

Secure		Find the difference between 2 numbers (1.12)	Decide whether to multiply or divide to represent problems (1.14)
	Identify 1 more or 1 less than a number up to 100 (1.4)	Add and subtract 10 then 9 from a 2 digit number up to 20 (1.12)	Use sharing for division (1.14)
Developing	Order numbers to 100 (1.4)	Partition, find and represent all addition/ subtraction facts up to 20 (1.5/1.9/1.12)	Use arrays for multiplication (1.14)
	Compare numbers to 100 identifying which is more and less (1.4)		Use grouping for division (1.14)
	Count forwards and backwards from a given number to another given number, up to 100 (1.4)	Add and subtract a single digit number from a 2 digit number bridging 10 (1.12)	Use equal groups for multiplication (1.14)
	Write numbers up to 100 (1.4)	Add and subtract 2 single digit numbers up to 20 (1.9/1.12)	Count from 0 in equal steps of 10's (1.14)
Emerging	Say the numbers to and across 100 (1.4)	Partition, find and represent all addition/subtraction facts up to 10 (1.3/1.5)	Count from 0 in equal steps of 5's (1.14)
	Compare numbers to 30, identifying which is more/less (1.1)		
	Order numbers to 30 (1.1)		
	Identify 1 more or 1 less on any number up to 30 (1.1)		
	Read and write numbers 0 - 20 in numerals and words (1.1)	Partition, find and represent all addition/ subtraction facts up to 5 (1.3)	
	Count forwards and backwards from a given number to another given number (0-30) (1.1)	Write addition problems by combining 2 sets and subtraction problems by taking away, using +, - and = (1.3)	Count from 0 in equal steps of 2 (1.14)
1	Count and represent up to 30 objects (1.1)	Add and subtract 1 to numbers up to 20 (1.3)	Double numbers up to at least 10 and halve numbers to at least 20 (1.14)
	Number & Place Value: 1.1, 1.4	Addition & Subtraction: 1.3, 1.5, 1.9, 1.12	Multiplication & Division: 1.14

Secure			
	Measure capacities using standard units (1.16)		
	Measure capacities using non-standard units (1.16)		
Developing	Compare and order capacity of containers (1.16)	Use mathematical language to describe a turn, including quarter and three quarter turns (1.11)	Find a quarter of objects or an amount (1.10)
	Recognise and know the value of monetary notes up to £20 (1.15)		
	Recognise and know the value of coins up to £2 (1.15)		
	Measure time (1.13)		
	Tell the time to half past the hour (1.13)		
	Tell the time to the hour (1.13)	Use mathematical language to describe a turn, including whole and half turns (1.11)	
	Know and use months of the year (1.13)	Use mathematical language to describe position (1.11)	
	Sequence events in a chronological order (1.13)	Compare 3D shapes and explain similarities and differences (1.6)	Recognise a quarter as one of four equal parts of an object or shape (1.10)
Emerging	Know and use days of the week (1.13)	Recognise and name common 3D shapes (cuboids, cubes, pyramids, spheres) (1.6)	Find half of objects or an amount (1.10)
	Measure lengths and heights using common standard units (1.8)		
	Measure lengths and heights using non-standard units (1.8)		
	Compare and order heights and lengths using the language of longer than/shorter than, taller than/shorter than (1.8)		
	Measure the mass of objects using standard units (1.16)		
	Measure the mass of objects using non-standard units (1.16)		
	Order objects by mass (1.16)	Compare 2D shapes and explain similarities and differences (1.2)	
Compare mass of objects - heavier/lighter than (1.16)	Recognise and name common 2D shapes (rectangle, square, circle, triangle) (1.2)	Recognise a half as one of two equal parts of an object or shape (1.10)	
1	Measurement: 1.8, 1.13, 1.15, 1.16	Geometry: 1.2, 1.6, 1.11	Fractions: 1.10

Secure		Derive addition and subtraction facts using inverse operations (2.4)	Recognise and use odd and even numbers (2.8)
		Subtract by finding the difference between two numbers by counting on (2.4)	Use factor, factor, product relationships to derive multiplication and division statements (2.8)
