



Number and Place Value															
	Year 1			Year 2		Year 3		Year 4			Year 5		Year 6		
Counting	- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	- count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	- given a number, identify one more and one less	- count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward	- count from 0 in multiples of 4, 8, 50 and 100;	- find 10 or 100 more or less than a given number	- count backwards through zero to include negative numbers	- count in multiples of 6, 7, 9, 25 and 1000	- find 1000 more or less than a given number	- interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	- count forwards or backwards in steps of powers of 10 for any given number up to 1000 000	- use negative numbers in context, and calculate intervals across zero			
Comparing Numbers	- use the language of: equal to, more than, less than (fewer), most, least			- compare and order numbers from 0 up to 100; use <, > and = signs		- compare and order numbers up to 1000		- order and compare numbers beyond 1000		- compare numbers with the same number of decimal places up to two decimal places (copied from Fractions)		- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)		- read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	
Identifying, representing and estimating numbers	- identify and represent numbers using objects and pictorial representations including the number line			- identify, represent and estimate numbers using different representations, including the number line		- identify, represent and estimate numbers using different representations		- identify, represent and estimate numbers using different representations							
Reading and writing numbers	- read and write numbers from 1 to 20 in numerals and words.			- read and write numbers to at least 100 in numerals and in words		- read and write numbers up to 1000 in numerals and in words	- tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks (copied from Measurement)	- 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.			- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Comparing Numbers)	- read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	- read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Understanding Place Value)		
Understanding Place Value				- recognise the place value of each digit in a two-digit number (tens, ones)		- recognise the place value of each digit in a three digit number (hundreds, tens, ones)		- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	- 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 units, tenths and hundredths (copied from Fractions)	- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	- recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents (copied from Fractions)	- read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	- identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places (copied from Fractions)		
Rounding								- round any number to the nearest 10, 100 or 1 000	- round decimals with one decimal place to the nearest whole number (copied from Fractions)	- round any number up to 1 000 000 to the nearest 10, 100, 1 000, 10 000 and 100 000	- round decimals with two decimal places to the nearest whole number and to one decimal place (copied from Fractions)	- round any whole number to a required degree of accuracy	- solve problems which require answers to be rounded to specified degrees of accuracy (copied from Fractions)		
Problem Solving				- use place value and number facts to solve problems	- solve number problems and practical problems involving these ideas.		- solve number and practical problems that involve all of the above and with increasingly large positive numbers			- solve number problems and practical problems that involve all of the above		- solve number and practical problems that involve all of the above			

Addition and Subtraction												
	Year 1		Year 2		Year 3		Year 4		Year 5		Year 6	
Number Bonds	- represent and use number bonds and related subtraction facts within 20		- recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100									
Mental Calculation	- add and subtract one digit and two-digit numbers to 20, including zero	- read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs (appears also in Written Methods)	- add and subtract numbers using concrete objects, pictorial representations, and mentally, including: - a two-digit number and ones - a two-digit number and tens - two two-digit numbers - adding three one-digit numbers	- show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot	- add and subtract numbers mentally, including: - a three-digit number and ones - a three-digit number and tens - a three-digit number and hundreds			- add and subtract numbers mentally with increasingly large numbers		- 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	
Written Methods	- read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs (appears also in Mental Calculation)				- add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction	- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate		- add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)				
Inverse operations, estimating and checking answers			- recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.			- estimate the answer to a calculation and use inverse operations to check answers	- estimate and use inverse operations to check answers to a calculation		- use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	- use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy.		



