

Step 1	Step 2	Step 3	Step 4	Step 5	Step 6
N1.1 Read and write numbers in numerals from 0 to 9	N2.1 Use whole numbers to count up to 20 items, including zero.	N3.1 Count reliably up to 100 items.	N4.1 Count up to 1000.	N5.1 Read, write, order and compare large numbers (up to one million).	N6.1 Read, write, order and compare positive and negative numbers of any size.
N1.2 Demonstrate an understanding of the mathematical symbols of add, subtract and equal to	N2.2 Read, write, order and compare numbers up to 20	N3.2 Read, write, order and compare numbers up to 200.	N4.2 Read, write, order and compare numbers up to 1000.	N5.2 Recognise and use positive and negative numbers.	N6.2 Carry out calculations with numbers up to one million, including strategies to check answers (including estimation and approximation).
N1.3 Solve number problems involving the addition and subtraction of single-digit numbers up to 10	N2.3 Recognise and interpret the symbols +, - and = appropriately.	N3.3 Add two-digit numbers with no grouping, using + and =.	N4.3 Add three-digit whole numbers.	N5.3 Multiply and divide whole numbers and decimals by 10, 100 and 1000.	N6.3 Follow the order of precedence of operators, including indices.
N1.4 Demonstrate an understanding of the composition of numbers to 5 and a developing ability to recall number bonds to and within 5 (e.g. $2 + 2 = 4$ and $3 + 1 = 4$)	N2.4 Add numbers that total up to 20.	N3.4 Subtract two-digit numbers with no grouping using – and =.	N4.4 Subtract three-digit whole numbers.	N5.4 Use multiplication facts and make connections with division facts.	N6.4 Identify and know the equivalence between fractions, decimals and percentages.
N1.5 Demonstrate an understanding of the commutative law (e.g. $3 + 2 = 5$, therefore $2 + 3 = 5$)	N2.5 Subtract numbers from numbers up to 20.	N3.5 Add two-digit numbers with grouping, when the sum of the ones column is ten or more E.g. $43 + 58 =$	N4.5 Multiply two-digit whole numbers by single-digit and two-digit whole numbers.	N5.5 Follow the order of precedence of operators.	N6.5 Order, add, subtract and compare amounts or quantities using proper and improper fractions and mixed numbers.
N1.6 Demonstrate an understanding of inverse relationships involving addition and subtraction (e.g. if $3 + 2 = 5$, then $5 - 2 = 3$)	N2.6 Count in multiples of twos, fives and tens.	N3.6 Subtract two-digit numbers with grouping, ‘borrowing’ from the tens column E.g. $63 - 18 =$	N4.6 Divide three-digit whole numbers by single and two-digit whole numbers and express remainders.	N5.6 Calculate the squares of one-digit and two-digit numbers.	N6.6 Express one number as a fraction of another.
N1.7 Demonstrate an understanding that the total number of objects changes when objects are added or taken away	N2.7 Solve one-step problems that involve addition and subtraction using concrete objects and pictorial representations.	N3.7 Multiply whole numbers in the range 0×0 to 12×12 (times tables).	N4.7 Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	N5.7 Approximate by rounding to a whole number or to one or two decimals places.	N6.7 Order, approximate and compare decimals.
N1.8 Demonstrate an understanding that the number of objects remains the same when they are rearranged, providing nothing has been added or taken away	N2.8 Use concrete objects or pictorial representations and arrays to carry out multiplication sums.	N3.8 Divide two-digit whole numbers by single –digit whole numbers and express remainders.	N4.8 Approximate by rounding numbers less than 1000 to the nearest 10 or 100 and use this rounded answer to check results.	N5.8 Estimate answers to calculations using fractions and decimals.	N6.8 Add, subtract, multiply and divide decimals up to three decimal places.
N1.9 Count to 20, demonstrating that the next number in the count is one more and the previous number is one less	N2.9 Use concrete objects or pictorial representations to carry out division sums.	N3.9 Approximate by rounding to the nearest 10 and use this rounded answer to check results.	N4.9 Round amounts of money to the nearest £1 or 10p.	N5.9 Recognise and calculate equivalences between common fractions, percentages and decimals, including halves, thirds, quarters, fifths and tenths.	N6.9 Work out percentages of amounts and express on amount as a percentage of another.
	N2.10 Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with support of the teacher.	N3.10 Recognise simple fractions (halves, quarters and tenths) of whole numbers and shapes.	N4.10 Read, write and understand thirds, quarters, fifths and tenths, including equivalent forms.	N5.10 Read, write, order and compare common fractions and mixed numbers.	N6.10 Calculate percentage change (any size increase and decrease).
	N2.11 Find half and quarters of shapes and quantities.	N3.11 Read, write and use decimals to one decimal place.	N4.11 Read, write and use decimals up to two decimal places.	N5.11 Find fractions of whole number quantities or measurements.	N6.11 Calculate the original value after percentage change
		N3.12 Recognise and sequence odd and even numbers up to 100.	N4.12 Recognise and continue linear sequences of numbers up to 100.	N5.12 Read, write, order and compare decimals up to three decimal places.	N6.12. Identify and know the equivalence between fractions, decimals and percentages.
			N4.13 Recognise and continue sequences that involve decimals.	N5.13 Add, subtract, multiply and divide decimals up to two decimal places.	N6.13 Understand and calculate using ratios, direct proportion and inverse proportion.
				N5.14 Read, write, order and compare percentages in whole numbers.	N6.14 Evaluate expressions and make substitutions in given formulae in words and symbols
				N5.15 Calculate percentages of quantities.	
				N5.16 Calculate simple percentage increases and decreases by 5% and multiples thereof.	
				N5.17 Work with simple ratio and direct proportions	
				N5.18. Use simple formulae expressed in words for one or two-step operations.	



