

**Brockton C.E. Primary School**

**Maths Progression  
2014 Curriculum**



	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 6-7
Number – Number and Place Value	Counts reliably with numbers from 1 to 20	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.  Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	Count in multiples of 6, 7, 9, 25 and 1000; find 1000 more or less than a given number  Count backwards through zero to include negative numbers	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	Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit	Understand and use place value for decimals, measures and integers of any size
	Says which number is one more or one less than a given number.	Given a number, identify one more and one less	Recognise the place value of each digit in a two-digit number (tens, ones)	Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	Use negative numbers in context, and calculate intervals across zero	Order positive and negative integers, decimals and fractions; use the number line as a model for ordering of the real numbers; use the symbols =, ≠, <, >, ≤, ≥
	Places numbers from 1 – 20 in order	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	Compare and order numbers from 0 up to 100; use <, > and = signs	Compare and order numbers up to 1000	Order and compare numbers beyond 1000	Identify, represent and estimate numbers using different representations	Use the concepts and vocabulary of prime numbers, factors (or divisors), multiples, common factors, common multiples, highest common factor, lowest common multiple, prime factorisation, including using product notation and the unique factorisation property	
		Read and write numbers from 1 to 20 in numerals and words.	Identify, represent and estimate numbers using different representations, including the number line	Identify, represent and estimate numbers using different representations	Identify, represent and estimate numbers using different representations	Round any number to the nearest 10, 100 or 1000	Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000	Round any whole number to a required degree of accuracy
		Use place value and number facts to solve problems	Read and write numbers to at least 100 in numerals and in words	Read and write numbers up to 1000 in numerals and in words	Solve number and practical problems that involve all of the above and with increasingly large positive numbers	Solve number problems and practical problems that involve all of the above	Solve number and practical problems that involve all of the above.	
			Use place value and number facts to solve problems	Solve number problems and practical problems involving these ideas.	Solve number and practical problems that involve all of the above and with increasingly large positive numbers	Solve number problems and practical problems that involve all of the above	Solve number and practical problems that involve all of the above.	
					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.	Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.		

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Number – Addition and Subtraction	Using quantities and objects add and subtract two single-digit numbers and count on or back to find the answer.	<p>Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs</p> <p>Represent and use number bonds and related subtraction facts within 20</p> <p>Add and subtract one-digit and two-digit numbers to 20, including zero</p>	<p>Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</p> <p>Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</p> <ul style="list-style-type: none"> <li>a 2-digit number and ones</li> <li>a 2-digit number and tens</li> <li>2 2-digit numbers</li> </ul> <p>Adding three one-digit numbers</p> <p>Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</p>	<p>Add and subtract numbers mentally, including:</p> <ul style="list-style-type: none"> <li>a 3-digit number and ones</li> <li>a 3-digit number and tens</li> <li>a 3-digit number and hundreds</li> </ul> <p>Add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction</p> <p>Estimate the answer to a calculation and use inverse operations to check answers</p>	<p>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</p> <p>Estimate and use inverse operations to check answers to a calculation</p>	<p>Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers</p> <p>Establish whether a number up to 100 is prime and recall prime numbers up to 19</p> <p>Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)</p> <p>Add and subtract numbers mentally with increasingly large numbers</p> <p>Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</p>	<p>Identify common factors, common multiples and prime numbers</p> <p>Perform mental calculations, including with mixed operations and large numbers</p> <p>Use their knowledge of the order of operations to carry out calculations involving the four operations</p>	<p>Use the concepts and vocabulary of prime numbers, factors (or divisors), multiples, common factors, common multiples, highest common factor, lowest common multiple, prime factorisation, including using product notation and the unique factorisation property</p> <p>Use the four operations, including formal written methods, applied to integers, decimals, proper and improper fractions, and mixed numbers, all both positive and negative</p>
	Solves problems, including doubling, halving and sharing.	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = -9$ .	<p>Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures</p> <p>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</p>	Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.	Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	

