

Haslington Primary Academy and Nursery
Maths Progression of Skills



	2-3	3-4	Reception	Year 1	Year 2
Place Value	<p>Take part in nursery rhymes with numbers</p> <p>Counting like behaviour, such as making sounds or pointing</p> <p>Count in everyday contexts, sometimes skipping numbers e.g. 1,2,5</p>	<p>Recite numbers past 5</p> <p>Say one number for each item in order 1,2,3,4,5</p>	<p>Count objects, actions and sounds using one-to-one correspondence, abstraction and understanding cardinal number.</p> <p>Count beyond ten</p> <p>ELG</p> <p>Have a deep understanding of numbers to 10, including the composition of each number.</p> <p>Verbally count to 20, recognising the pattern of the counting system.</p> <p>Count forwards and backwards beginning with 0 or 1, starting and stopping at different places, tracking how many counted.</p>	<p>Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.</p> <p>Count numbers to 100 in numerals: count in multiples of 2 5 and 10s</p>	<p>Count in steps of 2,3 and 5 from 0, and in 10s from and number, forward and backward.</p>
Place Value: Represent Identify	<p>React to changes in amounts of up to 3 items.</p>	<p>Fast recognition of up to 3 objects (subitising)</p> <p>Link numerals and amounts for example, showing the</p>	<p>Subitise</p> <p>Link the number symbol with its cardinal number value.</p>	<p>Identify and represent numbers using objects and pictorial representations.</p>	<p>Read and write numbers to at least 100 in numerals and in words.</p>

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<p>estimating</p>		<p>right number of objects to match the numeral, up to 5. Show “finger numbers” up to 5 Experiment with their own symbols/marks as well as numerals.</p>	<p>Record using marks that they can interpret and explain.</p> <p>ELG Subitise to 5</p> <p>Recognise numerals 0 to 5, then 0 to 10 when placed out of order and sometimes represent it. (Then progressing to numbers 0 to 20.)</p>	<p>Read and write numbers to 100 in numerals</p> <p>Read any write numbers from 1 to 20 in words and numerals</p>	<p>Identify, represent and estimate numbers using different representations, including the number line</p>
<p>Place Value: Use PV and compare.</p>	<p>Compare amounts saying ‘lots, more or the same.’</p>	<p>Compare quantities using language “more than” “fewer than” Begin to describe a sequence of events, real or fictional, using words such as ‘first’, ‘then...’</p>	<p>Compare numbers Understand the one more than/one less than relationship between consecutive numbers.</p> <p>ELG Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity Say and find 1 more and 1 less of a number to 5 progressing to 10. Can</p>	<p>Given a number, identify 1 more and 1 less.</p>	<p>Recognise the place value of each digit in a two digit number (tens and ones)</p> <p>Compare and order numbers from 0 up to 100; use <> and = signs</p>

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			place numbers in order from smallest to greatest and from(greatest to smallest. (Then progressing to numbers 0 to 20.)		
Place value: Problems and rounding					Use place value and number facts to solve problems
Addition and subtraction: Recall, represent	Combine objects such as stacking cups/blocks. Put objects inside and take them out again.	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger numbers' up to 5	subitise Explore the composition of numbers to 10 and conservation (0) Automatically recall number bonds for numbers 0-5 and some to 10. ELG Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some numbers bonds to 10 including double facts. Have a deep understanding of	Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. Represent ant use number bonds and related subtraction facts within 20	Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. 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

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			<p>numbers to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p> <p>To become familiar with and understand mathematical symbols linked to addition and subtraction. To begin to represent mathematical sentences with appropriate symbols. Use vocabulary of how many altogether, plus, more. take away, how many left, subtract, minus, equals: makes, balances, same, total.</p> <p>(Progressing to count on or back to add or subtract).</p>		and solve missing number problems.
Addition and Subtraction: Calculations			<p>ELG</p> <p>Find out the 'total' or 'how many altogether' after two sets have been combined or taken away</p>	add and subtract one digit and two digit numbers to 20, including zero	add and subtract numbers using concrete objects pictorial representations and mentally including:

