The Royal School Maths Progression Map 2021-22

Number sense

| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
| :---: | :---: | :---: | :---: | :---: |
| (Number) Have a deep understanding of number to 10 , including the composition of each number <br> - Subitise (recognise quantities without counting) up to 5 <br> (Numerical Patterns) Verbally count beyond 20 , recognising the pattern of the counting system <br> - Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity | Count to and across 100 , forwards and backwards, beginning with 0 or 1 , or from any given number <br> Count, read and write numbers to 100 in numerals; count in multiples of $2 \mathrm{~s}, 5 \mathrm{~s}$ and 10 s <br> Given a number, identify 1 more and 1 less <br> 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 <br> Read and write numbers from 1 to 20 in numerals and words | Count in steps of 2,3, and 5 from 0 , and in 10 s from any number, forward and backward <br> Recognise the place value of each digit in a two-digit number ( $10 \mathrm{~s}, 1 \mathrm{~s}$ ) <br> Identify, represent and estimate numbers using different representations, including the number line <br> Compare and order numbers from 0 up to 100 ; use $<$, $>$ and $=$ signs <br> Read and write numbers to at least 100 in numerals and in words <br> Recall doubles and halves up to 20 <br> Recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20 <br> Use place value and number facts to solve problems <br> Use estimation to check that his/ her answers to a calculation are reasonable | Count from 0 in multiples of 4,8 , 50 and 100 ; find 10 or 100 more or less than a given number <br> Recognise the place value of each digit in a 3 -digit number ( $100 \mathrm{~s}, 10 \mathrm{~s}$, 1s) <br> Compare and order numbers up to 1,000 identify, represent and estimate numbers using different representations <br> Read and write numbers up to 1,000 in numerals and in words <br> Solve number problems and practical problems involving these ideas | Count in multiples of 6, 7, 9, 25 and 1,000 <br> Find 1,000 more or less than a given number <br> Count backwards through 0 to include negative numbers <br> Recognise the place value of each digit in a four-digit number $(1,000$ s, $100 \mathrm{~s}, 10 \mathrm{~s}$, and 1s) <br> Order and compare numbers beyond 1,000 <br> Identify, represent and estimate numbers using different representations <br> Round any number to the nearest 10,100 or 1,000 <br> Solve number and practical problems that involve all of the above and with increasingly large positive numbers <br> Read roman numerals to 100 (i) to c) and know that over time, the numeral system changed to include the concept of 0 and place value |

The Royal School Maths Progression Map 2021-22

| Addition and subtraction |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
| (Number) Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10 , including double facts. <br> (Numerical Patterns) Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity | Read, write and interpret mathematical statements involving addition ( + ), subtraction ( - ) and equals (=) signs <br> Represent and use number bonds and related subtraction facts within 20 <br> Add and subtract onedigit and two-digit numbers to 20, including 0 <br> 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 <br> Solve problems with addition and subtraction: applying their increasing knowledge of mental and written methods <br> Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 <br> Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: <br> - a two-digit number and 1s <br> - a two-digit number and 10 s <br> - 2 two-digit numbers <br> - adding 3 one-digit numbers <br> - show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 number from another cannot <br> Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems | Add and subtract numbers mentally, including: <br> - a three-digit number and 1 s <br> - a three-digit number and 10 s <br> - a three-digit number and 100s <br> Add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction <br> Estimate the answer to a calculation and use inverse operations to check answers <br> Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction | Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate <br> Estimate and use inverse operations to check answers to a calculation <br> Solve addition and subtraction twostep problems in contexts, deciding which operations and methods to use and why |

The Royal School Maths Progression Map 2021-22

| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
| :---: | :---: | :---: | :---: | :---: |
| (Number) Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10 , including double facts. <br> (Numerical Patterns) 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 | Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables, including recognising odd and even numbers <br> Say the nearest multiples of 10 to a given 2 digit number <br> Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication ( $x$ ), division ( $\div$ ) and equals ( $=$ ) signs <br> Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot <br> Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts | Recall and use multiplication and division facts for the 3,4 and 8 x multiplication tables <br> 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 <br> 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 | Recall multiplication and division facts for multiplication tables up to $12 \times 12$ <br> Use place value, known and derived facts to multiply and divide mentally, including: <br> - multiplying by 0 and 1 ; <br> - dividing by 1 ; <br> - multiplying together 3 numbers <br> Recognise and use factor pairs and commutativity in mental calculations <br> Multiply two-digit and three-digit numbers by a one-digit number using formal written layout <br> Solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects |