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Number – Multiplication and Division	Solves problems, including doubling, halving and sharing.	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.	<p>Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</p> <p>Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (<math>\times</math>), division (<math>\div</math>) and equals (=) signs</p> <p>Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</p> <p>Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</p>	<p>Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p> <p>Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for 2-digit numbers times one-digit numbers, using mental and progressing to formal written methods</p> <p>Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which <math>n</math> objects are connected to <math>m</math> objects.</p>	<p>Recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></p> <p>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</p> <p>Recognise and use factor pairs and commutativity in mental calculations</p> <p>Multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p> <p>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 <math>n</math> objects are connected to <math>m</math> objects..</p>	<p>Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers</p> <p>Multiply numbers up to 4 digits by a one- or 2-digit number using a formal written method, including long multiplication for two-digit numbers</p> <p>Multiply and divide numbers mentally</p> <p>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</p> <p>Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000</p> <p>Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)</p> <p>Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes</p> <p>Solve problems involving, multiplication and division and a combination of these, including understanding the meaning of the equals sign</p> <p>Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.</p>	<p>Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</p> <p>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</p> <p>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</p> <p>Use their knowledge of the order of operations to carry out calculations involving the four operations</p> <p>Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p> <p>Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</p>	<p>Use the four operations, including formal written methods, applied to integers, decimals, proper and improper fractions, and mixed numbers, all both positive and negative</p> <p>Use conventional notation for the priority of operations, including brackets, powers, roots and reciprocals</p> <p>Recognise and use relationships between operations including inverse operations</p> <p>Use integer powers and associated real roots (square, cube and higher), recognise powers of 2, 3, 4, 5 and distinguish between exact representations of roots and their decimal approximations</p>



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Number – Fractions (including decimals, money & percentages)	<p>Uses everyday language to talk about money.</p> <p>Compares quantities and objects to solve problems.</p>	<p>Recognise and know the value of different denominations of coins and notes</p>	<p>Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</p> <p>Find different combinations of coins that equal the same amounts of money</p> <p>Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</p>	<p>Add and subtract amounts of money to give change, using both £ and p in practical contexts</p>	<p>Recognise and write decimal equivalents of any number of tenths or hundredths</p> <p>Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math></p> <p>Round decimals with one decimal place to the nearest whole number</p> <p>Compare numbers with the same number of decimal places up to two decimal places</p> <p>Estimate, compare and calculate different measures, including money in pounds and pence</p> <p>Solve simple measure and money problems involving fractions and decimals to two decimal places.</p>	<p>Read and write decimal numbers as fractions [for example, <math>0.71 = \frac{71}{100}</math>]</p> <p>Read, write, order and compare numbers with up to three decimal places</p> <p>Round decimals with two decimal places to the nearest whole number and to one decimal place</p> <p>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</p> <p>Solve problems which require knowing percentage and decimal equivalents of <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>\frac{1}{5}</math>, <math>\frac{2}{5}</math>, <math>\frac{4}{5}</math> and those fractions with a denominator of a multiple of 10 or 25.</p> <p>Solve problems involving number up to three decimal places</p>	<p>Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places</p> <p>Multiply one-digit numbers with up to two decimal places by whole numbers</p> <p>Use written division methods in cases where the answer has up to two decimal places</p> <p>Solve problems which require answers to be rounded to specified degrees of accuracy</p> <p>Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.</p>	<p>Work interchangeably with terminating decimals and their corresponding fractions (such as 3.5 and <math>\frac{27}{10}</math> or 0.375 and <math>\frac{3}{8}</math>)</p> <p>Define percentage as 'number of parts per hundred', interpret percentages and percentage changes as a fraction or a decimal, interpret these multiplicatively, express one quantity as a percentage of another, compare two quantities using percentages, and work with percentages greater than 100%</p> <p>Round numbers and measures to an appropriate degree of accuracy [for example, to a number of decimal places or significant figures]</p>

