

Rusper Primary Maths Skills Progression



| Skill | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|------------------------------------|-------------|--|---|---|--|--|--|
| | Place Value | | | | | | |
| Use Place Value and Compare | | <ul style="list-style-type: none"> Count to and across 100, forwards and backwards beginning with 0 or 1, or from any given number Count numbers to 100 in numeral; count in multiples of twos, fives and tens | <ul style="list-style-type: none"> Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward | <ul style="list-style-type: none"> Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number | <ul style="list-style-type: none"> Count in multiples of 6, 7, 9, 25 and 1000 Count backwards through zero to include negative numbers | <ul style="list-style-type: none"> 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 | | <ul style="list-style-type: none"> Identify and represent numbers using objects and pictorial representations Read and write numbers to 100 in numerals Read and write numeral from 1 to 20 in numerals and words | <ul style="list-style-type: none"> Read and write numbers to at least 100 in numerals and in words Identify, represent and estimate numbers using different representations including the number line | <ul style="list-style-type: none"> Identify, represent and estimate numbers using different representations Read and write numbers up to 1,000 in numerals and in words | <ul style="list-style-type: none"> 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 | <ul style="list-style-type: none"> Read, write (order and compare) numbers to at least 1,000,000 and determine the value of each digit Read Roman numerals to 1,000 (M) and recognise years written in Roman numerals | <ul style="list-style-type: none"> Read, write (order and compare) numbers up to 10,000,000 and determine the value of each digit |
| Vocabulary | | <ul style="list-style-type: none"> <i>Number</i> <i>Zero, one, two, three to twenty, and beyond</i> <i>Before, after</i> <i>More, less, many, fewer</i> <i>Odd, even</i> <i>Ones, tens</i> | <ul style="list-style-type: none"> <i>Numbers to one hundred</i> <i>Hundreds</i> <i>Partition, recombine</i> | <ul style="list-style-type: none"> <i>Numbers to one thousand</i> <i>Integer</i> <i>Interval</i> | <ul style="list-style-type: none"> <i>Tenths, hundredths</i> <i>Decimal (places)</i> <i>Round (to nearest)</i> <i>Thousand (more/less than)</i> <i>Negative integers</i> <i>Count through zero</i> | <ul style="list-style-type: none"> <i>Powers of 10</i> <i>Roman numerals</i> | <ul style="list-style-type: none"> <i>Numbers to ten million</i> |

Rusper Primary Maths Skills Progression



| Skill | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|-------------------------------|--------------------------|---|---|---|--|--|--|
| | Addition and Subtraction | | | | | | |
| Recall, Represent, Use | | <ul style="list-style-type: none"> Read, write and interpret Mathematical statements involving addition (+), subtractions (-) and equals (=) signs Represent and use number bonds and related subtraction facts within 20 | <ul style="list-style-type: none"> Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 Show that addition or 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 and solve missing problems | <ul style="list-style-type: none"> Estimate the answer to a calculation and use the inverse operations to check answers | <ul style="list-style-type: none"> Estimate and use the inverse operation to check answers to a calculation | <ul style="list-style-type: none"> Use rounding to check answers to calculation and determine, in the context of a problem, levels of accuracy | |
| Calculations | | <ul style="list-style-type: none"> Add and subtract one-digit and two-digit numbers to 20 including zero | <ul style="list-style-type: none"> Add and subtract number using concrete objects, pictorial representations, and mentally including: <ul style="list-style-type: none"> ➤ A two-digit number and ones ➤ A two-digit number and tens ➤ Two two-digit numbers ➤ Adding three one-digit numbers | <ul style="list-style-type: none"> Add and subtract numbers mentally, including: <ul style="list-style-type: none"> ➤ A three-digit number and ones ➤ A three-digit number and tens ➤ A three-digit number and hundreds Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction | <ul style="list-style-type: none"> Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate | <ul style="list-style-type: none"> Add and subtract whole numbers with more than 4 digits including using formal written methods (columnar addition and subtraction) Add and subtract numbers mentally with increasingly large numbers | <ul style="list-style-type: none"> Perform mental calculations, including with mixed operations and large numbers Use their knowledge of the order of operations to carry out calculations involving the four operations |