The Royal School Maths Progression Map 2021-22

| Fractions |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
|  | Recognise, find and namea half as 1 of 2 equal parts of an object, shape or quantity <br> Recognise, find and name a quarter as 1 of 4 equal parts of anobject, shape orquantity | Recognise, find, name and write fractions $1 / 3,1 / 4,2 / 4$ and $3 / 4$ of a length, shape, <br> Write simple fractions, for example $1 / 2$ of $6=3$ and recognise the equivalence of $2 / 4$ and $1 / 2$ set of objects or quantity | Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one- digit numbers or quantities by 10 <br> Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators <br> Recognise and use fractions as numbers: unit fractions and non unit fractions with small denominators <br> Recognise and show, using diagrams, equivalent fractions with small denominators <br> Add and subtract fractions with the same denominator within one whole [for example, $5 / 7+1 / 7=6 / 7]$ <br> Compare and order unit fractions, and fractions with the same denominators <br> Solve problems that involve all of the above | Recognise and show, using diagrams, families of common equivalent fractions <br> Count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10 <br> Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number <br> Add and subtract fractions with the same denominator <br> Recognise and write decimal equivalents of any number of tenths or hundreds <br> Recognise and write decimal equivalents to $1 / 4,1 / 2,3 / 4$ <br> Find the effect of dividing a one or two digit number by 10 and 100 , identifying the value of the digits in the answer as ones, tenths and hundredths <br> Round decimals with 1 decimal place to the nearest whole number <br> Compare numbers with the same number of decimal places up to 2 decimal places <br> Solve simple measure and money problems involving fractions and decimals to 2 decimal places |

The Royal School Maths Progression Map 2021-22

| Measurement |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
|  | Compare, describe and solve practical problems for: <br> -Lengths and heights [for example, long/short, longer/shorter, tall/ short, double/half] <br> -Mass/weight [for example, heavy/ light, heavier than, lighter than] <br> -Capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] <br> -Time [for example,quicker, slower, earlier, later] <br> Measure and begin to record the following: <br> - Lengths and heights <br> - Mass/weight <br> - Capacity and volume <br> - Time (hours, minutes, seconds) <br> Recognise and know the value of different denominations of coins and notes <br> Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] <br> Recognise and use language relating to dates, including days of the week, weeks, months and years <br> Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times | Choose and use appropriate standard units to estimate and measure length/height in any direction ( $\mathrm{m} / \mathrm{cm}$ ); mass ( $\mathrm{kg} / \mathrm{g}$ ); temperature $\left({ }^{\circ} \mathrm{C}\right)$; capacity (litres/ ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels <br> Compare and order lengths, mass, volume/capacity and record the results using >, < and= <br> Recognise and use symbols for pounds <br> ( $£$ ) and pence (p); combine amounts to make a particular value <br> Find different combinations of coins that equal the same amounts of money <br> Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change <br> Compare and sequence intervals of time <br> 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 <br> Know the number of minutes in anhour and the number of hours in a day <br> Read scales in divisions of ones, twos, fives and tens <br> Know the value of different coins | Measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm} / \mathrm{mm}$ ); mass ( $\mathrm{kg} / \mathrm{g}$ ); volume/capacity ( $\mathrm{I} / \mathrm{ml}$ ) <br> Measure the perimeter of simple 2D shapes <br> Add and subtract amounts of money to give change, using both £ and pin practical contexts <br> Tell and write the time from an analogue clock, including using roman numerals from ito xii, and 12-hour and 24-hour clocks <br> 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, am/pm, morning, afternoon, noon and midnight <br> Know the number of seconds in a minute and the number of days in each month, year and leap year <br> Compare durations of events [for example, to calculate the time taken by particular events or tasks] | Convert between different units of measure [for example, kilometre to metre; hour to minute] <br> Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres <br> Find the area of rectilinear shapes by counting squares <br> Estimate, compare and calculate different measures, including money in pounds and pence <br> Read, write and convert time between analogue and digital 12- and 24-hour clocks <br> Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days |


| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
| :---: | :---: | :---: | :---: | :---: |
|  | Recognise and name common 2-D and 3-D shapes, including: <br> - 2-D shapes [for example, rectangles (including squares), circles and triangles] <br> - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] <br> Describe position, direction and movement, including whole, half, quarter and three-quarter turns | Identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical line <br> Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces <br> Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] <br> Compare and sort common 2-D and 3-D shapes and everyday objects <br> Order and arrange combinations of mathematical objects in patterns and sequences <br> 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) | Draw 2-D shapes and make 3-D shapes using modeling materials <br> Recognise 3-D shapes in different orientations and describe them <br> Recognise angles as a property of shape or a description of a turn <br> Identify right angles, recognise that 2 right angles make a half- turn, 3 make three-quarters of a turn and 4 a complete turn; identify whether angles are greater than or less than a right angle <br> Identify horizontal and vertical lines and pairs of perpendicular and parallel lines | Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes <br> Identify acute and obtuse angles and compare and order angles up to 2 right angles by size <br> Identify lines of symmetry in 2-d shapes presented in different orientations <br> Complete a simple symmetric figure with respect to a specific line of symmetry <br> Describe positions on a 2-D grid as coordinates in the first quadrant <br> Describe movements between positions as translations of a given unit to the left/right and up/down <br> Plot specified points and draw sides to complete a given polygon |

The Royal School Maths Progression Map 2021-22

| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
| :---: | :---: | :---: | :---: | :---: |
|  |  | Interpret and construct simple pictograms, tally charts, block diagrams and tables <br> Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity <br> Ask-and-answer questions about totalling and comparing categorical data | Interpret and present data using bar charts, pictograms and tables <br> Solve one-step and twostep questions [for example 'how many more?' And 'how many fewer?'] Using information presented in scaled bar charts and pictograms and tables | Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs <br> Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs |

The Royal School Maths Progression Map 2021-22

| Algebra |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| EYFS | Year 1 | Year 2 | Year 3 | Year 4 |
|  | Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7=$ ? - 9 | Solve addition and subtraction problems involving missing numbers | Solve addition and subtraction, multiplication an division problems that involve missing numbers | Solve addition and subtraction, multiplication an division problems that involve missing numbers |

We use the White Rose maths scheme as a guide to planning the sequence for teaching in Year 1 to Year 4. Teachers also plan to include consolidation and extension of maths within cross-curricular topics when it fits naturally within a topic. For example Roman numerals when studying history and shape within art and design technology topics.

## Year 1



## Year 2



The Royal School Maths Progression Map 2021-22

## Year 3

|  | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 | Week 10 | Week 11 | Week 12 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\underset{\frac{5}{5}}{\frac{c}{5}}$ | Nu | mber: Pl Value |  | Number: Addition and Subtraction |  |  |  |  | Number: Multiplication and Division |  |  |  |
| 른 | Multi | Number plication Division | and | $\begin{aligned} & \text { Measurement: } \\ & \text { Money } \end{aligned}$ | Stati | stics | Measurement: Length and Perimeter |  |  | Num Frac | ber: tions | ¢ O \% 0 0 0 0 0 |
| ¢ E E b | Numb | er: Frac | tions | Measurement: Time |  |  | Geometry: Properties of Shape |  | Measurement: Mass and Capacity |  |  |  |


|  | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 8 | Week 9 | Week 10 | Week 11 | Week 12 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Number: Place Value |  |  |  | Number: Addition and Subtraction |  |  | Measu Leng Perim | ement: $h$ and neter | Number: <br> Multiplication and Division |  |  |
| $\begin{aligned} & \text { mo } \\ & \text { iे } \\ & \text { in } \end{aligned}$ | Number: <br> Multiplication and Division |  |  |  | Number: Fractions |  |  |  | Number: Decimals |  |  | 응 0 0.0 0.0 0 0 |
|  | Num Deci | ber: nals | Measurement: Money |  | Measu Ti | ement: me |  | Geometry: Properties of Shape |  | Geom Pos an Direc | metry: <br> ition nd ction | 응 응 0 0 0 0 |