Multiplication and Division												
	Year 1	Year 2		Year3	Year 4		Year 5			Year 6		
Multiplication and Division Facts	- count in multiples of twos, fives and tens (copied from Number and Place Value)	- count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward (copied from Number and Place Value)	- recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	- count from 0 in multiples of 4, 8, 50 and 100 (copied from Number and Place Value)	- recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	- count in multiples of 6, 7, 9, 25 and 1 000 (copied from Number and Place Value)	- recall multiplication and division facts for multiplication tables up to 12 x 12	- count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 (copied from Number and Place Value)				
Mental Calculation		- show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot		- 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 (appears also in Written Methods)	- 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 (appears also in Properties of Numbers)	- multiply and divide numbers mentally drawing upon known facts	- multiply and divide whole numbers and those involving decimals by 10, 100 and 1000		- perform mental calculations, including with mixed operations and large numbers	- associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction(e.g. 3/8) (copied from Fractions)	
Written Calculations		- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs		- 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 (appears also in Mental Methods)	- multiply two-digit and three-digit numbers by a one digit number using formal written layout	- 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	- 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		- 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 short division where appropriate for the context	- use written division methods in cases where the answer has up to two decimal places (copied from Fractions (including decimals))	
Properties of Numbers					- recognise and use factor pairs and commutativity in mental calculations (repeated)	- 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 (nonprime) 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 the notation for squared (2) and cubed (3)	- identify common factors, common multiples and prime numbers	- use common factors to simplify fractions; use common multiples to express fractions in the same denominator (copied from Fractions)	- calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm^3) and cubic metres (m^3), and extending to other units such as mm^3 and km^3 (copied from Measures)
Order of Operations											- use their knowledge of the order of operations to carry out calculations involving the four operations	

Fractions, Decimals and Percentages (Decimal Focus)												
	Year 1	Year 2	Year3	Year 4	Year 5			Year 6				
Counting		- Pupils should count in fractions up to 10, starting from any number and using the 1/2 and 2/4 equivalence on the number line (Non Statutory Guidance)	- count up and down in tenths	- count up and down in hundredths								
Comparing Decimals				- compare numbers with the same number of decimal places up to two decimal places	- read, write, order and compare numbers with up to three decimal places			- identify the value of each digit in numbers given to three decimal places				
Rounding Decimals				- round decimals with one decimal place to the nearest whole number	- round decimals with two decimal places to the nearest whole number and to one decimal place			- solve problems which require answers to be rounded to specified degrees of accuracy				
Multiplication and Division of Decimals				- 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				- multiply one-digit numbers with up to two decimal places by whole numbers	- multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places	- identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places	- associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8)	- use written division methods in cases where the answer has up to two decimal places
Problem Solving			- solve problems that involve all of the above	- solve simple measure and money problems involving fractions and decimals to two decimal places.	- solve problems involving numbers up to three decimal places	- solve problems which require knowing percentage and decimal equivalents of - 1/2, 1/4, 1/5, 2/5, 4/5 and those with a denominator of a multiple of 10 or 25.						



Fractions, Decimals and Percentages (Fraction Focus)																	
	Year 1		Year 2	Year 3			Year 4			Year 5		Year 6					
Counting			- Pupils should count in fractions up to 10, starting from any number and using the 1/2 and 2/4 equivalence on the number line (Non Statutory Guidance)	- count up and down in tenths			- count up and down in hundredths										
Recognise Fractions	- recognise, find and name a half as one of two equal parts of an object, shape or quantity	- recognise, find and name a half as one of two equal parts of an object, shape or quantity	- recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity	- recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators	- recognise that tenths arise from dividing an object into 10 equal parts and in dividing one digit numbers or quantities by 10.	- recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	- recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten			- recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents (appears also in Equivalence)							
Comparing Fractions				- compare and order unit fractions, and fractions with the same denominators						- compare and order fractions whose denominators are all multiples of the same number		- compare and order fractions, including fractions >1					
Equivalence			- write simple fractions e.g. 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2	- recognise and show, using diagrams, equivalent fractions with small denominators			- recognise and show, using diagrams, families of common equivalent fractions	- recognise and write decimal equivalents of any number of tenths or hundredths	- recognise and write decimal equivalents to 1/4; 1/2; 3/4		- identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths	- read and write decimal numbers as fractions (e.g. 0.71 = 71/100)	- recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	- 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 as a decimal fraction	- use common factors to simplify fractions; use common multiples to express fractions in the same denomination	- associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8)	- recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
Addition and Subtraction Fractions				- add and subtract fractions with the same denominator within one whole (e.g. 5/7 + 1/7 = 6/7)			- add and subtract fractions with the same denominator			- add and subtract fractions with the same denominator and multiples of the same number		- recognise mixed numbers fractions and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number (e.g. 2/5 + 4/5 = 6/5 = 1 + 1/5)		- add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent recognise mixed numbers fractions			
Multiplication and Division of Fractions										- multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams		- multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. 1/4 x 1/2 = 1/8)	- multiply one-digit numbers with up to two decimal places by whole numbers	- divide proper fractions by whole numbers (e.g. 1/3 ÷ 2 = 1/6)			
Problem Solving				- solve problems that involve all of the above			- 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	- solve simple measure and money problems involving fractions and decimals to two decimal places.		- solve problems involving numbers up to three decimal places		- solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and those with a denominator of a multiple of 10 or 25.					