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			Count on to add or back to subtract		a two digit number and ones a two digit number and 10s two 2 digit numbers adding three one digit numbers
Addition and Subtraction: Solving Problems			Find out the 'total' or 'how many altogether' after two sets have been combined or taken away Understand that 2 halves make a whole and solve problems around this. (Progressing to solve problems by counting on or back to add or subtract)	solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems such as $7 = _ - 9$	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
Multiplication and Division: Recall, Represent, Use					Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables including recognising odd and even numbers

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					show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
Multiplication and Division: calculation					calculate mathematical statements for multiplication and division within multiplication tables and write them using the multiplication division and equals signs
Multiplication and Division: Solve Problems		To learn about sharing between groups of people/toys.	To be introduced to the concepts of sharing equally and doubling. To understand concept of odd and even numbers. ELG Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	solve one step problems involving multiplication and division by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	solve problems involving multiplication and division using materials, arrays, repeated addition, mental methods, and multiplication and division facts including problems in contexts

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<p>Fractions: Recognise and Write</p>				<p>recognise find and name a half as one of two equal parts of an object shape or quantity</p> <p>recognise find an name a quarter as one of four equal parts of an object shape or quantity</p>	<p>recognise find name and write fractions $1/3$, $1/4$, $2/4$ and $3/4$ of a length shape set of objects or quantity.</p>
<p>Fractions: Compare</p>					<p>recognise the equivalence of $2/4$ and $1/2$</p>
<p>Fractions: Calculations</p>					<p>Write simple fractions for example $1/2$ of $6 = 3$</p>
<p>Using Measure</p>	<p>Compare sizes, weights etc using language bigger/smaller, high/low, tall, heavy.</p>	<p>Make comparisons between objects relating to size, length, weight and capacity. Investigate measure using appropriate vocabulary Heavy/light/same as/heavier/lighter/tall/short/ Long/longer/shorter/empty Full/nearly full/nearly empty</p>	<p>Compare length, weight and capacity. To use prior vocabulary and supplement with Lightest/heaviest/ Tallest/shortest/ Half full/quickest/ Slowest</p> <p>To compare, describe and solve practical problems for >length and heights. >weight >capacity >time To order and sequence 3</p>	<p>Compare, describe and solve practical problems for : lengths and height mass/weight capacity and volume time</p> <p>measure and begin to record the following: lengths and height mass/ weight capacity /volume time (hours, minutes, seconds)</p>	<p>choose and use appropriate standard units to estimate and measure length/ height in any direction mass temperature capacity to the nearest appropriate unit using rulers scales thermometers and measuring vessels</p>

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			comparisons of measure. ELG:THERE IS NO ELG RELATED TO SSM		compare and order Length, mass, volume/ capacity and record the results using > <and =
Measurement: Money			Children use everyday language to talk about money to compare quantities and objects and to solve problems. ELG:THERE IS NO ELG RELATED TO SSM	recognise and know the value of different denominations of coins and notes	recognise and use the symbols for pounds (£) and pence (p) combine amounts to make a particular value find different combinations of coins that equal the same amount of money solve simple problems in a practical context involving addition and subtraction of money of the same unit including giving change
Measurement: Time		Understand position through words alone Begin to describe a sequence of events using words such as “first”, “then”	To sequence a familiar set of events both fictional and nonfictional. To be introduced to and understand the o'clock time on an analogue clock. NO ELG FOR SSM	sequence events in chronological order using language for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening	compare and sequence intervals of time tell and write the time to five minutes, including quarter past/to the hour and draw the hands on the

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				<p>recognise and use language relating to dates, including days of the week, weeks, months and years</p> <p>tell time to the hour and half past the hour and draw hands on the clock face to show these times</p>	<p>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>Geometry: 2D shapes</p>	<p>Complete inset shape puzzles. Notice patterns and arrange things in patterns.</p>	<p>Talk about and explore 2d and 3d shapes... using informal and mathematical language “sides”, “corners”, “straight”, “flat”, “round” Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. Combine shapes to make new ones.</p>	<p>Select, rotate and manipulate shapes in order 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.</p> <p>Recognise and name common 2d and 3d shapes and talk about properties of sides, corners, edges, faces, curved and flat, ELG:There is no ELG for SSM</p>	<p>recognise an name, 2D shapes for example rectangles (including squares), circles and triangles</p>	<p>identify and describe the properties of 2D shapes, including the number of sides and line of symmetry in a vertical line</p> <p>identify 2D shapes on the surface of 3D shapes (for example a circle on a cylinder and a triangle on a pyramid)</p> <p>compare and sort common 2D shapes and everyday objects</p>