		Subtract multiples of tens from two digit numbers using number facts and subtract two digit numbers by counting back in tens, then ones (2.4)	Recall and use multiplication and division facts for the 5 times table (2.8)
	Read and write numbers up to at least 100 in numerals and words (2.1)	Subtract ones, then tens and ones from two digit numbers using number facts, where the tens don't change, then using bridging and rounding then compensating (2.4)	Build the 5 times table and count in steps of that number to 0 (2.8)
Developing		Use subtraction facts of ten to subtract multiples of ten from 100 (2.4)	Recall and use multiplication and division facts for the 10 times table (2.8)
	Compare and order numbers to 100 using $<$ $>$ $=$ (2.1)	Recall subtraction facts of two single digits within ten and understand that subtraction is not commutative (2.4)	Build the 10 times table and count in steps of that number to 0 (2.8)
	Recognise, represent and estimate the place value of each digit in a 2 digit number (tens, ones) using different representation, including a number line (2.1)	Add 3 single digit numbers (2.3)	Recall and use multiplication and division facts for the 2 times table (2.8)
	Find 10 more and 10 less than a given number (2.1)	Recall subtraction facts of 2 digit numbers, 20 or less, bridging and not bridging ten (2.4)	Build the 2 times table and count in steps of that number to 0 (2.8)
		Add 2 digit numbers using partitioning and recombining (regrouping and not regrouping) and using an efficient strategy (2.3)	Show and use that multiplication is commutative and division is not commutative (2.6)
Emerging		Add multiples of 10 to 2 digit numbers using number facts, including counting in tens then ones (2.3)	Create division statements to describe, solve and share grouping problems (2.6)
	Order 2 digit numbers with different tens and same tens $<$ $>$ $=$ (2.1)	Add ones to 2 digit numbers using number facts when the tens don't change, then by using bridging and rounding to ten then compensating (2.3)	Use arrays to solve multiplication problems (2.6)
	Represent, recognise the value and partition 2 digit numbers in different ways (2.1)	Use addition facts of 10 to derive facts of 100 (2.3)	Create multiplication statements to describe and solve equal grouping problems, then multiplication problems (2.6)
	Read and write 2 digit numbers in words numerals (2.1)	Recall and use addition facts of two single digits, bridging 10 (2.3)	Show and use the connection between multiplication and repeated addition (2.6)
	Identify, represent and estimate 2-digit numbers in different ways and on a number line (2.1)	Show addition is commutative (2.3)	Count in steps of 3 from 0 (2.6)
2	Number & Place Value: 2.1	Addition & Subtraction: 2.3, 2.4	Multiplication & Division: 2.6

Secure	Measure temperature (2.14)		
	Compare and order capacities $< > =$ (2.14)		Interpret then construct a block diagram (2.13)
	Measure then estimate capacity using litres then millilitres (2.14)		Interpret then construct a pictogram where the symbol represents 5 or 10 items (2.13)
	Calculate change from 50p then £1 (2.12)		Interpret then construct a pictogram where the symbol represents a single item, then 2 items (2.13)
	Combine 1p, 2p, 5p, 10p, 20p, and 50p coins to make different totals (2.12)	Order combinations of mathematical objects in pattern and sequences (2.7)	Construct a tally chart (2.13)
	Combine £1, £2, £5 and £10 using the symbol for pounds and find the sum of different amounts of pounds (2.12)	Interpret and devise instructions for following a simple route (2.7)	Interpret a table (2.13)
Developing	Order or sequence intervals of time, including the fact that there are 24 hours in a day (2.11)	Understand and use the language of right angles to describe the size of turn. (2.7)	
	Tell the time to 5 minute intervals past and to the hour on an analogue clock, and draw the hands to show understanding (2.11)	Use mathematical language to describe direction of a turn using clockwise and anti-clockwise (2.7)	
