

Primary Maths – Skill Progression (EYFS to Year 7)

This document shows the progression in a specific concept in Mathematics, from EYFS to Year 7. Skills coloured in red are covered through our Fluency Facts, in addition to our usual daily Maths lessons.

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Nurture • Challenge • Inspire



Place Value: Counting

Place Value: Representations

Place Value: Comparing

Place Value: Problems (including Rounding)

Addition and Subtraction: Calculations

Addition and Subtraction: Problem-Solving

Multiplication and Division: Recall/Use

Multiplication and Division: Problem-Solving

Multiplication and Division: Calculations

Fractions: Recognise and Write

Fractions: Compare

Fractions: Calculations

Decimals: Recognise, Write and Compare

Fractions, Decimals and Percentages

Ratio and Proportion

Algebra

Measurement

Measurement: Money

Measurement: Area, Perimeter and Volume

Measurement: Time

Geometry: 2D Shape

Geometry: 3D Shape

Geometry: Position and Direction

Geometry: Angles and Lines

Statistics: Present and Interpret Data

Statistics: Solve Statistical Problems

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Place Value: Counting							
<ul style="list-style-type: none"> • assign one number name to each object counted • understand numbers need to be said in a certain order when counting • verbally count beyond 20, recognising the pattern of counting 	<ul style="list-style-type: none"> • count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number • count numbers to 100 in numerals; count in multiples of twos, fives and tens 	<ul style="list-style-type: none"> • count in steps of 2, 3, and 5 from 0 • count in tens from any number, forward and backward 	<ul style="list-style-type: none"> • count from 0 in multiples of 4, 8, 50 and 100 • find 10 or 100 more or less than a given number 	<ul style="list-style-type: none"> • count in multiples of 6, 7, 9, 25 and 1000 • count backwards through zero to include negative numbers 	<ul style="list-style-type: none"> • count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 • count forwards and backwards with positive and negative whole numbers, including through zero 		

Place Value: Represent							
<ul style="list-style-type: none"> • have a deep understanding of number to 10, including the composition of each number • subitise (recognise quantities without counting) up to 5 	<ul style="list-style-type: none"> • identify and represent numbers using objects and pictorial representations • read and write numbers to 100 in numerals • read and write numbers from 1 to 20 in numerals and words 	<ul style="list-style-type: none"> • read and write numbers to at least 100 in numerals and in words • identify, represent and estimate numbers using different representations, including the number line 	<ul style="list-style-type: none"> • identify, represent and estimate numbers using different representations • read and write numbers up to 1000 in numerals and in words 	<ul style="list-style-type: none"> • identify, represent and estimate numbers using different representations • 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 	<ul style="list-style-type: none"> • read, write, (order and compare) numbers to at least 1 000 000 and determine the value of each digit • read Roman numerals to 1000 (M) and recognise years written in Roman numerals 	<ul style="list-style-type: none"> • read, write, (order and compare) numbers up to 10, 000,000 and determine the value of each digit 	<ul style="list-style-type: none"> • read, write, (order and compare) numbers up to 1 billion and determine the value of each digit

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Place Value: Use and Compare							
<ul style="list-style-type: none"> compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity find one more and one less than a number to 5 	<ul style="list-style-type: none"> given a number, identify one more and one less 	<ul style="list-style-type: none"> recognise the place value of each digit in a two-digit number (tens, ones) compare and order numbers from 0 up to 100; use and = signs 	<ul style="list-style-type: none"> recognise the place value of each digit in a three-digit number (hundreds, tens, ones) compare and order numbers up to 1,000 	<ul style="list-style-type: none"> find 1000 more or less than a given number recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) order and compare numbers beyond 1000 	<ul style="list-style-type: none"> (read, write) order and compare numbers to at least 1 000 000 and determine the value of each digit 	<ul style="list-style-type: none"> (read, write), order and compare numbers up to 10 000 000 and determine the value of each digit 	<ul style="list-style-type: none"> (read, write), order and compare numbers up to 1 billion and determine the value of each digit. order sets of numbers including negatives, positives, decimals and a mixture

