





Algebra	Numbers and the Number System	Calculating	Using and Applying Mathematics	Shape, Space and Measure	Handling Data
recognise sequences of numbers, including odd and even numbers	count up to 10 objects	understand addition as finding the total of two or more sets of objects	use mathematics as an integral part of classroom activities	use everyday language to describe properties of 2-D and 3-D shapes	sort and classify objects
	read, write numbers to 10	understand subtraction as 'taking away' objects from a set and finding how many are left	represent their work with objects or pictures	use everyday language to describe positions of 2-D and 3-D shapes	represent their work
	order numbers to 10	add and subtract numbers of objects to 10	discuss their work	measure and order objects using direct comparison	demonstrate the criterion they have used
	begin to use the fraction, one-half	begin to know some addition facts	draw simple conclusions from their work	order events	sort objects and classify them using more than one criterion
recognise a wider range of sequences	count sets of objects reliably	solve addition/subtraction problems involving up to 10 objects	recognise and use a simple pattern or relationship	use mathematical names for common 3-D and 2-D shapes	understand vocabulary relating to handling data
	begin to understand the place value of each digit; use this to order numbers up to 100	record their work	select the mathematics they use in some classroom activities	describe their properties, including numbers of sides and corners	collect and sort data to test a simple hypothesis
begin to understand the role of '=' (the 'equals' sign)	begin to use halves and quarters and relate the concept of half of a small quantity to the concept of half of a shape	use the knowledge that subtraction is the inverse of addition and understand halving as a way of 'undoing' doubling and vice versa	discuss their work using mathematical language	describe the position of objects	record results in simple lists, tables, pictograms and block graphs
	use mental recall of addition and subtraction facts to 10	use mental calculation strategies to solve number problems including those involving money and measures	predict what comes next in a simple number, shape or spatial pattern or sequence and give reasons for their opinions	distinguish between straight and turning movements, recognise right angles in turns and understand angle as a measurement of turn	communicate their findings, using the simple lists, tables, pictograms and block graphs they have recorded
begin to use simple formulae expressed in words	understand place value in numbers to 1000	record their work in writing	explain why an answer is correct	begin to understand that numbers can be used not only to count discrete objects but also to describe continuous measures	gather information
use and interpret coordinates in the first quadrant	use place value to make approximations	choose the appropriate operation when solving addition and subtraction problems	select the mathematics they use in a wider range of classroom activities	classify 3-D and 2-D shapes in various ways using mathematical properties such as reflective symmetry for 2-D shapes	construct bar charts and pictograms, where the symbol represents a group of units
	recognise negative numbers in contexts such as temperature	derive associated division facts from known multiplication facts	try different approaches and find ways of overcoming difficulties that arise when they are solving problems	begin to recognise nets of familiar 3-D shapes, e.g. cube, cuboid, triangular prism, square-based pyramid	use Venn and Carroll diagrams to record their sorting and classifying of information
construct, express in symbolic form, and use simple formulae involving one or two operations	use simple fractions that are several parts of a whole and recognise when two simple fractions are equivalent	add and subtract two-digit numbers mentally	begin to organise their work and check results	recognise shapes in different orientations and reflect shapes, presented on a grid, in a vertical or horizontal mirror line	extract and interpret information presented in simple tables, lists, bar charts and pictograms
	begin to use decimal notation in contexts such as money	add and subtract three digit numbers using written method		use and interpret mathematical symbols and diagrams	describe position and movement
	recognise and describe number patterns	multiply and divide two digit numbers by 2, 3, 4 or 5 as well as 10 with whole number answers and remainders	use mental recall of addition and subtraction facts to 20 in solving problems involving larger numbers	understand a general statement by finding particular examples that match it	use a wider range of measures including non-standard units and standard metric units of length, capacity and mass in a range of contexts
use and interpret coordinates in all four quadrants	recognise and describe number relationships including multiple, factor and square	solve whole number problems including those involving multiplication or division that may give rise to remainders	review their work and reasoning	use standard units of time	continue to use Venn and Carroll diagrams to record their sorting and classifying of information
	use place value to multiply and divide whole numbers by 10 or 100	use a range of mental methods of computation with all operations	develop own strategies for solving problems	use the properties of 2-D and 3-D shapes	construct and interpret frequency diagrams and simple line graphs
Level 1	recognise approximate proportions of a whole and use simple fractions and percentages to describe these	recall multiplication facts up to 10×10 and quickly derive corresponding division facts	use their own strategies within mathematics and in applying mathematics to practical contexts	make 3-D models by linking given faces or edges and draw common 2-D shapes in different orientations on grids	understand and use the mode and range to describe sets of data
	Level 2	order decimals to three decimal places	use efficient written methods of addition and subtraction and of short multiplication and division	reflect simple shapes in a mirror line, translate shapes horizontally or vertically and begin to rotate a simple shape or object about its centre or a vertex	ask questions, plan how to answer them and collect the data required
begin to understand simple ratio		multiply a simple decimal by a single digit	begin to organise their work and check results	choose and use appropriate units and instruments	in probability, select methods based on equally likely outcomes and experimental evidence, as appropriate
Level 3	use understanding of place value to multiply and divide whole numbers and decimals by 10, 100 and 1000 and explain the effect	solve problems with or without a calculator	present information and results in a clear and organised way	interpret, with appropriate accuracy, numbers on a range of measuring instruments	
	Level 4	use known facts, place value, knowledge of operations and brackets to calculate including using all four operations with decimals to two places	check the reasonableness of results with reference to the context or size of numbers	search for a solution by trying out ideas of their own	find perimeters of simple shapes and find areas by counting squares
use a calculator where appropriate to calculate fractions/percentages of quantities/measurements			identify and obtain necessary information to carry through a task and solve mathematical problems	use a wider range of properties of 2-D and 3-D shapes and identify all the symmetries of 2-D shapes	
Level 5	round decimals to the nearest decimal place and order negative numbers in context	understand and use an appropriate non-calculator method for solving problems that involve multiplying and dividing any three digit number by any two-digit number	check results, considering whether these are reasonable	use language associated with angle and know and use the angle sum of a triangle and that of angles at a point	understand and use the probability scale from 0 to 1
	recognise and use number patterns and relationships	solve simple problems involving ordering, adding, subtracting negative numbers in context	reason about position and movement and transform shapes	measure and draw angles to the nearest degree, when constructing models and drawing or using shapes	understand and use the mean of discrete data and compare two simple distributions, using the range and one of mode, median or mean
Level 5	use equivalence between fractions and order fractions and decimals	solve simple problems involving ratio and direct proportion	show understanding of situations by describing them mathematically using symbols, words and diagrams	read and interpret scales on a range of measuring instruments, explaining what each labelled division represents	understand that different outcomes may result from repeating an experiment
	reduce a fraction to its simplest form by cancelling common factors	apply inverse operations and approximate to check answers to problems are of the correct magnitude	draw simple conclusions of their own and give an explanation of their reasoning	solve problems involving the conversion of units and make sensible estimates of a range of measures in relation to everyday situations	interpret graphs and diagrams, including pie charts, and draw conclusions
Level 5	understand simple ratio			understand and use the formula for the area of a rectangle and distinguish area from perimeter	create and interpret line graphs where the intermediate values have meaning

Key:

Level 1	
Level 2	
Level 3	
Level 4	
Level 5	