Statistics													
	Year 1	Year 2			Year 3		Year 4		Year 5		Year 6		
Constructing Tables and Graphs		- construct simple pictograms, tally charts, block diagrams and simple tables			- present data using bar charts, pictograms and tables		- present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.		- Complete information in tables, including timetables		- construct line graphs and use these to solve problems	- interpret and construct pie charts and line graphs and use these to solve problems	- calculate and interpret the mean as an average.
Interpreting Data		- interpret simple pictograms, tally charts, block diagrams and simple tables	- 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 totalling and comparing categorical data.	- Interpret data using bar charts, pictograms and tables	- solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.	- interpret discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.	- solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	- solve comparison, sum and difference problems using information presented in a line graph	- complete, read and interpret information in tables, including timetables.	- calculate and interpret the mean as an average.		



Measurement																								
	Year 1				Year 2				Year 3				Year 4				Year 5				Year 6			
Length	<ul style="list-style-type: none"> - Measure and begin to record the following: <ul style="list-style-type: none"> - length and heights - mass/weight - capacity and volume - time (hours, minutes, seconds) - 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 example, quicker, slower, earlier, later] 				<ul style="list-style-type: none"> - choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, 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) - Measure the perimeter of simple 2D shapes. 				<ul style="list-style-type: none"> - Convert between different units of measure (for example, kilometre to metre) - 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"> - convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre) - measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres - 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 - understand and use approximate equivalences between metric units and common imperial units, for example inches and centimetres 				<ul style="list-style-type: none"> - use, read, write and convert between standard units, converting measurements of length, from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places. - convert between miles and kilometres - Calculate the area of parallelograms and triangles. - Recognise when it is possible to use formulae for area - Recognise that shapes with the same areas can have different perimeters and vice versa. 			
Mass									<ul style="list-style-type: none"> - Measure, compare, add and subtract lengths (kg, g) 				<ul style="list-style-type: none"> - estimate, compare and calculate different measures. 				<ul style="list-style-type: none"> - convert between different units of metric measure (for example, gram and kilogram) - understand and use approximate equivalences between metric units and common imperial units, for example pounds and kilograms 				<ul style="list-style-type: none"> - use, read, write and convert between standard units, converting measurements of mass, from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places 			
Volume/Capacity									<ul style="list-style-type: none"> - Measure, compare, add and subtract lengths (l/ml) 				<ul style="list-style-type: none"> - estimate, compare and calculate different measures 				<ul style="list-style-type: none"> - convert between different units of metric measure (for example, litre and millilitre) - estimate volume [for example, using 1 cm³ blocks to build cuboids (including cubes)] and capacity [for example, using water] - understand and use approximate equivalences between metric units and common imperial units, for example pints and litres 				<ul style="list-style-type: none"> - use, read, write and convert between standard units, converting measurements of volume from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places - 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 example, mm³ and km³]. - Recognise when it is possible to use a formula for the volume of shapes 			
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] 	<ul style="list-style-type: none"> - recognise and use language relating to dates, including days of the week, weeks, months and years 	<ul style="list-style-type: none"> - recognise and use language relating to dates, including days of the week, weeks, months and years 	<ul style="list-style-type: none"> - Compare, describe and solve practical problems for time (for example, quicker, slower, earlier, later) 	<ul style="list-style-type: none"> - 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 to five minutes, including quarter past/to 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 	<ul style="list-style-type: none"> - compare durations of events [for example to calculate the time taken by particular events or tasks]. 	<ul style="list-style-type: none"> - know the number of seconds in a minute and the number of days in each month, year and leap year 	<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 	<ul style="list-style-type: none"> - 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 	<ul style="list-style-type: none"> - read, write and convert time between analogue and digital 12- and 24-hour clocks 	<ul style="list-style-type: none"> - 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, using decimal notation to up to three decimal places 						
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"> - find different combinations of coins that equal the same amounts of money 	<ul style="list-style-type: none"> - recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value 	<ul style="list-style-type: none"> - 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 												
Problem Solving													<ul style="list-style-type: none"> - 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 							



