

MATHS	Key Stage 1		Lower Key Stage 2		Upper Key Stage 2	
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Number and place value</b>						
Count	to 100, in steps of 1, 2, 5, 10	in steps of 2, 3, 5, forwards and backwards	in steps of 4, 8, 50 and 100, forwards and backwards	in steps of 6, 7, 9, 25, 1000, forwards and backwards	in steps of 10,000 and 100,000, forwards and backwards	
Read and write numbers	from 1 to 20	to 100	to 1000	to 10,000	to 1,000,000	to 10,000,000
Order	understand most, least, more, fewer	use symbols >, < and =	numbers up to 1000	to 10,000	to 1,000,000	to 10,000,000
Place value		tens and ones	hundreds	thousands	millions	ten millions
Rounding				to nearest 10, 100 or 1000	to nearest 10,000 or 100,000	any number to any nearest amount
Negative					count through zero	calculate intervals through zero
<b>Addition and subtraction</b>						
Number bonds	up to 20	up to 100				
Mental maths	single digits	two 2-digit numbers,	3-digit number +/- ones, tens, or hundreds	3-digit numbers +/- 2-digit numbers	4-digit numbers	mixed operations and large numbers
Written methods			3-digit numbers	4-digit numbers, two step problems	more than 5-digits and above	4-digit numbers by 2-digit numbers, multi-step
<b>Multiplication and division</b>						
Calculate	one step	one step	2-digit x/÷ 1-digit		factor pairs, multiply decimals by 10, 100 and 1000	common factors, common multiples
Mental maths and times tables		2, 5 and 10	3, 4 and 8	up to 12 x 12	divide mentally	
Written methods				multiply 2-digit and 3-digit numbers	multiply 4-digit numbers, 4-digit numbers ÷ by 2 to 9	interpret remainders as fractions or whole numbers
Primes, prime factors and composites					know primes to 19, use correct terms	identify any number as prime or composite
Square and cube numbers					recognise and write	recall at speed
Order of operations						use to carry out calculations with the four operations
<b>Fractions</b>						
Recognise, find, name and write	$\frac{1}{2}$ and $\frac{1}{4}$	$\frac{1}{3}$ and $\frac{1}{4}$	count in $\frac{1}{2}$ s, $\frac{1}{4}$ s, tenths and hundredths	fractions of fractions	improper fractions and mixed numbers	simplify fractions
Add and subtract			fractions with same denominator, below 1 unit	fractions with same denominator, above 1 unit	more than two fractions with the same denominator	fractions with different denominators
Multiply					proper fractions and mixed number X whole numbers	fractions X fractions
<b>Decimals</b>						
Recognise, compare and write				1 decimal place	up to 3 decimal places	any number of decimal places
Decimal to fraction equivalent				$\frac{1}{4}$ , $\frac{1}{2}$ , $\frac{3}{4}$ , tenths	hundredths, $\frac{1}{5}$ , $\frac{2}{5}$ , $\frac{4}{5}$	$\frac{1}{8}$ , $\frac{1}{3}$
Multiply and divide				by 10 or 100	by 1000	numbers with 2 decimal places X whole numbers
Rounding				1 decimal place to nearest whole	2 decimal places to nearest whole or to one decimal place	solve word problems which require rounding
Percentages					recognise decimal and fraction equivalents of 50%, 25%, 20%, 40% and 80%	calculate percentages of whole numbers
Ratio and proportion						solve word problems
Algebra						find missing numbers and solve number sentences with up to two unknowns
<b>Measures</b>						
Length & height	compare, describe, measure	record, read scales, order	add, subtract	convert cm to mm	convert km to m to cm to mm	solve word problems
Mass/ weight	compare, describe, measure	record, read scales, order	add, subtract	convert kg to g	estimate weight of everyday objects	solve word problems
Capacity	compare, describe, measure	record, read scales, order	add, subtract	convert l to ml	recognise and estimate volume	compare volume of cubes and cuboids
Time	compare, describe, 'o'clock and half past'	read clock face	read and convert 12-hr and 24-hr	convert hrs to mins, mins to secs, yrs to months	write timetables	interpret timetables and timelines
Money			add and subtract	to 2 decimal places	give change in retail role-play	give change with speed and accuracy
Area				of rectangles, by counting	of rectangles, by measuring and calculating	recognise shapes with same area can have different perimeters, calculate area of triangles and parallelograms
Perimeter				of rectangles, by calculating	of composite shapes, by measuring and calculating	recognise shapes with same perimeter can have different area
<b>Geometry</b>						
2D Shapes	recognise and name	number of sides	draw with a ruler	compare and classify	draw using given dimensions and angles, use protractor, mark right angles	find angles, identify radius, diameter and circumference
	square, rectangle, circle, triangle	some quadrilaterals, polygons	semi-circle, right-angle triangle	all triangles, parallelogram, rhombus, trapezium	kite, arrowhead, pentagon, hexagon, octagon	heptagon, decagon,

3D shapes	recognise and name	edges, vertices, faces	describe accurately, make models	categorise and order by properties	identify from 2-D pictures	build 3-D shapes from nets
	cube, cuboid, pyramid, sphere	cylinder, cone, prisms	hemisphere	square-based and triangular based pyramids	tetrahedrons	all 3-D shapes
Rotation	$\frac{1}{2}$ and $\frac{1}{4}$ , three-quarter turns	rotation, straight lines			identify and show position after rotation	
Patterns	order and arrange	order and arrange				
Angles			recognise right angles, acute, obtuse	compare angles	reflex, angles around a point, estimate and measure	find unknown angles
Lines and reflection			identify horizontal, vertical, perpendicular, parallel	recognise lines of symmetry	reflect simple shapes on coordinate planes (vertical and horizontal)	reflect simple shapes on a 45° plane
Coordinates				first quadrant, plot points	second quadrant	all four quadrants
Translation				left/right or up/down	identify and show position after translation	
<b>Data</b>						
Pictograms, tally charts, tables		compare, categorise	read and draw	calculate sum and difference	complete, including timetables	
Bar charts and line graphs				interpret and draw	calculate sum and difference	
Pie charts						read and draw
Mean, median, mode, range						calculate and interpret