	Know and use the facts that there are 60 minutes in 1 hour (2.11)	Use mathematical language to describe position (2.7)	Find $\frac{3}{4}$ of objects and amounts (2.10)
	Tell the time using quarter past and quarter to the hour on an analogue clock, and draw the hands to show understanding (2.11)	Compare and sort 2D and 3D shapes and explain how they are similar or different (2.5)	Recognise $\frac{3}{4}$ as three of four equal parts, or three of one quarter of a shape and use fraction notation (2.10)
Emerging		Identify and describe 2D shapes on the surface of 3D shapes (2.5)	Recognise that a half is equivalent to two quarters (2.10)
	Measure, estimate and order heights, using cm, then compare using $< > =$ (2.9)	Identify and describe the properties of cylinders and cones (2.5)	Find $\frac{2}{4}$ of objects and amounts (2.10)
	Measure, estimate and order objects length, using m then cm, then compare using $< > =$ (2.9)	Identify and describe and the properties of 3D shapes including the number of vertices, edges and faces (2.2)	Recognise $\frac{2}{4}$ as two of four equal parts or two of one quarter of a shape, use fraction notation (2.10)
	Measure, estimate and order the mass of objects in kg then g, then compare using $< > =$ (2.9)	Identify symmetry properties of 2D shapes using vertical lines (2.2)	Find a $\frac{1}{3}$ of objects and $\frac{1}{3}$ of an amount (2.10)
	Read scales in divisions of 1's, 2's, 5's, 10's (2.9)	Identify and describe the properties of pentagons, hexagons and octagons (2.2)	Recognise $\frac{1}{3}$ as one three equal parts of a shape and use fraction notation (2.10)
2	Measurement: 2.9, 2.11, 2.12, 2.14	Geometry: 2.2, 2.5, 2.7	Fractions: 2.10 & Statistics: 2.13

Secure			Use multiplication or division to solve scaling or correspondence problems (3.9)
	Count up and down in tenths and position on a number line (3.1b)	Use column subtraction for 3-digit and 2 digit numbers when exchanging is required in multiple columns and choose efficient methods (3.8)	Use partitioning to divide by a single digit number where the quotient is a teens number (3.9)
	Find tenths of a whole and express as fractions and decimals (3.1b)	Use column addition for 3-digit and 2-digit numbers when regrouping is required in the ones and tens column and choose efficient methods (3.7)	Use known facts and place value when dividing mentally by 2, 3, 4, 5, and 8 e.g. $120 \div 4$ (3.9)
	Order 3-digit numbers with same/different hundreds (3.1b)	Subtract two 3 digit numbers using partitioning no exchanging and by finding the difference between two 3-digit numbers with the same/different hundreds digits (3.5)	Divide a 3 digit multiple of ten by 10 using place value (3.9)
	Compare any two 3-digit numbers (3.1b)	Subtract hundreds/3 digit numbers from three-digit numbers using number facts, then rounding and compensating (3.5)	Divide near multiples by 2, 3, 4, 5, 8, 10 with remainders (3.9)
	Find 100 more and less than a given number (3.1b)	Subtract tens from three-digit numbers using number facts, where the hundreds don't change, then by bridging (3.5)	Multiply 2 digit number by a 1 digit number using a formal written method (regroup ones and tens) (3.9)
	Find 10 more and less than a given number (3.1b)	Subtract ones from three-digit numbers using bridging and rounding to ten then compensating (3.5)	Multiply 1 and 2 digit numbers by multiples of 10 using place value (3.9)
Developing			Recall and use multiplication and division facts for the 8 times table (3.3)
	Count on and back in steps of 100 from any 2 or 3-digit number (3.1b)		Build the 8x table and count in steps of 8 and multiples of 8 from zero (3.3)
	Count on and back in steps of 10 from any 2 or 3-digit number (3.1a)	Add two 2 digit numbers where the sum exceeds 100, choosing an efficient mental strategy (3.4)	Recall and use multiplication and division facts for the 4 times table (3.3)