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| Solve Problems | | <ul style="list-style-type: none">• Solve one-step problems that involve addition and subtracting, using concrete objects and pictorial representations, and missing number problems | <ul style="list-style-type: none">• Solve problems with addition and subtraction<ul style="list-style-type: none">➤ Using concrete objects and pictorial representations, including those involving numbers, quantities and measures• Applying their increasing knowledge of mental and written methods | <ul style="list-style-type: none">• Solve problems including missing number problems, using number facts, place value, and more complex addition and subtraction | <ul style="list-style-type: none">• Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why | <ul style="list-style-type: none">• Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why• Solve problems in contexts, deciding which operations and methods to use and why• Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign | <ul style="list-style-type: none">• Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why |
| Vocabulary | | <ul style="list-style-type: none">• <i>Number bonds</i>• <i>Add, addition, more, plus, sum</i>• <i>Subtract, take away, minus</i>• <i>Equals</i> | <ul style="list-style-type: none">• <i>Commutative</i>• <i>Inverse</i>• <i>Difference between</i> | <ul style="list-style-type: none">• <i>Column addition and subtraction</i>• <i>Exchange</i> | | <ul style="list-style-type: none">• <i>Efficient written method</i> | <ul style="list-style-type: none">• <i>Order of operations</i> |

Rusper Primary Maths Skills Progression



| Skill | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|-------------------------------|-----------------------------|--------|---|---|---|--|---|
| | Multiplication and Division | | | | | | |
| Recall, Represent, Use | | | <ul style="list-style-type: none"> Recall and use multiplication and division facts for 2, 5 and 10 multiplication tables, including recognising odd and even numbers Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot | <ul style="list-style-type: none"> Recall and use multiplication and division facts for 3, 4 and 8 multiplication tables | <ul style="list-style-type: none"> Recall multiplication and division facts for multiplication tables up to 12x12 Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations | <ul style="list-style-type: none"> Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers Establish whether a number up to 100 is prime and recall prime numbers up to 19 Recognise and use square numbers and cube numbers, and use the notation for squared and cubed | <ul style="list-style-type: none"> Identify common factors, coming multiples and prime numbers Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy |
| Calculations | | | <ul style="list-style-type: none"> Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication, division and equals signs | <ul style="list-style-type: none"> 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 | <ul style="list-style-type: none"> Multiply two-digit and three-digit numbers by a one-digit number using a formal written layout | <ul style="list-style-type: none"> Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers Multiply and divide numbers mentally drawing upon known facts Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context | <ul style="list-style-type: none"> Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context Divide numbers up to 4 digits by a two- |

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| | | | | | | <ul style="list-style-type: none"> Multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000 | digit number using the formal written method of short division where appropriate, interpreting remainders according to the context <ul style="list-style-type: none"> Perform mental calculations, including with mixed operations and large numbers |
| Solve Problems | | <ul style="list-style-type: none"> Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of a teacher | <ul style="list-style-type: none"> Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts | <ul style="list-style-type: none"> 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 | <ul style="list-style-type: none"> Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects | <ul style="list-style-type: none"> Solve problems involving multiplication and division including using their knowledge of facts and multiples, squares and cubes Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates | <ul style="list-style-type: none"> Solve problems involving addition, subtraction, multiplication and division |
| Combined Operations | | | | | | <ul style="list-style-type: none"> Solve problems involving addition, subtraction, multiplication and division and a combination of these including understanding the meaning of the equals sign | <ul style="list-style-type: none"> Use their knowledge of the order of operations to carry out calculations involving the four operations |
| Vocabulary | | <ul style="list-style-type: none"> <i>Lots of, groups of</i> <i>Once, twice, three times</i> <i>Multiply</i> <i>Array</i> | <ul style="list-style-type: none"> <i>Multiple</i> <i>Equal groups of</i> <i>Divide, divided by</i> <i>Group in...</i> | <ul style="list-style-type: none"> <i>Product</i> <i>Divisibility</i> <i>Divisible by...</i> <i>Remainder</i> | <ul style="list-style-type: none"> <i>Inverse</i> <i>Derive</i> <i>Multiplication and Division Facts</i> | <ul style="list-style-type: none"> <i>Factors, Factor pairs</i> <i>Composite numbers, Prime Numbers, Square, cube</i> <i>Dividend, divisor, quotient</i> <i>Multiplicand</i> | <ul style="list-style-type: none"> <i>Common factors, common multiples</i> <i>Order of operations</i> <i>Highest/Lowest common factor/multiple</i> |