Geometry																	
	Year 1	Year 2			Year 3				Year 4			Year 5				Year 6	
2D Shape	- Recognise and name common 2D shapes including: rectangles, squares, circles and triangles,	- Identify and describe the properties of shapes by counting the number of sides.	- Recognise a line of symmetry in a vertical plane.	- Compare and sort everyday 2D objects.	- Draw 2D shapes.	- Identify horizontal and vertical lines.	- Identify pairs of perpendicular and parallel lines.		- Compare and classify geometric shapes, including quadrilaterals and triangles based on their properties and sizes.	- Identify lines of symmetry in 2D shapes presented in different orientations	- Use the properties of rectangles to deduce related facts and find missing lengths	- Distinguish between regular and irregular polygons based on reasoning about equals sides and angles				- Draw 2D shapes using given dimensions and angles.	- Compare and classify geometric shapes based on their properties and sizes.
3D Shape	- Recognise and name common 3D shapes including cuboids, cubes, pyramids and spheres.	- Identify 2D shapes on the surface of 3D shapes, (for example, a circle on a cylinder and a triangle on a pyramid)	- Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.	- Compare and sort everyday 3D objects.	- Make 3D shapes using modelling materials.		- Recognise 3D shapes in different orientations and describe them.			- identify 3D shapes, including cubes and other cuboids from 2D representations				- Recognise, describe and build simple 3D shapes, including making nets			
Angle					- Identify right angles	- Identify whether angles are greater than or less than a right angle	- Recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn.	- Recognise angles as a property of shape or a description of a turn.	- Identify acute and obtuse angles and compare and order angles up to two right angles by size			- Know angles are measured in degrees: estimate and compare acute obtuse and reflex angles.	- Identify all angles at a point, one whole turn, a straight line, a half turn and other multiples of 90.	- Draw given angles and measure them in degrees	- Use the properties of rectangles to deduce related facts and find missing angles.	- 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.
Circle																- Illustrate and name parts of circles, including radius, diameter and circumference	- Know that the diameter is twice the radius
Turn/Movement	- describe position, direction and movement, including whole, half, quarter and three quarter turns.	- 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).							- describe movements between positions as translations of a given unit to the left/right and up/down			- identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.				- Draw and translate simple shapes on the coordinate plane and reflect them in the axes.	
Sequences		- order and arrange combinations of mathematical objects in patterns and sequences															
Co-ordinates									- describe positions on a 2-D grid as coordinates in the first quadrant	- plot specified points and draw sides to complete a given polygon.						- draw and translate simple shapes on the coordinate plane, and reflect them in the axes	- describe positions on the full coordinate grid (all four quadrants)

Algebra										
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
						- 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.

Ratio and Proportion										
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
						- 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.	