	Count in steps of 50 and 100 from zero (3.1a)	Add two 3-digit numbers using rounding to the nearest hundred and then compensating, and by partitioning no exchanging (no regrouping) (3.4)	Build the 4x table and count in steps of 4 and multiples of 4 from zero (3.3)
Emerging	Identify and represent 3-digit numbers on a number line (3.1a)	Add 99 to three-digit numbers using rounding to the nearest hundred and then compensating (3.4)	
	Read and write 3-digit numbers in words and numerals, using zero as a place holder (3.1a)	Add hundreds from three-digit numbers using number facts (3.4)	Recall and use division facts for the 3 times table (3.3)
	Partition 3-digit numbers in different ways (3.1a)	Add tens to three-digit numbers using number facts, where the hundreds don't change, then bridging (3.4)	Recall and use multiplication facts for the 3 times table (3.3)
	Represent 3 digit numbers and recognise the value of digits in 3-digit numbers (3.1a)	Add ones to three-digit numbers using number facts where the tens don't change, bridging, and rounding to ten then compensating (3.4)	Build the 3x table (3.3)
3	Number & Place Value: 3.1a, 3.1b	Addition & Subtraction: 3.4, 3.5, 3.7, 3.8	Multiplication & Division: 3.3, 3.9

Secure			Create a table to show data (3.15)
	Add/subtract capacity (3.13)		Construct a pictogram where the symbol represents multiple items (3.15)
	Measure, compare and order capacity (3.13)		Construct a bar chart (3.15)
	Add and subtract amounts in pounds and pence expressing the answer using £ and p (regrouping in the tens) (3.10)		Interpret data in a table (3.15)
	Use combinations of coins to make amounts beyond £1 (3.10)	Identify angles that are less than or greater than a right angle (3.14)	Interpret a bar chart (3.15)
	Subtract pounds and pence from £5 and £10 and calculate change beyond £1 (3.4) (3.10)	Recognise that 2 right angles make a half-turn, 3 make three-quarters of a turn and 4 a complete turn (3.14)	Interpret a pictogram where the symbol represents multiple items (3.15)
Developing	Sequence events using a.m. and p.m, compare times given in seconds, minutes and/or hours, and calculate the duration of events more/less than one hour (3.12)		
	Read digital time and write using 'to' and 'past'(3.12)		
	Read analogue time and record using digital format (3.12)		Add/subtract fractions with the same denominator within one whole (3.11)
	Tell the time and draw the hands to one minute intervals past and to the hour on an analogue clock (3.12)	Identify a right angle as a quarter turn and identify when a shape has a right angle (3.14)	Find non-unit fractions of a number of objects and an amount (3.11)
	Know the number of days in each month, year and leap year (3.12)	Understand that angle is a description of turn and a feature of shapes (3.14)	Find unit fractions of a number of objects and an amount (3.11)
	Know the number of seconds in a minute and multiple minutes (3.12)	Name and describe 3D shapes and make them using modelling materials (3.2)	Recognise and show equivalent proper fractions (denominators multiples of each other) (3.6)
Emerging	Use scaling with measures (3.13)		
	Find the perimeter of a 2-D shapes by measuring (3.13)		
	Add/subtract lengths (3.13)	Draw common 2D shapes (3.2)	Compare and order proper fractions which have the same numerator >1 (small denominator) (3.6)
	Use a ruler to measure lengths in millimetres, then compare and order lengths (3.13)	Identify and draw perpendicular lines (3.2)	Compare two unit fractions, then order a set of unit fractions (3.6)
	Add/subtract mass (3.13)	Identify and draw parallel lines (3.2)	Compare two proper fractions, then order a set which have the same denominator (3.6)
	Measure, compare and order mass (3.13)	Identify and draw horizontal and vertical lines (3.2)	Recognise and represent unit and non-unit fractions (3.6)
3	Measurement: 3.10, 3.12, 3.13	Geometry: 3.4, 3.5, 3.7, 3.8	Fractions: 3.6, 3.11 & Statistics: 3.15

Secure			Use a written method (bus stop) to divide 3 digit numbers by a single digit number with no remainder (4.9b)