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<p>Geometry: 3D shapes</p>	<p>Climb and squeeze selves into different spaces. Build with a range of resources.</p>	<p>Select shapes appropriately to build, e.g a pyramid for a roof.</p>	<p>Recognise and name common 2d and 3d shapes and talk about properties of sides, corners, edges, faces, curved and flat, ELG: There is no ELG for SSM</p>	<p>recognise and name common 3D shapes for example cuboids including cubes pyramids and spheres</p>	<p>recognise and name common 3D shapes for example cuboids including cubes pyramids and spheres</p> <p>compare and sort common 3D shapes and everyday objects</p>
<p>Geometry: Position and Direction</p>		<p>Understand position through words alone eg “The bag is under the table” with no pointing Describe a familiar route Discuss routes and locations , using words like in front of and behind.</p>	<p>Draw information from a simple map. Select, rotate and manipulate shapes in order to develop spatial reasoning skills. To describe position, direction and movement including forwards, backwards, sideways, in front, behind, under, over, beside, next to, in between. To begin to introduce left and right. ELG: There is no ELG for SSM</p>	<p>describe position direction and movement, including whole, half, quarter and three quarter turns</p>	<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 anticlockwise</p>

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	Year 3	Year 4	Year 5	Year 6	
Place Value	Count from 0 in multiples of 4, 8, 50 and 100. Find 10 or 100 more or less than a given number	Count in multiples of 6, 7, 9, 25 and 1000. Count backwards through zero to include negative numbers	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 Identify estimating	identify, represent and estimate numbers using different representations Read and write numbers up to 1000 in numerals and words	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	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.	Read, write (order and compare) numbers to at least 10,000,000 and determine the value of each digit.	
Place Value: Use PV and compare.	Recognise the place value of each digit in a three digit number (hundreds, tens and ones)	Find 1000 more or less than a given number. Recognise the place value of each digit in a	(Read, Write), order and compare numbers to at least 1,000,000 and determine the value of each digit.	(Read, Write), order and compare numbers to at least 10,000,000 and determine the value of each digit.	

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	Compare and order numbers up to 1000	four digit number (thousands, hundreds, tens and ones) Compare and order numbers beyond 1000			
Place value: Problems and rounding	Use place value and number facts to solve problems	Solve number problems and practical problems involving these ideas	Round any number to the nearest 10, 100 or 1000. Solve number and practical problems that involve all of the above with increasingly large positive numbers	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	
Addition and subtraction: Recall, represent,	estimate the answer to a calculation and use inverse operations to check answers	estimate and use inverse operations to check answers to a calculation.	use rounding to check answers to calculations and determine in the context of a problem levels of accuracy		
Addition and Subtraction: Calculations	add and subtract numbers mentally including: a 3 digit number and ones a 3 digit number and 10s	add and subtract numbers with up to four digits using formal written methods of columnar addition and	add and subtract whole numbers with more than 4 digits including using formal written methods (columnar addition and subtraction)	perform mental calculations, including with mixed operations and large numbers	

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	<p>a three digit number and hundreds.</p> <p>Add and subtract numbers with up to three digits using formal written methods of columnar addition and subtraction</p>	<p>subtraction where appropriate.</p>	<p>Add and subtract numbers mentally with increasingly large numbers</p>	<p>use their knowledge of the order of operations to carry out calculations involving the four operations.</p>	
<p>Addition and Subtraction: Solving Problems</p>	<p>solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction</p>	<p>solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.</p>	<p>solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and why</p> <p>solve problems involving addition, subtraction, multiplication and division and a combination of these including understanding the meaning of the equals sign</p>	<p>solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and why</p>	
<p>Multiplication and Division: Recall, represent, use</p>	<p>recall and use multiplication and division facts for the three four and eight multiplication tables</p>	<p>recall multiplication and division facts for multiplication tables up to 12 x 12</p>	<p>identify multiples and factors including finding all factor pairs of a number and common factors of 2 numbers</p>	<p>identify common factors, common multiples and prime numbers</p> <p>use estimation to check to answers to calculations</p>	

