100 and 1,000
	Addition and Subtraction Use formal written methods to add and subtract up to two six-digit numbers with and without exchanges (could be more than one) Use efficient strategies to add and subtract numbers. Use equivalent differences to add or subtract numbers.	**Decimals and Percentages** Write decimals to 2 decimal places less than and greater than one Find equivalent fractions and decimals for tenths and hundredths where the denominators are 10 or 100 Understand thousandths and use this in fractions and on a place value grid	**Negative Numbers** Understand negative numbers by counting through 0 Compare and order negative numbers Calculate (add and subtract) using negative numbers

		Compare and order decimals with up to 3 decimal places Round decimals to the nearest whole and tenth Find equivalent fractions, decimals and percentages when the denominator is 10 or 100	
	Multiplication and Division Find multiples and common multiples of numbers Find factors and common factors of multiples Understand prime numbers have only 2 factors (one and itself) Calculate using ^{2} understanding it is 2x2=4, 3x3=9 Calculate using ^{3} understanding it is 2x2x2=8, 3x3x3=27 Multiply and divide any number by 10, 100 and 1,000	**Measurement: Perimeter and Area** Calculate the perimeter for rectilinear and compound shapes including missing lengths Calculate the perimeter of any polygon Calculate the area of rectilinear and compound shapes including missing lengths Estimate the area of irregular shapes	**Measurement: Converting Units** Convert between metric units of length, mass and capacity by dividing or multiplying by 10, 100 or 1,000 Know imperial units of measure for length, mass and capacity Convert units of time e.g. seconds to minutes Calculate time durations from timetables Solve problems involving length, mass and capacity
	Fractions Count beyond 1 in fractions Convert mixed numbers to improper fractions and vice versa	**Statistics Graphs and Tables** Interpret one-way and two-way tables Interpret and draw line graphs	**Measurement: Volume** Understand volume is the amount of space occupied by a solid or liquid Compare volume

Use estimation, rounding and inverse operations to check answers for addition and subtraction calculations

Solve one step and multi-step problems using addition and subtraction

	Find equivalent fractions of unit and non-unit fractions Compare and order fractions less than and more than 1 Simplify fractions by applying knowledge of factors Add and subtract more than two fractions including mixed numbers Subtract from a mixed number breaking the whole Solve multi step fraction problems involving addition and subtraction	Read and interpret timetables Solve problems involving line graphs, timetables and two-way tables	Estimate volume Give volume in cubic centimetres(cm³) by counting blocks	
Vocabulary	**Place value within 1,000,000** Tens, hundreds, thousands, ten thousand, hundred thousand, partition, place value, number line, multiples, digit, ascending, descending, round, order, multiple, round up, round down, greater than (>), less than (<)	**Multiplication and Division** Multiply, divide, add, subtract, place value, partition, equal, multiple, remainder, sum, total **Fractions** Multiply, proper fraction, improper fraction, mixed number, whole(s), equal parts, divide, fraction of an amount, operator, numerator, denominator, convert	**Geometry: Properties of Shape** Angle, whole turn, right angle, acute angle, obtuse angle, degree (°), interior angle, clockwise, anticlockwise, parallel, perpendicular, regular, irregular, top view, plan view, side view	**Geometry: Position and Direction** Reflection, translation, vertex, vertices, coordinates, mirror line, horizontal, vertical

Give volume in cubic centimetres(cm^3) by counting blocks

		Decimals Add, subtract, decimal, tenths, hundredths, thousandths, complement, divide, decimal point, whole, multiply, column exchange, place value, decimal place	
Addition and Subtraction Add, subtract, ones (1s), tens (10s), hundreds (100s), thousands (1,000s), ten thousands (10,000s), mentally, inverse, round, estimate, distance chart	**Decimals and Percentages** Decimal, decimal place, tenths, hundredths, thousandths, decimal point, place value, digits, fractions, per cent (%), percentage	**Negative Numbers** Positive, negative, increase, decrease, temperature, interval, step, counting sequence	
Multiplication and Division prime number, composite number, square number, cube number, square (^{2}), cube (^{3}), lowest common multiple, multiply, divide, multiple, factor	**Measurement: Perimeter and Area** Perimeter, distance, area, length, width, polygon, centimetres (cm), square centimetres (cm^2), brackets, metres square metres (m^2), formula, compare, estimate, 2D shape	**Measurement: Converting Units** Convert, metric units, imperial units, kilo, kilogram, gram, milli, millimetre, centimetre, metre, kilometre, litre, millilitre, pound (lb), ounce (oz), inch (in), foot (ft), yard (yd), pint, gallon, stone (st), approximately, timetable	**Measurement: Volume** Volume, cube, cuboid, 3D shape, solid, capacity, cm^3, cube, estimate, least, greatest
Fractions Equivalent, numerator, denominator, whole, fraction, improper fraction, mixed number, convert, order, greater than (>), less than (<), equal to (=), add, subtract, proper fraction, improper fraction, equivalent fraction, common denominator	**Statistics: Graphs and Tables** Graph, line graph, table, dual line graph, horizontal, vertical, two-way table, scale, axis/axes, vertical axis, horizontal axis, data, kilometres (km), kilograms (kg), plot/plotted, tallies/tally timetable		