Maths (Shape and Measures)



Step 1	Step 2	Step 3	Step 4	Step 5	Step 6
S1.1 Recognise some common 2-D shapes.	S2.1 Recognise coins and notes and write the in numbers with the correct symbol (£ & p), where these involve numbers up to 20.	S3.1 Write with the correct symbols (£ or p).	S4.1 Express money correctly in writing in pounds and pence.	S5.1 Calculate simple interest in multiples of 5% on amounts of money.	S6.1 Calculate amounts of money, compound interest, percentage increases, decreased and discounts, including tax and simple budgeting.
S1.2 Recognise some common 3-D shapes.	S2.2 Know the number of days in a week and be able to name and sequence them.	S3.2 Calculate money with pence up to one pound in whole pounds of multiple items.	S4.2 Calculate with money using decimal notation.	S5.2 Calculate discounts in multiples of 5% on amounts of money.	S6.2 Convert between metric and imperial units of length, weight and capacity using (1) a conversion factor and (2) a conversion graph.
S1.3 Sort objects using single criteria.	S2.3 Know the number of months and seasons in a year and be able to name and sequence them.	S3.3 Know the numbers of hours in a day and weeks in a year.	S4.3 Read, measure and record time using am and pm.	S5.3 Convert between units of length, weight, capacity, money and time, in the same system.	S6.3 Calculate using compound measures, including seed, density and rates of pay.
	S2.4 Read 12-hour digital and analogue clocks in hours.	S3.4 Read and record time in common date formats.	S4.4 Read time from analogue and 24-hour digital clocks in hours and minutes.	S5.4 Calculate the area and perimeter of simple shapes, including those that are made up of a combination of rectangles.	S6.4 Calculate the perimeters and areas of 2-D shapes, including triangles, circles and composite shapes that include non-rectangular shapes (formulae will be given except for triangles and circles).
	S2.5 Describe and make comparisons in words between measures of items, including size, length width, height, weight and capacity.	S3.5 Read time displayed on analogue clocks in hours, half-hours and quarter-hours.	S4.5 Compare metric measures of length, including millimetres, centimetres, metres and kilometres.	S5.5 Calculate the volume of cubes and cuboids.	S6.5 Use formulae to find volumes and surface areas of 3-D shapes, including cylinders (formulae to be given for 3-D shapes other than cylinders).
	S2.6 Measure and begin to record length/height.	S3.6 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.	S4.6 Compare measures of weight, including grams and kilograms.	S5.6 Recognise and make use of simple scales on maps and drawings.	S6.6 Calculate actual dimensions from scale drawings and create a scale diagram given actual measurements.
	S2.7 Measure and begin to record, weight/mass.	S3.7 Understand hours from a 24-hour digital clock.	S4.7 Compare measures of capacity, including millilitres and litres.	S5.7 Interpret plans, elevations and nets of simple 3-D shapes.	S6.7 Understand and use common 2-D representations of 3-D objects.
	S2.8 Measure and begin to record capacity/volume.	S3.8 Use metric measures of length, including millimetres, centimetres, metres and kilometres.	S4.8 Sort 2-D and 3-D shapes using properties, including lines of symmetry, length, right angles and angles, including in rectangles and triangles.	S5.8 Draw 2-D shapes and demonstrate an understanding of line symmetry and knowledge of the relative size of angles.	S6.8 Draw 3-D shapes, including plans and elevations.
	SM2.9 Identify and recognise common 2-D shapes, including circle, square, rectangle and triangle	S3.9 Use measures of weight, including grams and kilograms.	S4.9 Use appropriate positional vocabulary to describe position and direction, including eight compass points and including full/half/quarter turns.	S5.9 Use angles when describing position and direction. Measure angles in degrees.	S6.9 Use coordinates in 2-D, positive and negative, to specify the position of points.
	SM2.10 Identify and recognise common 3-D shapes, including cube, cuboid, cylinder and sphere	S3.10 Use measures of capacity, including millilitres and litres.			S6.10 Calculate the median and mode of a set of quantities.
	S2.11 Use every day positional vocabulary to describe position and direction, including left, right, in front, behind, under and above.	S3.11 Read and compare positive temperatures.			
	S2.12 Find the perimeter of square and rectangular shapes where measurements of two or more sides are given.	SM3.12 Recognise and name a variety of 2-D and shapes, including Hexagon, Pentagon and Octagon.			
	S2.13 Begin to show an understanding of how area is the amount of space taken up by a 2D shape by counting squares	SM3.13 Recognise and name a variety of 3-D and shapes, including Cylinder, Cuboid, cone and Prism.			
		S3.14 Describe the properties of common 2-D and 3-D shapes, including numbers of sides, corners, edges, faces, angles and base.			
		S3.15 Use appropriate positional vocabulary to describe position and direction, including between, inside, outside, middle, below, on top, forwards and backwards.			
		S3.16 Read and use simple scales to the nearest millimeter.			
		S3.17 Calculate the area and perimeter of simple shapes.			