Place Value: Problems (including Rounding)							
		<ul style="list-style-type: none"> use place value and number facts to solve problems 	<ul style="list-style-type: none"> solve number problems and practical problems involving these ideas 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> interpret negative numbers in context round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 solve number problems and practical problems that involve all of the above 	<ul style="list-style-type: none"> 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 of the above 	

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Addition and Subtraction: Calculations							
<ul style="list-style-type: none"> combine two groups to find how much is altogether. use real objects to see that the quantity of a group can change by taking items away. 	<ul style="list-style-type: none"> add and subtract one-digit and two digit numbers to 20, including zero 	<ul style="list-style-type: none"> 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 and adding three one digit numbers add and subtract 2-digit numbers using column method 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> perform mental calculations, including with mixed operations and large numbers use their knowledge of the order of operations to carry out calculations involving the four operations 	<ul style="list-style-type: none"> add and subtract with negative numbers use BIDMAS with the inclusion of negative numbers insert brackets to make a calculation correct.

Addition and Subtraction: Problems							
<ul style="list-style-type: none"> use objects and pictures to represent number stories. 	<ul style="list-style-type: none"> solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ 	<ul style="list-style-type: none"> solve problems with addition and subtraction, including those involving numbers, quantities and measures, applying their increasing knowledge of mental and written methods 	<ul style="list-style-type: none"> solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction 	<ul style="list-style-type: none"> solve addition and subtraction twostep problems in contexts, deciding which operations and methods to use and why 	<ul style="list-style-type: none"> solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign. 	<ul style="list-style-type: none"> solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why 	

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Multiplication and Division: Recall/Use							
<ul style="list-style-type: none"> • automatically recall number bonds up to 5, and some number bonds to 10, including double facts. • explore and represent patterns within numbers up to 10, including evens, odds, double facts, and how quantities can be distributed equally. 		<ul style="list-style-type: none"> • recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers • show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot 	<ul style="list-style-type: none"> • recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 (nonprime) numbers • establish whether a number up to 100 is prime and recall prime numbers to 19. • recognise and use square numbers and cube numbers. 	<ul style="list-style-type: none"> • identify common factors, common multiples and prime numbers • use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy 	<ul style="list-style-type: none"> • identify the LCM of two or three numbers by listing. • recall square and cube roots. • simplify using index notation • calculate positive integer powers higher than 2 and 3. • find the HCF of two or three numbers by listing pairs • express a number as a product of primes.

Multiplication and Division: Problems							
	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes • solve problems, including scaling by simple fractions and problems involving simple rates 	<ul style="list-style-type: none"> • solve problems involving addition, subtraction, multiplication and division • use knowledge of the order of operations to carry out calculations involving the four operations 	<ul style="list-style-type: none"> • use knowledge of four operations to carry out calculations including roots and indices. • insert brackets to make calculations correct.

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Multiplication and Division: Calculations							
		<ul style="list-style-type: none"> calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals (=) signs 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> multiply two-digit and three-digit numbers by a one-digit number using formal written layout 	<ul style="list-style-type: none"> multiply numbers up to 4 digits by a one- or two-digit number using a formal written method. multiply and divide numbers mentally drawing upon known facts divide numbers up to 4 digits by a one-digit number using short division interpret remainders appropriately for the context multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 	<ul style="list-style-type: none"> multiply multi-digit numbers up to 4 digits by a two-digit whole number using long multiplication. divide numbers up to 4 digits by a two-digit whole number using long division. divide numbers up to 4 digits by a two-digit number using short division where appropriate, interpret remainders according to the context perform mental calculations, including with mixed operations and large numbers 	<ul style="list-style-type: none"> multiply and divide with with negative numbers. Calculate, using a calculator, using the: <ul style="list-style-type: none"> - square and square root button - cube and cube root buttons - any power or root buttons - prime factor buttons

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Fractions: Recognise and Write							
	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$, and $\frac{3}{4}$ of a length, shape, set of objects or quantity. 	<ul style="list-style-type: none"> count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts. recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. 	<ul style="list-style-type: none"> count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. 	<ul style="list-style-type: none"> 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. write mathematical statements > 1 as a mixed number. 		<ul style="list-style-type: none"> give answers in their simplest form. use LCM skills to find common denominators of 2 or more fractions. find factors (HCF) to simplify fractions to their lowest terms. express one quantity as a fraction of another.