			Multiply 2 and 3 digit numbers by a 2 digit number using a written method (4.9b)
		Use column subtraction for 4 digit, 3 digit and 2 digit numbers, when exchanging is required (4.8)	To know and use multiples and known facts when multiplying and dividing mentally (4.9b)
		Subtract a 4 digit number from a 4 digit number, no exchanging (4.8)	Divide multiples of ten by 10 and multiples of a hundred by 100 (4.9b)
		Use column addition for two 3 digit numbers where the sum exceeds 1000 (4.7)	Multiply 2 and 3 digit numbers by a 1 digit number using a formal written method (4.9a)
		Use column addition for 4 digit, 3 digit and 2 digit numbers when regrouping is required (4.7)	Multiply 1 digit number (6, 7, 9) by multiples of ten using place value (4.9a)
Developing			Recall and use multiplication and division facts for the 12 times table (4.6)
			Build the 12 times table and count in steps of that number from zero (4.6)
	Count backwards † 0 to include negative numbers (4.1b)		Recall and use multiplication and division facts for the 11 times table (4.6)
	Round 3 & 4 digit numbers to the nearest 10, 100 and 1000 (4.1b)	Add two 4 digit numbers without regrouping (4.7)	Build the 11 times table and count in steps of that number from zero (4.6)
	Round 2 & 3 digit numbers to the nearest 10 (4.1b)	Subtract by finding the difference between two 4 digit numbers by counting on (4.5)	Recall and use multiplication and division facts for the 7 times table (4.3)
	Order and compare 4 digit numbers beyond 1000 (including on a number line) (4.1b)	Subtract 3 and 4 digit numbers using rounding then compensating (4.5)	Build the 7 times table and count in steps of that number from zero (4.3)
Emerging		Subtract ones, tens, hundreds from 4 digit numbers, where the hundreds/thousands change (4.5)	Recall and use multiplication and division facts for the 9 times table (4.3)
	Find 1000 more or less of a given number (4.1a)	Add two 3 digit numbers where the sum exceeds 1000, choosing an efficient mental strategy (4.4)	Build the 9 times table and count in steps of that number from zero (4.3)
	Read and write 4 digit numbers in numerals and words (including zero as a place holder) (4.1a)	Add 2, 3 and 4 digit numbers using rounding to the nearest hundred/thousand, then compensating (4.4)	Recall and use multiplication and division facts for the 6 times table (4.3)
	Recognise and represent 4 digit numbers (4.1a)	Add ones, tens, hundreds to 4 digit numbers where the thousands/hundreds change (4.4)	Build the 6 times table and count in steps of that number from zero (4.3)
4	Number & Place Value: 4.1a, 4.1b	Addition & Subtraction: 4.4, 4.5, 4.7, 4.8	Multiplication & Division: 4.3, 4.6, 4.9a, 4.9b

Secure			Interpret and construct a time graph (4.17)
		Describe movement between positions as translations, left, right, up and down (4.16)	Interpret and construct bar charts with different scales on the frequency axis (4.17)
		Use and plot co-ordinates to describe the position of a point (4.16)	Use columnar subtraction for numbers with 2 decimal places with exchanging required (4.13)
	Measure and calculate the area of square and rectilinear shapes by counting squares (4.15)	Compare and order angles up to two right angles in size (4.10)	Use mental strategies to subtract numbers with 1 or 2 dp (4.13)
	Measure and calculate the perimeter of shapes when the dimensions are known and not known (4.15)	Identify and compare acute, obtuse and right angles in shapes (4.10)	Use columnar addition for numbers with 2 decimal places with regrouping (carrying) required (4.13)
Developing			Use mental strategies to add numbers with 1 or 2 dp (4.13)
			Know and use decimal equivalents $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ (4.12)
		Use lines of symmetry to produce pattern and shape (4.2)	Identify equivalent fractions (4.12)
		Identify lines of symmetry of a shape and pattern (4.2)	Add and subtract mixed number fractions (4.12)