Maths (Data Handling)



Step 1	Step 2	Step 3	Step 4	Step 5	Step 6
D1.1 Create simple block diagrams and draw basic conclusions.	D2.2 Read numerical information from lists.	D3.1 Extract information from lists, tables, diagrams and bar charts.	D4.1 Extract information from lists, tables, diagrams and charts.	D5.1 Find the mean and range of a set of quantities.	D6.1 Estimate the mean of a grouped frequency distribution from discrete data.
	D2.3 Sort and classify objects using a single criterion.	D3.2 Make numerical comparisons from bar charts.	D4.2 Interpret information, to make comparisons and record changes, from different formats, including bar charts and simple line graphs.	D5.2 Find the mean and range of a set of quantities.	D6.2 Estimate the mean of a grouped frequency distribution from discrete data.
	D2.4 Read and draw simple charts and diagrams, including tally charts and block diagrams/graphs.	D3.3 Construct simple bar charts, pictograms and tables.	D4.3 Create frequency tables.	D5.3 Represent discrete data in tables, diagrams and charts, including pie charts, bar charts and line graphs.	D6.3 Use the mean, median, mode and range to compare two sets of data.
		D3.4 Sort and classify objects using two criteria.	D4.4 Organise and represent information in appropriate ways, including tables, diagrams, simple line graphs and bar charts.	D5.4 Group discrete data and represent grouped data graphically.	D6.4 Draw and interpret scatter diagrams and recognise positive and negative correlation.
		D3.5 Take information from one format and represent the information in another format, including use of bar charts		D5.5 Understand probability on a scale from 0 (impossible) to 1 (certain) and use probabilities to compare the likelihood of events.	D6.5 Work out the probability of combined events, including the use of diagrams and tables (including two-way tables)
				D5.6 Use equally likely outcomes to find the probabilities of simple events and express them as fractions.	D6.6 Express probabilities as fractions, decimals and percentages.