Maths Progression Map 2026

Number and Place Value	Number – Addition, Subtraction, Multiplication and Division	Number – Fractions (including percentages and decimals)	Ratio and Proportion
- read, write, order and compare numbers up to 10 000 000 and determine the value of each digit - round any whole 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 the above.	- multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication - divide numbers up to 4 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 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 - perform mental calculations, including with	- 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 [for example, $\frac{1}{4}\ x\ \frac{1}{2} = \frac{2}{8}$] - divide proper fractions by whole numbers [for example, $\frac{1}{3} \div 2 = \frac{1}{6}$ - associate a fraction with division and calculate decimal fraction equivalents [for - example, 0.375] for a simple fraction [for example, $\frac{3}{8}$ - identify the value of each digit in numbers given to three decimal places and multiply	- 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 [for example, of measures, and such as 15% of 360] 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.

- mixed operations and large numbers
- identify common factors, common multiples and prime numbers
- use their knowledge of the order of operations to carry out calculations involving the four operations
- solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why
- solve problems involving addition, subtraction, multiplication and division
- use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy

- 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
- recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

Algebra	Measurement	Geometry – Properties of Shape	Geometry – Position and Direction	Statistics
• use simple formulae	• solve problems involving the calculation and	• draw 2-D shapes using given	• describe positions on the full coordinate grid	• interpret and construct pie charts and line

• 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.	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 to up to three decimal places • convert between miles and kilometres • 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	dimensions and angles • recognise, describe and build simple 3-D shapes, including making nets • 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 • recognise angles where they meet at a point, are on a straight line, or are vertically	(all four quadrants) • draw and translate simple shapes on the coordinate plane, and reflect them in the axes	graphs and use these to solve problems • calculate and interpret the mean as an average.

	• calculate the area of parallelograms and triangles • 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].	opposite, and find missing angles.		

Subject Curriculum Progression Year 6

	Term 1	Term 2	Term 3
Skills and knowledge	*Children will learn:* **Place Value within 10,000,000** Count, read and write numbers to 10,000,000 Identify numbers between 0 and 10,000,000 on a number line Find 1,10, 100, 1,000, 10,000 and 100,000 more or less than a given number within 10,000,000	*Children will learn:* **Ratio and Proportion** Understand ratio as: for so many X there are so many Y Understand ratio is written as X:Y Identify scale factors when two measurements are given and identify similar shapes Use scale factors to enlarge shapes	*Children will learn:* **Statistics** Interpret and draw line graphs Interpret advanced bar charts Read and interpret pie charts Use fractions to complete and draw pie charts Use percentages to interpret and draw pie charts

	Recognise the place value of each digit in a seven-digit number (millions, hundred thousand, ten thousand, thousands, hundreds, tens, ones)	Solve problems using ratio and proportion	
			Calculate the mean by adding up all the values and dividing it by the number of values in that set
	Use flexible partitioning to partition seven-digit numbers Compare and order numbers from 0 up to 10,000,000; use <, > and = signs Round any number less than 10,000,000 to the nearest 10,100, 1,000, 10,000 and 100,000 Find powers of 10 by multiplying and dividing by 10, 100, 1,000, 10,000 and 100,000 Understand and calculate (add/subtract) with negative numbers	**Algebra** Find a rule using one or two steps Form expressions to show calculations Use simple formulae to calculate answers and find missing numbers	**Geometry: Properties of Shapes** Measure and classify angles into acute, obtuse, right angle, reflex and straight line Know vertically opposite angles are equal Know angles in a triangle add to 180^0 Find missing angles in isosceles, right angled and scalene triangles Know angles in a quadrilateral add up to 360^0 Find angles in polygons Identify parts of a circle (radius, diameter, circumference) Know radius is half the diameter Draw shapes accurately from given lengths and angles Create and use nets of 3D shapes to make 3D shapes
	Four Operations	**Decimals**	**Geometry: Position and Direction**
		Identify numbers up to 3 decimal places	

Add and subtract any integer with up to 7 digits using formal written methods with exchanges Find common factors of any given numbers Find common multiples of any given numbers Understand rules of divisibility for multiples of 2, 5, 10, 3, 4, 6 and 8 Identify prime numbers to 100 Calculate square and cube numbers using notation of ^{2} and ^{3} Multiply up to 4-dgitis by 2-digits using formal written methods (short and long multiplication Divide up to 4-dgitis by 2-digits using formal written methods (short and long division) with remainders Understand the order of operations using BODMAS Calculate addition and subtraction mentally	Round decimals to the nearest whole number, 1 decimal place and 2 decimal places Add and subtract decimals using formal written methods Multiply and divide decimals and whole numbers by 10, 100 and 1,000 Multiply and divide decimals by integers See fractions as division using this to convert fractions to decimals	Read and plot coordinates in all four quadrants Translate shapes in all 4 quadrants Reflect shapes in all 4 quadrants Solve problems with coordinates where coordinates are missing