Fractions: Compare							
		<ul style="list-style-type: none"> recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ 	<ul style="list-style-type: none"> recognise and show, using diagrams, equivalent fractions with small denominators. compare and order unit fractions, and fractions with the same denominators 	<ul style="list-style-type: none"> recognise and show, using diagrams, families of common equivalent fractions 	<ul style="list-style-type: none"> compare and order fractions whose denominators are all multiples of the same number 	<ul style="list-style-type: none"> use common factors to simplify fractions; compare and order fractions, including fractions > 1 	

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Fractions: Calculations							
		<ul style="list-style-type: none"> • write simple fractions for example, $\frac{1}{2}$ of 6 = 3 	<ul style="list-style-type: none"> • add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$] 	<ul style="list-style-type: none"> • add and subtract fractions with the same denominator • solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • add and subtract fractions with different denominators and mixed numbers. • multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$] • divide proper fractions by whole numbers [for example $\frac{1}{3} \div 2 = \frac{1}{6}$] 	<ul style="list-style-type: none"> • multiply fractions (in stages up to two mixed numbers). • divide fractions (in stages up to two mixed numbers). • on a calculator, use the S – D button for conversion between mixed numbers and improper fractions.

Decimals: Recognise, Write and Compare							
				<ul style="list-style-type: none"> • recognise and write decimal equivalents of any number of tenths or hundredths • recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$. • round decimals with one decimal place to the nearest whole number. • compare numbers with the same number of decimal places up to two decimal places. 	<ul style="list-style-type: none"> • read and write decimal numbers as fractions. • recognise and use thousandths and relate them to tenth and hundredths • 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 	<ul style="list-style-type: none"> • identify the value of each digit in numbers given to three decimal places 	<ul style="list-style-type: none"> • order sets of numbers including negatives, positives, decimals and a mixture of all.

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Fractions, Decimals and Percentages							
				<ul style="list-style-type: none"> • solve simple measure and money problems involving fractions and decimals to two decimal places 	<ul style="list-style-type: none"> • recognise the per cent symbol (%) and that per cent relates to 'parts per hundred' • write percentages as a fraction 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 with a denominator of a multiple of 10 or 25 	<ul style="list-style-type: none"> • associate a fraction with division and calculate decimal fraction equivalents for a simple fraction • recall and use equivalences between simple fractions, decimals and percentages, including in different contexts 	
Ratio and Proportion							
						<ul style="list-style-type: none"> • solve problems involving the relative sizes of 2 quantities where missing values can be found by multiplication facts. • solve problems with the calculation of percentages for comparison • solve problems involving similar shapes where the scale factor is known or can be found 	<ul style="list-style-type: none"> • use common factors (HCF) to simplify ratios to their simplest form • do this for 2-part and 3-part ratios, as well as ratios with different units • use multiplication and division to share in a given ratio • simplify a ratio to a form 1:n or n:1

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Algebra							
	<ul style="list-style-type: none"> • solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ 	<ul style="list-style-type: none"> • recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems 	<ul style="list-style-type: none"> • solve problems, including missing number problems 			<ul style="list-style-type: none"> • use simple formulae • generate and describe linear number sequences • express missing number problems algebraically • find pairs of numbers that satisfy an equation with two unknowns • enumerate possibilities of combinations of two variables 	<ul style="list-style-type: none"> • form expressions involving addition, multiplication, subtraction, division, indices and a combination of these. • multiply and divide algebraic variables and terms • collect like terms • multiply a single term by a bracket • expand two sets of single brackets and simplify the result through like terms. • take out a common factor from an expression and re-write it a single term multiplying bracket. • substitute negative numbers, fractions and decimals. • find the value of any variable (given the others). • solve 1 and 2 step equations by balancing and using inverse operations.