Rusper Primary Maths Skills Progression



| Skill | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|---------------------------------------|-------------------------------------|---|--|--|---|--|--|
| | Fractions, Decimals and Percentages | | | | | | |
| Fractions: Recognise and Write | | <ul style="list-style-type: none"> Recognise, find and name a half as one or two equal parts of an object, shape or quantity Recognise, find and name a quarter as one of four equal parts of an objects, shape or quantity | <ul style="list-style-type: none"> Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity | <ul style="list-style-type: none"> 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 Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators Recognise and use fractions as numbers; unit fractions and non-unit fractions with small denominators | <ul style="list-style-type: none"> Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and diving tenths by ten | <ul style="list-style-type: none"> Identify, name and write equivalent fractions of a given fractions, represented visually, including tenths and hundredths Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed numbers (for example $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{2}{5}$) | |
| Fractions: Compare | | | <ul style="list-style-type: none"> Recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ | <ul style="list-style-type: none"> Recognise and show, using diagrams, equivalent fractions with small denominators Compare and order unit fractions and fractions with the same denominators | <ul style="list-style-type: none"> Recognise and show, using diagrams, families of common equivalent fractions | <ul style="list-style-type: none"> Compare and order fractions whose denominators are all multiples of the same number | <ul style="list-style-type: none"> Use common factors to simplify fractions; use common multiples to express fractions in the same denomination Compare and order fractions, including fractions > 1 |
| Fractions: Solve Problems | | | | <ul style="list-style-type: none"> Solve problems that involve all of the above | <ul style="list-style-type: none"> 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 | | |
| Decimals: Recognise and Write | | | | | <ul style="list-style-type: none"> Recognise and write decimal equivalents of any number of tenths or hundredths | <ul style="list-style-type: none"> Read and write decimal numbers as fractions (for $0.71 = \frac{71}{100}$) | <ul style="list-style-type: none"> Identify the value of each digit in numbers given to three decimal places |

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| | | | | | <ul style="list-style-type: none"> Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{2}{2}$, $\frac{3}{4}$ | <ul style="list-style-type: none"> Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents | |
| Decimals: Compare | | | | | <ul style="list-style-type: none"> Round decimals with once decimal place to the nearest whole number Compare numbers with the same number of decimal places up to two decimal places | <ul style="list-style-type: none"> 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 | | | | | <ul style="list-style-type: none"> 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 | <ul style="list-style-type: none"> Solve problems involving number up to three decimal places | <ul style="list-style-type: none"> Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Multiply one-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 Solve problems which require answers to be rounded to specified degrees of accuracy |
| Fractions, Decimals and Percentages | | | | | <ul style="list-style-type: none"> Solve simple measure and money problems involving fractions and decimals to two decimal places | <ul style="list-style-type: none"> Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a | <ul style="list-style-type: none"> Associate a fraction with division and calculate decimal fraction equivalents (for examples, 0.375) for a simple fraction (for example, $\frac{3}{8}$) Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts |

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| | | | | | | denominator of a multiple of 10 or 25 | |
| Ratio and Proportion | | | | | | | <ul style="list-style-type: none">• Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts• Solve problems involving the calculation of percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison• Solve problems involving similar shapes where the scale factor is known or can be found• Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples |
| | | <ul style="list-style-type: none">• Whole• Equal parts• One half/quarter• Two halves/quarters | <ul style="list-style-type: none">• Three quarters, one third, a third• Equivalence, equivalent | <ul style="list-style-type: none">• Numerator, denominator• Unit fraction, non-unit fraction• Compare and order• Tenths | <ul style="list-style-type: none">• Equivalent decimals and fractions | <ul style="list-style-type: none">• Proper fractions, improper fractions, mixed numbers• Percentage• Half, quarter, fifths• Ratio, proportion | <ul style="list-style-type: none">• Degree of accuracy• Simplify |