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		<p>use place value known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers</p> <p>recognise and use factor pairs and commutativity mental calculations</p>	<p>know and use 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>recognise and use square numbers and cube numbers the notation for squared and cubed.</p>	<p>and determine, in the context of a problem. an appropriate degree of accuracy.</p>	
Multiplication and Division: calculation	<p>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</p>	<p>multiply two digit and three digit numbers by a one digit number using formal written layout</p>	<p>multiply numbers up to four digits by a one or two digit number using a formal written method including long multiplication for two digit numbers</p> <p>multiply and divide numbers mentally drawing upon known facts</p>	<p>multiply multi digit numbers up to four digits by a two digit whole number using the formal written method of long multiplication</p> <p>divide numbers up to four digits by a two digit whole number using the formal written method of long division and interpret remainders as whole number remainders,</p>	

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			<p>divide numbers up to four digits by a one digit number using 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>fractions or by rounding as appropriate for the context</p> <p>divide numbers up to four digits by a two digit number using the formal written method of short division where appropriate, interpreting remainders according to the context</p> <p>perform mental calculations including with mixed operations and large numbers</p>	
Multiplication and Division: Solve Problems	<p>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</p>	<p>solve problems involving multiplying and adding, including using the distributive law to multiply 2 digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects</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, including scaling by simple fraction and</p>	<p>solve problems involving addition subtraction multiplication and division</p>	

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			problems involving simple rates		
Multiplication and Division: Combined Operations			solve problems involving addition subtraction multiplication and division and a combination of these, including understanding the meaning of the equals sign	use their knowledge of the order of operations to carry out calculations involving the four operations	
Fractions: Recognise and Write	<p>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one digit numbers in or quantity's by 10</p> <p>recognise find and write fractions of a discrete set of objects: unit fractions and non unit fractions with small denominators</p> <p>recognise and use fractions as numbers: unit fractions and non unit fractions with small denominators</p>	<p>count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10</p>	<p>identify name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths</p> <p>recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as mixed number for example</p>		

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<p>Fractions: Compare</p>	<p>recognise and show using diagrams, equivalent fractions with small denominators</p> <p>compare and order unit fractions, and fractions with the same denominators</p>	<p>recognise and show using diagrams, families of common equivalent fractions</p>	<p>compare and order fractions whose denominators are all multiples of the same number</p>	<p>use common factors to simplify fractions; use common multiples to express fractions in the same denomination</p> <p>fractions compare and order fractions, including fractions > 1</p>	
<p>Fractions: Calculations</p>	<p>add and subtract fractions with the same denominator within one whole for example $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$</p>				
<p>Fractions: Solve Problems</p>	<p>solve problems that involve all of the above</p>	<p>solve problems involving increasingly hard fractions to calculate quantities, and fractions to divide quantities, including non unit fractions where the answer is a whole number</p>			
<p>Decimals: Recognise and write</p>		<p>recognise and write decimal equivalents of any number of tenths or hundredths</p>	<p>read and write decimal numbers as fractions for example $0.71 = \frac{71}{100}$</p>	<p>identify the value of each digit in numbers given to three decimal places</p>	

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		recognise and write decimal equivalent to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$	recognise and use thousandths and relate them to tenths hundredths and decimal equivalents		
Decimals: Compare		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	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		
Decimals: Calculations and Problems		find the effect of dividing a one or two digit number by 10 and 100 identifying the value of the digits in the answers as ones, tenths and hundredths	solve problems involving number up to three decimal places	multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places multiply 1 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	

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				<p>solve problems which require answers to be rounded to specific degrees of accuracy</p>	
Fractions, Decimals and Percentages		<p>solve simple measure and money problems involving fractions and decimals to two decimal places</p>	<p>recognise the percent symbol and understand that percent relates to number of parts per hundred and write percentages as a fraction with the denominator 100 and as a decimal</p>	<p>solve simple measure and money problems involving fractions and decimals to two decimal places</p>	
Ration and 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 and the use of percentages for comparison</p> <p>solve problems involving similar shapes where the</p>	