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Measurement							
<ul style="list-style-type: none"> •use appropriate language to describe length and height, including longer, shorter, taller, wider and narrower. • make indirect comparisons using objects such as blocks and cubes to measure items. 	<p>compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> • lengths and heights • mass/weight • capacity and volume • time <p>measure and begin to record the following: lengths and heights</p> <ul style="list-style-type: none"> • mass/weight • capacity and volume • time (hours, minutes, seconds) 	<p>choose and use appropriate standard units to estimate and measure:</p> <ul style="list-style-type: none"> • length/height in any direction (m/cm) • mass (kg/g) • temperature (°C); • capacity (litres/ml) to the nearest appropriate unit. • use rulers, scales, thermometers and measuring vessels • compare and order lengths, mass, volume/capacity and record the results using >, < and = 	<p>measure, compare, add and subtract:</p> <ul style="list-style-type: none"> • lengths (m/cm/mm) • mass (kg/g) • volume/capacity (l/ml) 	<ul style="list-style-type: none"> • Convert between different units of measure. • estimate, compare and calculate different measures 	<ul style="list-style-type: none"> • convert between different units of metric measure • understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints. • use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling. 	<ul style="list-style-type: none"> • solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 d.p.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 3 d.p. • convert between miles and kilometres 	

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Measurement: Money							
	<ul style="list-style-type: none"> recognise and know the value of different denominations of coins and notes 	<ul style="list-style-type: none"> recognise and use symbols for pounds (£) and pence (p) combine amounts to make a particular value find different combinations of coins that equal the same amounts of money solve simple problems in a practical context involving addition and subtraction of money, including giving change 	<ul style="list-style-type: none"> add and subtract amounts of money to give change, using both £ and p in practical contexts 	<ul style="list-style-type: none"> estimate, compare and calculate different measures, including money in pounds and pence 	<ul style="list-style-type: none"> use all four operations to solve problems involving measure [for example, money] 		

Measurement: Area, Perimeter and Volume							
			<ul style="list-style-type: none"> measure the perimeter of simple 2-D shapes. 	<ul style="list-style-type: none"> measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares 	<ul style="list-style-type: none"> measure and calculate the perimeter of rectilinear shapes. calculate and compare the area of rectangles (including squares) in cm² and square metres m² estimate the area of irregular shapes estimate volume using blocks. 	<ul style="list-style-type: none"> recognise shapes with the same areas can have different perimeters recognise when to use formulae for area and volume of shapes calculate the area of parallelograms and triangles calculate, estimate and compare volume of cubes and cuboids. 	<ul style="list-style-type: none"> work with fractional lengths and perimeters. work with algebraic expressions and perimeter. calculate the area of a circle, semi and quarter circle. calculate the surface area of cubes, cuboids, prisms and cylinders.

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Measurement: Time							
<ul style="list-style-type: none"> • order key events in their daily routines • use language to describe when events happen (day, night, morning, afternoon, today, tomorrow) • describe significant events in their lives and talk about events they are looking forward to. • sequence days of the week 	<ul style="list-style-type: none"> • sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] • recognise and use language relating to dates, including days of the week, weeks, months and years • tell the time to the hour and half past the hour and draw the hands on a clock face to show these times 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • 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] 	<ul style="list-style-type: none"> • 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 	<ul style="list-style-type: none"> • solve problems involving converting between units of time 	<ul style="list-style-type: none"> • use, read, write and convert between standard units, converting measurements of time from a smaller unit of measure to a larger unit and vice versa. 	