Rusper Primary Maths Skills Progression



| Skill | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|-------------------|---|--|--|---|--------|--------|---|
| | Algebra | | | | | | |
| Algebra | | <ul style="list-style-type: none"> Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = __ - 9$ | <ul style="list-style-type: none"> Recognise and use inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems | <ul style="list-style-type: none"> Solve problems, including missing number problems | | | <ul style="list-style-type: none"> Use simple formulae Generate and describe linear number sequences Express missing number problems algebraically Find pairs of numbers that satisfy an equation with two unknowns Enumerate possibilities of combinations of two variables |
| | Note – although algebraic notation is not introduced until Y6, algebraic thinking starts much earlier as exemplified by the ‘missing number’ objectives from Y1/2/3 | | | | | | |
| Vocabulary | | | | | | | <ul style="list-style-type: none"> Linear number sequence Brackets Substitute Variables Symbol Formula Equivalent expressions |

Rusper Primary Maths Skills Progression



| Skill | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|-----------------------|--------------------|--|--|--|--|--|--|
| | Measurement | | | | | | |
| Using Measures | | <ul style="list-style-type: none"> Compare, describe and solve practical problems for: <ul style="list-style-type: none"> ➤ Lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) ➤ Mass/weight (for example, heavy/light, heavier than/lighter than) ➤ Capacity and volume (for example, full/empty, more than, less than, half, half full, quarter) ➤ Time (for examples, quicker, slower, earlier, later) Measure and begin to record the following: <ul style="list-style-type: none"> ➤ Lengths and heights ➤ Mass/weight ➤ Capacity and volume ➤ Time (hours, minutes, seconds) | <ul style="list-style-type: none"> Choose and use appropriate standard units to estimate and measure length/height in any directions (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest unity, using rulers, scales, thermometers and measuring vessels Compare and order lengths, mass, volume/capacity and record the results using >, < and = | <ul style="list-style-type: none"> Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) | <ul style="list-style-type: none"> Convert between different units of measure (for example, kilometre to metre; hour to minute) Estimate, compare and calculate different measures | <ul style="list-style-type: none"> Convert between different units of metric measures (for example km to m, cm to m, cm to mm, g to kg, l to ml) Understand and use approximate equivalences between metric and common imperial units such as inches, pounds and pints Use all four operations to solve problems involving measure (for example, length, mass, volume, money) using decimal notation, including scaling | <ul style="list-style-type: none"> Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation up to three decimal places Convert between miles and kilometres |