	Convert millilitres to litres, kilograms to grams, kilometres to metres (4.14)	Classify 2d shapes using key vocabulary (4.2)	Add and subtract fractions with the same denominator (4.12)
Emerging			Convert from pence to pounds and pounds to pence (4.11)
	Convert between 12 and 24 hour clocks (4.14)	Identify and describe different types of scalene triangle (4.2)	Round numbers with 1 dp to the nearest whole number (4.11)
	Convert units of time - minutes, hours, days, months (4.14)	Identify and describe different types of quadrilaterals (parallelogram, rhombus, trapezium, kite) (4.2)	Compare and order decimal numbers with 1 or 2 dps (4.11)
	Read digital 24 hour clocks and write in words (4.14)	Identify and describe different types of triangle (isosceles, scalene, equilateral) (4.2)	Recognise and represent decimal numbers to 2 decimal places i.e. hundredths (4.11)
4	Measurement: 4.14, 4.15	Geometry: 4.2, 4.10, 4.16	Fractions & Decimals: 4.11, 4.12, 4.13 & Statistics: 4.17

Secure	Recognise and read Roman numerals (5.1b)		
	Use and apply negative numbers in context (including temp) (5.1b)	Subtract 2 decimal numbers with up to 3dps using a column method with exchanging (5.4)	Divide a four digit number by a one digit number using short division, with a remainder (5.7a)
Developing	Round numbers with up to 6 digits to the nearest 10, 100 and 1000 (5.1b)	Add 2 decimal numbers with up to 3dps using a column method with regrouping (5.4)	Divide a four digit number by a one digit number using short division, with no remainder (5.7a)
			Multiply a one digit number by a decimal, 1dp or 2dp, using a formal written method (5.7a)
	Order and compare numbers up to 1 million (5.1a)		Use known facts and place value to multiply a whole number by a decimal (5.7a)
	Recognise and represent numbers up to 1 million (5.1a)	Subtract numbers beyond 5 digits using a column method with exchanging (5.4)	Multiply 2, 3, or 4 digit numbers by a 2 digit number using long multiplication (4.7a)
Emerging			Multiply 4 digit numbers by a 2 digit number using short multiplication (4.7a)
	Recognise and read numbers up to 1 million (5.1a)	Add numbers beyond 5 digits using a column method with regrouping (5.4)	Find and recognise squared and cubed numbers (5.6)
	Read and write 5 digit numbers in numerals and words (5.1a)	Subtract two whole numbers, choosing an efficient mental strategy (5.4)	Find multiples of a given number (5.6)
	Recognise and represent a 5 digit number (5.1a)	Add two whole numbers, choosing an efficient mental strategy (5.4)	Recognise common factors and multiples of numbers up to 20 (5.6)
5	Number & Place Value: 5.1a, 5.1b	Addition & Subtraction: 5.4	Multiplication & Division: 5.6, 5.7a

Secure			Read and interpret information given in a line graph (5.15)
			Read and interpret information given in a table (5.15)
			Read and interpret information given in a timetable (5.15)
	Estimate capacity (5.12)	Know the difference between a regular and irregular polygon (5.13)	Subtract mixed and proper fractions (5.11b)
	Begin to investigate the capacity and volume of a shape (5.10)	Use the properties of rectangles to find missing lengths and angles (5.13)	Add mixed and proper fractions (5.11a)
	Convert l and ml using decimal notation (5.10)	Identify and find angles at a point and on a straight line (5.13)	Convert proper and improper fractions into a mixed number (5.9)
Developing			Know percentage equivalents of fractions (5.9)
		Use a protractor to measure and draw angles (5.13)	Write any percentage as a decimal (5.9)
	Convert from seconds to minutes and minutes to hours (5.14)	Estimate acute, obtuse and reflex angles (5.13)	Write any percentage as a fraction (5.9)
	Convert from hours to days and days to weeks (5.14)	Identify reflex angles (5.13)	Understand that percent relates to number of parts per hundred (5.9)
Emerging			Write a number less than 1 with one, two or three decimal place as a fraction (5.9)
	Calculate the area of rectangles and squares (5.12)		Identify equivalent fractions (5.9)