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Measurement	<p>Uses everyday language to talk about size, weight, capacity, distance, and time.</p> <p>Compares quantities and objects to solve problems.</p>	<p>Compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> <li>lengths and heights [eg long/short, longer/shorter, tall/short, double/half]</li> <li>mass/weight [eg heavy/light, heavier than, lighter than]</li> <li>capacity and volume [eg full/empty, more than, less than, half, half full, quarter]</li> <li>time [eg quicker, slower, earlier]</li> </ul> <p>Measure and begin to record the following:</p> <ul style="list-style-type: none"> <li>lengths and heights</li> <li>mass/weight</li> <li>capacity and volume</li> <li>time (hours, minutes, seconds)</li> </ul> <p>Sequence events in chronological order using language [eg before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</p> <p>Recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</p>	<p>Choose and use appropriate standard units to estimate and measure:</p> <ul style="list-style-type: none"> <li>length/height in any direction (m/cm);</li> <li>mass (kg/g);</li> <li>temperature (°C);</li> <li>capacity (litres/ml)</li> </ul> <p>to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</p> <p>Compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</p> <p>Compare and sequence intervals of time</p> <p>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</p> <p>Know the number of minutes in an hour and the number of hours in a day.</p>	<p>Measure, compare, add and subtract:</p> <ul style="list-style-type: none"> <li>lengths (m/cm/mm);</li> <li>mass (kg/g);</li> <li>volume/capacity (l/ml)</li> </ul> <p>Measure the perimeter of simple 2-D shapes</p> <p>Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</p> <p>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</p> <p>Compare durations of events [for example to calculate the time taken by particular events or tasks].</p> <p>Know the number of seconds in a minute and the number of days in each month, year and leap year</p>	<p>Convert between different units of measure [eg kilometre to metre; hour to minute]</p> <p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p> <p>Find the area of rectilinear shapes by counting squares</p> <p>Estimate, compare and calculate different measures</p> <p>Read, write and convert time between analogue and digital 12- and 24-hour clocks</p> <p>Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</p>	<p>Convert between different units of metric measure (eg kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)</p> <p>Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints</p> <p>Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</p> <p>Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm<sup>2</sup>) and square metres (m<sup>2</sup>) and estimate the area of irregular shapes</p> <p>Estimate volume [eg using 1 cm<sup>3</sup> blocks to build cuboids (including cubes)] and capacity [eg, using water]</p> <p>Solve problems involving converting between units of time</p> <p>Use all four operations to solve problems involving measure [eg length, mass, volume, money] using decimal notation, including scaling.</p>	<p>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p> <p>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</p> <p>Convert between miles and kilometres</p> <p>Recognise that shapes with the same areas can have different perimeters and vice versa</p> <p>Recognise when it is possible to use formulae for area and volume of shapes</p> <p>Calculate the area of parallelograms and triangles</p> <p>Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>), and extending to other units [eg mm<sup>3</sup> and km<sup>3</sup>].</p>	<p>Derive and apply formulae to calculate and solve problems involving: perimeter and area of triangles, parallelograms, trapezia, volume of cuboids (including cubes) and other prisms (including cylinders)</p> <p>Calculate and solve problems involving: perimeters of 2-D shapes (including circles), areas of circles and composite shapes</p> <p>Draw and measure line segments and angles in geometric figures, including interpreting scale drawings</p> <p>Derive and use the standard ruler and compass constructions (perpendicular bisector of a line segment, constructing a perpendicular to a given line from/at a given point, bisecting a given angle); recognise and use the perpendicular distance from a point to a line as the shortest distance to the line</p>