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| Money | | <ul style="list-style-type: none"> Recognise and know the value of different denominations of coins and notes | <ul style="list-style-type: none"> Recognise and use symbols (£) and pence (p); combine amounts to make a particular value Find different combinations of coins that equal the same amounts of money Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change | <ul style="list-style-type: none"> Add and subtract amounts of money to give change, using both £ and p in practical contexts | <ul style="list-style-type: none"> Estimate, compare and calculate different measures, including money in pounds and pence | <ul style="list-style-type: none"> Use all four operations to solve problems involving measure (for example, money) | |
| Time | | <ul style="list-style-type: none"> Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening) Recognize and use language relating to dates, including days of the week, weeks, months and years Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times | <ul style="list-style-type: none"> 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 a clock face to show these times Know the number of minutes in an hour and the number of hours in a day | <ul style="list-style-type: none"> Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m/p.m, morning, afternoon, noon and midnight Know the number of seconds in a minute and the number of days in each month, year and leap year Compare durations of events (for example to calculate the time take by particular events or tasks) | <ul style="list-style-type: none"> Read, write and convert time between analogue and digit 12- and 24-hour clocks Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days | <ul style="list-style-type: none"> Solve problems involving converting between units of time | <ul style="list-style-type: none"> 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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| Perimeter, Area, Volume | | | | <ul style="list-style-type: none"> Measure the perimeter of simple 2-D shapes | <ul style="list-style-type: none"> Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres) Find the area of rectilinear shapes by counting squares | <ul style="list-style-type: none"> Measure and calculate the perimeter of composite rectilinear shapes in cm and m Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes Estimate volume [for examples, using 1cm³ blocks to build cuboids (including cubes)] and capacity (for examples, using water) | <ul style="list-style-type: none"> Recognise that shapes with the same areas can have different perimeters and vice versa Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units (for examples, mm³ and km³) |
| | | <ul style="list-style-type: none"> Full, half full, empty Holds Container Weigh, weighs Heavy, heavier, heaviest, light, lighter, lightest Scales Time Days of the week Seasons (spring, summer, autumn, winter) Day, week, month, year, weekend Morning, afternoon, evening, night, midnight Today, yesterday, tomorrow Quick, quickest, fast, fastest, slow, slowest Hour, o'clock, half past | <ul style="list-style-type: none"> Quarter past/to Capacity m/km, g/kg. ml/l temperature | <ul style="list-style-type: none"> leap year 12-hour/24-hour clock Roman numerals I to XII Perimeter | <ul style="list-style-type: none"> Convert Area | <ul style="list-style-type: none"> Volume Imperial unites, metric units Rectilinear Compound shape Composite shape | |

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|-------------------|----------|---|---|---|--|--|---|
| | Geometry | | | | | | |
| 2-D Shapes | | <ul style="list-style-type: none"> Recognize and name common 2-D shapes (for examples rectangles (including squares), circles and triangles) | <ul style="list-style-type: none"> Identify and describe the properties of 2-D shapes, including the number of sides and line of symmetry in a vertical line Identify 2-D shapes on the surface of 3-D shapes, (for examples a circle on a cylinder and a triangle on a pyramid) Compare and sort common 2-D shapes and everyday objects | <ul style="list-style-type: none"> Draw 2-D shapes | <ul style="list-style-type: none"> Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify lines of symmetry in 2-D shapes presented in different orientations | <ul style="list-style-type: none"> Distinguish between regular and irregular polygons based on reasoning about equal sides and angles Use the properties of rectangles to deduce related facts and find missing lengths and angles | <ul style="list-style-type: none"> Draw 2-D 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, diameter and circumference and know that the diameter is twice the radius |
| 3-D shapes | | <ul style="list-style-type: none"> Recognise and name common 3-D shapes (for example cuboid (including cubes), pyramids and spheres) | <ul style="list-style-type: none"> Recognise and name common 3-D shapes (for examples cuboids (including cubes), pyramids and spheres). Compare and sort common 3-D shapes and everyday objects | <ul style="list-style-type: none"> Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them | | <ul style="list-style-type: none"> Identify 3-D shapes, including cubes and other cuboids, from 2-D representations | <ul style="list-style-type: none"> Recognise, describe and build simple 3-D shapes, including making nets |