	Use known facts to complete calculations	
	Fractions	**Percentages**
	Find equivalent fractions using common factors/multiples and number lines	Understand percentages as out of 100

	Fractions	**Percentages**	**Problem Solving**
	Find equivalent fractions using common factors/multiples and number lines	Understand percentages as out of 100	Use all areas of maths to solve real life problems
	Simplify fractions using knowledge of common factors	Find equivalent fractions, decimals and percentages	
	Compare and order any fractions including those with different denominators	Order fractions, decimals and percentages	
	Add and subtract any fractions including mixed numbers and those with different denominators	Find percentages of an amount	
	Multiply fractions by integers knowing it's the numerator that changes	Find the whole when a percentage of an amount is given	
	Multiply fractions by fractions knowing it's the numerator x numerator and denominator x denominator		
	Divide fractions by an integer where the numerator is a multiple of the integer		
	Divide fractions by an integer where the numerator is not a multiple of the integer		
	Find fractions of an amount		
	Find the whole where a fraction of an amount is given		

	Measure: Imperial and Metric Measures Know different imperial and metric measures Convert between metric measures (km-m, cm-mm, m-mm, l-ml, kg-g) by multiplying or dividing by 10, 100 or 1,000 Calculate with metric measures where the measures are different e.g. 8km + 500m Convert between miles and kilometres knowing 5 miles = 8km	**Measure: Perimeter, Area and Volume** Calculate the perimeter for rectilinear and compound shapes including missing lengths Calculate the perimeter of any polygon Calculate the area of rectilinear and compound shapes including missing lengths Know that shapes with the same area can have a different perimeter and vice versa Find the area of any triangle by counting squares and using the formula: base x perpendicular height ÷ 2 Find the volume of cubes and cuboids by counting squares or multiplying length x width x depth	
Vocabulary	**Place Value within 10,000,000** Ten, hundred, thousand, ten thousands (10,000s), hundred thousands (100,000s), millions (1,000,000s), ten million (10,000,000), place value, partition, interval, estimate, compare, order,	**Ratio and Proportion** Ratio, proportion, part, whole, scale factor, scale, similar, notation **Algebra**	**Statistics** Mean, average, pie chart, segments, line graph, bar chart, percentage, fraction, data

rounding, negative, positive, less than (<), greater than (>), equal to (=)	Sequence, rule, term, algebra, expression, calculation, formula, substitute, operation, equation, solution		
Four Operations column addition, remainder, factor, common factor, common multiple, prime, composite, squared (x^2), cubed (x^3), long division, column multiplication, long multiplication, order of operations, brackets, inverse operations	**Decimals** Multiply, divide, decimal, decimal place (dp), recurring decimal, placeholder, place value, tenths, hundredths, thousandths, products, fraction	**Geometry: Properties of Shapes** Degree, angle, obtuse, acute, reflex, right angle, protractor, triangle, isosceles, isometric, equilateral, scalene, regular polygon, quadrilateral, parallelogram, kite, rhombus, trapezium, diameter, radius, circumference, concentric, perimeter, nets, pyramid, tetrahedron, cylinder, prism, vertically opposite angles, cuboid, cube	**Geometry: Position and Direction** Quadrant, four quadrants, translate, translation, x-axis, y-axis, axis, axes, horizontal, vertical, vertex, vertices, reflect, reflection, positive, negative
Fractions numerator denominator, common denominator, common factor, equivalent, simplify, simplest form, factor, highest common factor, lowest common multiple (LCM), compare, order, improper fraction, mixed number, convert, lowest common denominator, integer, proper fraction, equivalent,	**Percentages** per cent (%), percentage, parts, whole, decimal, fraction, divide, share, multiply, convert, compare, order, equivalent fraction, simplify, less than (<), greater than (>), equal to (=)		
Measure: Imperial and Metric Measures Metric, imperial units of measurement, grams (g), kilograms (kg), pounds (lb),	**Measure: Perimeter, Area and Volume** Area, volume, perimeter, parallelogram, height, perpendicular, width, length,	**Problem Solving** Partition, estimate, round, compare, equivalent, percentage, ratio, proportion,	

	ounces (oz), feet (ft), yards (yd), millilitres (ml), litres (l), pints (pt), capacity, millimetres (mm), centimetres (cm), metres (m), kilometres (km), inches (in), mass, miles, length, convert, conversion table, conversion graph	square centimetres (cm^2), square metres (m^2), base, estimate, formula, compound shape, dimensions, cubic centimetres (cm^3), cubic metres (m^3)	convert, common denominator, coordinates, translation, reflection, vertex, scaling, isosceles triangle