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Geometry – Property of Shapes	Explores characteristics of everyday objects and shapes and use mathematical language to describe them.	<p>Recognise and name common 2-D and 3-D shapes, including:</p> <ul style="list-style-type: none"> <li>2-D shapes [eg, rectangles (including squares), circles and triangles]</li> <li>3-D shapes [eg cuboids (including cubes), pyramids and spheres].</li> </ul>	<p>Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</p> <p>Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</p> <p>Identify 2-D shapes on the surface of 3-D shapes [for example, a circle on a cylinder and a triangle on a pyramid]</p> <p>Compare and sort common 2-D and 3-D shapes and everyday objects.</p>	<p>Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p> <p>Recognise angles as a property of shape or a description of a turn</p> <p>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</p> <p>Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</p>	<p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <p>Identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry.</p> <p>Identify acute and obtuse angles and compare and order angles up to two right angles by size</p>	<p>Identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p> <p>Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</p> <p>Draw given angles, and measure them in degrees (o)</p> <p>Identify: angles at a point and one whole turn (total 360o) angles at a point on a straight line and 1/2 a turn (total 180o) other multiples of 90o</p> <p>Use the properties of rectangles to deduce related facts and find missing lengths and angles</p> <p>Distinguish between regular and irregular polygons based on reasoning about equal sides and angles</p>	<p>Draw 2-D shapes using given dimensions and angles</p> <p>Recognise, describe and build simple 3-D shapes, including making nets</p> <p>Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</p> <p>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</p> <p>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.</p>	<p>Describe, sketch and draw using conventional terms and notations: points, lines, parallel lines, perpendicular lines, right angles, regular polygons, and other polygons that are reflectively and rotationally symmetric</p> <p>Use the standard conventions for labelling the sides and angles of triangle ABC, and know and use the criteria for congruence of triangles</p> <p>Derive and illustrate properties of triangles, quadrilaterals, circles, and other plane figures [eg equal lengths and angles] using appropriate language and technologies</p> <p>Apply the properties of angles at a point, angles at a point on a straight line, vertically opposite angles</p> <p>Understand and use the relationship between parallel lines and alternate and corresponding angles</p> <p>Derive and use the sum of angles in a triangle and use it to deduce the angle sum in any polygon, and to derive properties of regular polygons</p>

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Geometry – Position and Direction	<p>Recognises, create and describe patterns</p> <p>Uses everyday language to talk about position</p>	Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	<p>Order and arrange combinations of mathematical objects in patterns and sequences</p> <p>Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).</p>	<p>Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</p> <p>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</p>	<p>Describe positions on a 2-D grid as coordinates in the first quadrant</p> <p>Describe movements between positions as translations of a given unit to the left/right and up/down</p> <p>Plot specified points and draw sides to complete a given polygon</p>	<p>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.</p>	<p>Describe positions on the full coordinate grid (all four quadrants)</p> <p>Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.</p>	<p>Identify properties of, and describe the results of, translations, rotations and reflections applied to given figures</p>

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Statistics			<p>Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</p> <p>Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</p> <p>Ask and answer questions about totalling and comparing categorical data.</p>	<p>Interpret and present data using bar charts, pictograms and tables</p> <p>Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.</p>	<p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <p>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</p>	<p>Solve comparison, sum and difference problems using information presented in a line graph</p> <p>Complete, read and interpret information in tables, including timetables.</p>	<p>Interpret and construct pie charts and line graphs and use these to solve problems</p> <p>Calculate and interpret the mean as an average.</p>	<p>Describe, interpret and compare observed distributions of a single variable through: appropriate graphical representation involving discrete, continuous and grouped data; and appropriate measures of central tendency (mean, mode, median) and spread (range, consideration of outliers)</p> <p>Construct and interpret appropriate tables, charts, and diagrams, including frequency tables, bar charts, pie charts, and pictograms for categorical data, and vertical line (or bar) charts for ungrouped and grouped numerical data</p> <p>Describe simple mathematical relationships between two variables (bivariate data) in observational and experimental contexts and illustrate using scatter graphs.</p>

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Ratio & Proportion							<p>Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</p> <p>Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison</p> <p>Solve problems involving similar shapes where the scale factor is known or can be found</p> <p>Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.</p>	<p>Change freely between related standard units [for example time, length, area, volume/capacity, mass]</p> <p>Use scale factors, scale diagrams and maps</p> <p>Express one quantity as a fraction of another, where the fraction is less than 1 and greater than 1</p> <p>Use ratio notation, including reduction to simplest form</p> <p>divide a given quantity into two parts in a given part:part or part:whole ratio; express the division of a quantity into two parts as a ratio</p> <p>Understand that a multiplicative relationship between two quantities can be expressed as a ratio or a fraction</p> <p>Relate the language of ratios and the associated calculations to the arithmetic of fractions and to linear functions</p> <p>Solve problems involving percentage change, including: percentage increase, decrease and original value problems and simple interest in financial mathematics</p>

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Algebra							<p>Use simple formulae to generate and describe linear number sequences</p> <p>Express missing number problems algebraically</p> <p>Find pairs of numbers that satisfy an equation with two unknowns</p> <p>Enumerate possibilities of combinations of two variables.</p>	