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Geometry: 2D Shapes							
<ul style="list-style-type: none"> • recognise that circles have one curved side and triangles have 3 straight sides. • recognise that squares and rectangles have straight sides and 4 corners. 	<ul style="list-style-type: none"> • recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles] 	<ul style="list-style-type: none"> • identify and describe the properties of 2-D shapes, including the number of sides and lines of symmetry. • 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 shapes and everyday objects 	<ul style="list-style-type: none"> • draw 2-D shapes 	<ul style="list-style-type: none"> • compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. • identify lines of symmetry in 2-D shapes presented in different orientations. 	<ul style="list-style-type: none"> • distinguish between regular and irregular polygons based on reasoning about equal sides and angles. • use the properties of rectangles to deduce related facts and find missing lengths and angles. 	<ul style="list-style-type: none"> • draw 2-D shapes using given dimensions and angles. • compare and classify geometric shapes based on their properties and sizes. • illustrate and name parts of circles, including radius, diameter and circumference • know that the diameter is twice the radius 	<ul style="list-style-type: none"> • calculate the perimeters of semi and quarter circles. • calculate the circumference exactly (in terms of pi). • explore the pi button a calculator.

Geometry: 3D Shapes							
<ul style="list-style-type: none"> • identify which shapes stack and which shapes roll and why that is. • be introduced to the same of the shapes and explore similarities and differences between them through play. 	<ul style="list-style-type: none"> • recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] 	<ul style="list-style-type: none"> • recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] compare and sort common 3-D shapes and everyday objects 	<ul style="list-style-type: none"> • make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them 	<ul style="list-style-type: none"> • identify 3-D shapes, including cubes and other cuboids, from 2-D representations 	<ul style="list-style-type: none"> • recognise, describe and build simple 3-D shapes, including making nets 		

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Geometry: Position and Direction							
<ul style="list-style-type: none"> describe position using positional language, such as behind, under, on top of, next to explore maps and create own maps. 	<ul style="list-style-type: none"> describe position, direction and movement, including whole, half, quarter and three-quarter turns 	<ul style="list-style-type: none"> 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 		<ul style="list-style-type: none"> describe positions on a 2-D grid as coordinates in the first quadrant describe movements between positions as translations of a given unit to the left/right and up/down plot specified points and draw sides to complete a given polygon 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> describe positions on the full coordinate grid (all four quadrants) draw and translate simple shapes on the coordinate plane. reflect shapes in a given axis 	

Geometry: Angles and Lines							
			<ul style="list-style-type: none"> recognise angles as a property of shape or a description of a turn identify right angles recognise that right angles make turns identify whether angles are greater or less than a right angle identify horizontal and vertical lines and pairs of perpendicular and parallel lines 	<ul style="list-style-type: none"> identify acute and obtuse angles 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 	<ul style="list-style-type: none"> know angles are measured in degrees estimate and compare acute, obtuse and reflex angles draw and measure them in degrees identify angles at a point and one whole turn (total 360°) identify angles at a point on a straight line (total 180°) identify other multiples of 90° 	<ul style="list-style-type: none"> find unknown angles in any triangles, quadrilaterals, and regular polygons recognise angles where they meet at a point, are on a straight line, or are vertically opposite find missing angles 	

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Statistics: Present and Interpret Data							
		<ul style="list-style-type: none"> interpret and construct simple pictograms, tally charts, block diagrams and simple tables 	<ul style="list-style-type: none"> interpret and present data using bar charts, pictograms and tables 	<ul style="list-style-type: none"> interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs 	<ul style="list-style-type: none"> complete, read and interpret information in tables, including timetables 	<ul style="list-style-type: none"> interpret and construct pie charts and line graphs and use these to solve problems 	<ul style="list-style-type: none"> interpret frequency tables. read, complete and construct a frequency tree. read, complete and construct a two-way table. interpret and describe trends in a time series graph. construct scatter graphs from given bivariate data.

Statistics: Solve Statistical Problems							
		<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts, pictograms and tables. 	<ul style="list-style-type: none"> solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs 	<ul style="list-style-type: none"> solve comparison, sum and difference problems using information presented in a line graph 	<ul style="list-style-type: none"> calculate and interpret the mean as an average 	<ul style="list-style-type: none"> describe the relationship between two variables (if any). identify the type of correlation (if any). identify data points that do not fit the general pattern.