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				<p>scale factor is known or can be found</p> <p>solve problems involving unequal sharing and grouping using knowledge of fractions and multiples</p>	
Algebra				<p>use simple formula</p> <p>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>	
Using Measure	<p>Measure, compare, add and subtract lengths (m/cm/mm); mass (kg,g); volume/capacity (l/ml)</p>	<p>convert between different units of measure</p> <p>estimate compare and calculate different measures</p>	<p>convert between different units of metric measure</p> <p>understand and use approximate equivalence is between metric units and common imperial units</p>	<p>solve problems involving the calculation and conversion of units of measure using decimal notation up to three decimal places where appropriate</p>	

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			<p>such as inches pounds and pints</p> <p>use all four operations to solve problems involving measure using decimal notation including scaling</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 notations up to three decimal places</p> <p>convert between miles and kilometres</p>	
Measurement: Money	add and subtract amount of money to give change using both pounds and pence in practical context	Estimate, compare and calculate different measures including money in pounds and pence	use all four operations to solve problems involving measure for example money		
Measurement: Time	<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;</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>	solve problems involving converting between units of time	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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	<p>record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm ,morning, afternoon, noon and midnight</p> <p>Know the number of seconds in a minute and the number of days in each month, year and leap year</p> <p>compare durations of events for example to calculate the time taken by a particular event or task</p>				
Measurement: Perimeter, Area, Volume	<p>measure the perimeter of simple 2D shapes</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>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 and estimate the area of irregular shapes</p>	<p>recognise that shapes with the same area can have different perimeters and vice versa</p> <p>recognise when it is possible to use formulae for area and volume of shapes</p>	

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			estimate volume for example using one centimetre cubed blocks to build cuboids including cubes and capacity for example using water	calculate the area of parallelograms and triangles calculate estimate and compare volume of cubes and cuboids using standard units including cubic centimetres and cubic metres and extending to other units	
Geometry: 2D shapes	draw 2D shapes	compare and classify geometric shapes including quadrilaterals and triangles based on their properties and size identify lines of symmetry in 2D shapes presented on different orientations	distinguish between regular and irregular polygons based on reasoning about equal sides and angles use the properties of rectangles to justify related facts and find missing lengths and angles	draw 2D 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 and diameter and circumference and know that the diameter is twice the radius	
Geometry: 3D shapes	make 3D shapes using modelling materials recognise 3D shapes in		identify 3D shapes including cubes and other	recognise describe and build simple 3D shapes including making nets	

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	different orientations and describe them		cuboids from 2D representations		
Geometry: Angles and lines	<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 half a turn three make 3/4 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>identify acute and obtuse angles and compare and order angles up to two right angles by size</p> <p>identify lines of symmetry in 2D shapes represented in different orientations</p> <p>complete a simple symmetrical figure with respect to a specific line of symmetry</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</p> <p>identify: angles at a point and one whole turn angles at a point on a straight line and half a turn</p> <p>other multiples of 90 degrees</p>	<p>find unknown angles in any triangles, quadrilaterals and regular polygons</p> <p>recognise angles where they meet at a point, on a straight line or are vertically opposite and find missing angles</p>	
Geometry: Position and Direction		<p>describe positions on a 2D 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>identify describe an 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 4 quadrants</p> <p>draw and translate simple shapes on the coordinate plane, and reflect them in the axes</p>	

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		plot specified points and draw sides to give to complete a given Polygon			
Statistics: Present and interpret	interpret and present data using bar charts, pictograms and tables	interpret and present discrete and continuous data using appropriate graphical methods including bar charts and time graphs	complete read and interpret information in tables including timetables	interpret and construct pie charts and line graphs and use these to solve problems	
Statistics: Solve Problems	solve one step and two step questions (for example How many more? and How many fewer?) using information presented in scaled bar chart and pictograms and tables	solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	solve comparison, sum and difference problems using information presented in a line graph	calculate and interpret the mean as an average	