	Calculate area without counting the area of quadrilaterals (5.10)		Compare and order fractions with denominations that are multiples of the same number (5.9)
	Calculate the perimeter of composite rectilinear shapes (5.10)		Round numbers with 2 decimal places to 1 decimal place or the nearest whole number (5.2)
	Convert cm and mm using decimal notation (5.10)	Describe a reflection (5.8)	Order decimal numbers with up to 3 decimal places (5.2)
	Convert km, m and cm using decimal notation (5.10)	Carry out a reflection using a parallel to the axis touching and crossing the object (5.3)	Write decimal equivalents of any number of thousandths (5.2)
	Convert g and kg using decimal notation (5.10)	Identify cubes, cuboids, prisms and pyramids from nets (5.3)	Read and represent a number with up to 3 decimal places (5.2)
5	Measurement: 5.10, 5.12, 5.14	Geometry: 5.3, 5.8, 5.13	Fractions & Decimals: 5.2, 5.9, 5.11a, 5.11b & Statistics: 5.15

Secure	Describe a number pattern algebraically (6.13)		
	Describe and find a missing term in a linear sequence (6.13)		Find simple and complex percentages of an amount (multiples of 10% and 5%) (6.3)
	Generate a linear sequence from its description (6.13)	Carry out calculations involving a mixture of addition and/or subtraction, multiplication and/or division and indices (6.8)	Find 10%, 25%, 50% and 75% of an amount (6.3)
Developing	Find pairs of numbers that satisfy an equation with two unknowns e.g. $a + b = 15$ (6.13)		
	Find combinations of two variables (6.13)		
	Know the basic rules of algebraic notation and express missing number problems algebraically (6.13)		Divide a three-digit or four digit number by a two-digit number using a formal written method with a remainder rounding to two decimal places (6.3)
	Use simple formulae expressed in words (e.g. time needed to cook a chicken: allow 20 minutes plus 40 minutes per kilogram) (6.13)	Carry out calculations involving all four operations, including brackets (6.8)	Divide a three-digit or four digit number by a two-digit number using a formal written method with and without a remainder (6.3)
Emerging	Interpret the mean of a set of discrete data (6.1)		
	Understand and use negative numbers such as temperature (6.1)		
	Compare and order numbers up to 10,000,000 (6.1)		Multiply a four-digit number by a two-digit number using long multiplication (6.3)
	Read and write 7-digit numbers in numerals and words (6.1)		Identify prime numbers (6.3)
	Represent and recognise the value of 7-digit numbers (6.1)	Carry out calculations involving a mixture of addition, subtraction, multiplication, division (6.8)	Find common multiples and factors of two numbers (6.3)
6	Number & Place Value: 6.1 Algebra: 6.13	Addition & Subtraction: 6.8	Multiplication & Division: 6.3

Secure			Construct a pie chart by measuring angles (6.14)
			Interpret pie charts (6.14)
			Construct line Graphs (6.14)
			Interpret line Graphs (6.14)
			Use scale drawing (6.10)
			Use scale factors to calculate dimensions in similar shapes (6.10)
			Find the value of the parts, given the whole (6.10)
Developing			Find complex percentages of an amount and use percentages to make comparisons (6.10)
			Find equivalencies between simple fractions, decimals and percentages (6.5)
			Know simple fractions and decimal equivalences for 10%, 20%, 25%, 50%, 75%, 100% (6.5)
	Calculate the volume of cuboid, including cubes (6.12)		Calculate decimal equivalents of fifths, eighths and tenths (6.5)
	Calculate the area of a parallelogram and triangle (6.12)	Find unknown angles in a triangle, quadrilateral and in regular polygon (6.6)	Divide a unit fraction and proper fraction by a whole number (6.9c)
Recognise that shapes with the same areas can have different perimeters and vice versa (6.12)	Find missing angles where they meet at a point, on a straight line, or where they are vertically opposite (6.6)	Multiply simple pairs of proper fractions (6.9c)	
Emerging			Add and subtract mixed and proper fractions (6.9a) (6.9b)