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| Angles and Lines | | | | <ul style="list-style-type: none"> Recognise angles as a property of shape or a description of a turn Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle Identify horizontal and vertical lines and pairs of perpendicular and parallel lines | <ul style="list-style-type: none"> Identify acute and obtuse angles and compare and order angles up to two right angles by size Identify lines of symmetry in 2-D shapes presented in different orientations Compare a simple symmetric figure with respect to a specific line of symmetry | <ul style="list-style-type: none"> Know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles Draw given angles, and measure them in degrees Identify: <ul style="list-style-type: none"> ➤ Angles at a point and one whole turn (total 360°) ➤ Angles at a point on a straight line and $\frac{1}{2}$a turn (180°) ➤ Other multiples of 90° | <ul style="list-style-type: none"> Find unknown angles in any triangles, quadrilaterals, and regular polygons Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles |
| Vocabulary | | <ul style="list-style-type: none"> Cube, cuboid, pyramid, cone, cylinder, circle, triangle, square Shape Flat, curved, straight, round Corner Face, side, edge | <ul style="list-style-type: none"> Size Bigger, larger, smaller Symmetrical, line of symmetry Mirror line, reflection Octagon, kite, pentagon, prism | <ul style="list-style-type: none"> Horizontal, diagonal, perpendicular and parallel lines Heptagon, hexagon, parallelogram, rhombus, trapezium | <ul style="list-style-type: none"> Quadrilaterals Triangles, right angle, scale, equilateral, isosceles Right angle, acute and obtuse angles | <ul style="list-style-type: none"> Regular and irregular polygons Dodecahedron | <ul style="list-style-type: none"> Vertically opposite Circumference Radius Diameter |
| Position and Direction | | <ul style="list-style-type: none"> Describe position, direction and movement, including whole, half, quarter and three-quarter turns | <ul style="list-style-type: none"> Order and arrange combinations of mathematical objects in patterns and sequences Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise) | | <ul style="list-style-type: none"> Describe positions on a 2-D grid as coordinates in the first quadrant Describe movements between positions as translations of a given unit to the left/right and up/down Plot specified points and draw sides to complete a given polygon | <ul style="list-style-type: none"> Identify, describe and represent the position of a shape following a reflection or translations, using the appropriate language, and know that the shape has not changed | <ul style="list-style-type: none"> Describe positions on the full coordinate grid (all four quadrants) Draw and translate simple shapes on the coordinate plane, and reflect them in the axes |

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|-------------------|--|--|---|--|---|--|--|
| Vocabulary | | <ul style="list-style-type: none">• <i>Position</i>• <i>Over, under, underneath, above</i>• <i>On, in, outside, inside</i>• <i>Around, in front, behind</i>• <i>Front, back</i>• <i>Before, after</i>• <i>Besides, next to, opposite</i>• <i>Left, right, up, down, forwards, backwards</i> | <ul style="list-style-type: none">• <i>Rotation</i>• <i>Clockwise, anticlockwise</i>• <i>Straight line</i>• <i>Ninety degree turn, right angle</i> | <ul style="list-style-type: none">• <i>Greater/less than ninety degrees</i>• <i>Orientation (same orientation, different orientation)</i> | <ul style="list-style-type: none">• <i>Coordinates</i>• <i>Translation</i>• <i>Quadrant</i>• <i>X-axis, Y-axis</i> | <ul style="list-style-type: none">• <i>Reflex angle</i>• <i>Dimensions</i>• <i>Acute, obtuse angle</i> | <ul style="list-style-type: none">• <i>Four quadrants</i>• <i>Translation</i> |
|-------------------|--|--|---|--|---|--|--|

Rusper Primary Maths Skills Progression



| Skill | EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|------------------------------|------------|--------|--|---|--|---|--|
| | Statistics | | | | | | |
| Present and Interpret | | | <ul style="list-style-type: none"> Interpret and construct simple pictograms, tally charts, block diagrams and simple tables | <ul style="list-style-type: none"> Interpret and present data using bar charts, pictograms and tables | <ul style="list-style-type: none"> Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs | <ul style="list-style-type: none"> Complete, read and interpret information in tables, including timetables | <ul style="list-style-type: none"> Interpret and construct pie charts and line graphs and use these to solve problems |
| Solve problems | | | <ul style="list-style-type: none"> Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity Ask and answer questions about totally and comparing categorical data | <ul style="list-style-type: none"> Solve one-step and two-step questions (for examples, 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables | <ul style="list-style-type: none"> Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs | <ul style="list-style-type: none"> Solve comparison, sum and difference problems using information presented in a line graph | <ul style="list-style-type: none"> Calculate and interpret the mean as an average |
| Vocabulary | | | <ul style="list-style-type: none"> Count, tally, sort Vote Graph, block graph, pictogram Represent Label, title Most/least popular, most/least common Carroll diagram Venn diagram | <ul style="list-style-type: none"> Chart, bar chart, frequency table Carroll diagram Venn diagram Axis, axes Diagram | <ul style="list-style-type: none"> Continuous data Line graph | | <ul style="list-style-type: none"> Mean Average Pie chart Construct |