	Convert between miles and kilometres (6.11)	Carry out a reflection using one of the axes as a mirror line (6.4)	Multiply decimals (1d.p. or 2d.p.) by a 1-digit number (6.2)
	Convert between units of time (6.11)	Draw and translate simple shapes (6.4)	Multiply and divide decimals by 10, 100, 1000 (6.2)
	Convert between metric units from the smaller unit to the larger unit and from the larger to smaller unit (6.11)	Use coordinates to describe and plot the position of a point in all four quadrants (6.4)	Identify the value of digits in decimal numbers (6.2)
6	Measurement: 6.11, 6.12 Statistics: 6.14	Geometry: 6.4, 6.6	Fractions: 6.2, 6.5, 6.9a, b, c Ratio: 6.10

ELG	Solve problems, including doubling, halving and sharing	
	Using quantities and objects, add and subtract two single-digit numbers and count on or back to find the answer	Explore characteristics of everyday objects and shapes and use mathematical language to describe them
	Say which number is one more or one less than a given number	Recognise, create and describe patterns
	Place numbers from 1 to 20 in order	Use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems
	Count reliably with numbers from 1 to 20	
40 - 60 months +	Begins to identify own mathematical problems based on own interests and fascinations	
	Records, using marks that they can interpret and explain	
	In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting	
	Finds one more or one less from a group of up to five objects, then ten objects	
	Say the number that is one more than a given number	Measures short periods of time in simple ways
	Finds the total number of items in two groups by counting all of them	Orders and sequences familiar events
	Uses the language of 'more' and 'fewer' to compare two sets of objects	Beginning to use everyday language related to money
	Estimates how many objects they can see and checks it by counting them	Uses everyday language related to time
	Counts an irregular arrangement of up to ten objects	Uses familiar objects and common shapes to create and recreate patterns and build models
	Selects the correct numeral to represent 1 to 5, then 1 to 10 objects	
	Counts out up to six objects from a larger group	Orders two items by weights or capacity
	Counts objects to 10, and beginning to count beyond 10	Orders two or three items by length or height
	Counts actions or objects which cannot be moved	Can describe their relative position such as 'behind' or 'next to'
	Counts up to three or four objects by saying one number name for each item	Selects a particular names shape
	Recognise numerals 1 to 5	Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes
Recognise some numerals of personal significance		
30 - 50 months	Realises not only objects, but anything can be counted, including steps, claps or jumps	
	Shows an interest in representing numbers	
	Shows an interest in numerals in the environment	
	Separates a group of three or four objects in different ways, beginning to recognise that the total is still the same	
	Shows an interest in number problems	Beginning to talk about the shapes of everyday objects, e.g. 'round' and 'tall'
	Compares two groups of objects, saying when they have the same number	Uses shapes appropriately for tasks
	Shows curiosity about numbers by offering comments or asking questions	Shows interest in shapes in the environment
	Sometimes matches numeral and quantity correctly	Shows interest in shape by sustained construction activity or by talking about shapes or arrangements
	Beginning to represent numbers using fingers, marks on paper or pictures	
	Knows that numbers identify how many objects are in a set	Uses positional language
	Recites numbers in order to 10	Shows an awareness of similarities of shapes in the environment
	Uses some number names accurately in play	Shows an interest in shape and space by playing with shapes or making arrangements with objects
Uses some number names and number language spontaneously		
EYFS	Numbers	Shape, Space and Measure