Name:

Ra: Count objects, actions & sounds within 10

- Say how many objects there are after counting ("…6, 7, 8. There are 8 balls.") (Ra2)

- Count out a smaller number from a larger group ("Give me seven.") (Ra3)

- Count a set of actions completed by themselves or someone else. (Ra4)
- Count a set of sounds made by someone/something else. (Ra5)

Rb: Subitise

- Quickly recognise arrangements represented on a dice. (Rb1)

- Quickly recognise a number objects to 10 when arranged on ten frames (Rb4)

- Quickly recognise random arrangements of up to 5 objects (Rb5)

- Show a number of fingers all at once without counting (Rb6)

Rc: Correctly form numerals and link them with its cardinal number value.

- Correctly form all numbers to 9 without aids (Rc2)

- Match numerals to dot quantities or ten frame arrangements (Rc3)

- Write the correct numeral next to match the dot quantity given (Rc5)

- Write the matching value for a tally of numbers (Rc6)

Stage R Maths

Re: Compare numbers

- Compare collections of objects (of differing physical size) using the language of 'more than', 'less than', 'fewer', 'the same as' and 'equal to'. (Re1)

- Distribute items evenly ("Put 3 in each bag." or "Give the same to each child.") (Re2)

Rd: Count beyond ten

- Verbally count beyond 20 without support (Rd3)

Rf: Understand the 'one more than/one less than' relationship between consecutive numbers.

- Make predictions about what the outcome will be in stories, rhymes and songs if one is added, or if one is taken away (Rf1)

- Say what one more than/one less than a given number to 10 is (Rf3)

Rg: Other key content from all domains

- Investigate how shapes can be combined to make new shapes (E.g. two triangles making a square) (Rg2)

- Begin to find 2D shapes within 3D shapes (Rg3)

- Continue, copy and create repeating patterns (Rg4)

- Compare length, weight and capacity using the language of 'than' (Rg5)

1a: Count forwards & backwards within 100

- Complete partially filled number tracks (1a3)
- Complete an empty 100 square (1a5)
- Identify one more or less for any number to 100 (1a6)

1b: Understand numbers to 20 in the linear number system

- Use symbols to compare numbers to 20 (1b1)
- Estimate the position of numbers to 20 on fully unmarked number lines (1b4)
- Estimate the position of numbers to 20 on fully unmarked number lines with irregular start/end points (1b5)

1c: Fluently add & subtract within 10

- Recall all of the addition and subtraction facts for numbers within 10 (1c6)

1d: Count forwards & backwards in multiples of 2, 5 & 10

- Orally count forwards & backwards in 2s, 5s &10s from any given multiple of that number (1d4)
- Count objects arranged in groups of 2, 5 or 10 by skip counting (1d5)
- Efficiently find the value of a set of 2p, 5p or 10p coins (1d6)

Stage 1 Maths

1e: Compose and partition numbers to 10

- Write the story of a number systematically using supporting diagrams (1e4)
- Fill in the missing numbers for given part-whole models & bar models (1e5)
- Recognise & recall odd & even numbers to 10 (1e6)

Name:

1f: Read, write and interpret additive equations (up to 20)

- Write equations for pictures that represents addition as aggregation & augmentation; and subtraction as partitioning & reduction (1f1-1f4)

1g: Other key content from all domains

- Recall halves & doubles facts up to 10 + 10 (1g1)
- Find half of an amount up to 20 by sharing pictorial dots equally (1g3)
- Find a quarter of an amount up to 20 by sharing pictorial dots equally (1g5)
- Recognise common 2D & 3D shapes (1g6)
- Know the values of coins & notes (1g7)
- Read the time to the nearest half hour (1g9)

Stage 2 Maths

Name:

2a: Understand place value in two-digit numbers

- Identify the value of two-digit numbers with the tens & ones represented pictorially in different ways (2a2)
- Partition two-digit numbers into tens & ones using part-whole models and bar models (2a3)
- Write addition & subtraction equations for given part-whole models & bar models (2a4)
- Partition two-digit numbers in different ways using part-whole models and bar models (2a5)

2b: Understand two-digit numbers in the linear number system.

- Estimate the position of numbers to 100 on fully unmarked number lines (2b3)
- Identify possibilities that lie between a pair of two-digit numbers (2b4)

2c: Maintain fluent addition and subtraction within 10.

- Quickly recall of all addition and subtraction facts within 10 (2c1)

2d: Add and subtract across 10.

- Mentally add three one-digit numbers together by making 10 with two of the numbers (2d2)
- Mentally add two numbers across ten by partitioning one of the addends (2d4)
- Mentally subtract through ten by partitioning part of the subtrahend to reach ten (2d6)

2e: Solve comparative addition and difference problems.

- Solve problems with missing addends using known number facts or calculation strategies (2e1)
- Solve problems about difference by relating them subtraction (2e2)

2f: Add and subtract within 100

- Efficiently add & subtract two multiples of ten (2f1)
- Efficiently add & subtract ones to/from a two-digit number (2f2)
- Efficiently add & subtract multiples of ten to/from a two-digit number (2f3)
- Efficiently subtract ones from a multiple ten by using known number facts (2f4)
- Add 2 two-digit numbers together by partitioning one number into tens & ones (2f7)
- Subtract with two two-digit numbers together by partitioning the subtrahend into tens & ones (2f8)

2g: Other key content from all domains

- Recognise X as repeated addition (2g1)
- Write X & ÷ equations for given pictures (2g2)
- Use skip counting or known facts to answer X & ÷ questions for 2x, 5x & 10x tables (2g3)
- Find a third of an amount up to 20 by sharing pictorial dots equally (2g5)
- Find three quarters of an amount up to 20 by sharing pictorial dots equally (2g7)

3a: Understand place value in three-digit numbers

- Identify the number of tens in three-digit numbers which are multiples of 10 (3a2)

- Identify the value of three-digit numbers with the hundreds, tens & ones represented pictorially in different ways (3a3)

- Partition three-digit numbers into hundreds, tens & ones using part-whole models (3a4)
- Identify missing parts of place value equations (342 = 300 + ? + 2) (3a5)

3b: Understand three-digit numbers in the linear number system

- Estimate the position of numbers to 1000 on fully unmarked number lines (3b3)

- Identify previous and next multiples of 10 & 100 without the support of a number line (3b5)

3c: Divide 100 into 2, 4, 5 or 10 equal parts

- Orally count in multiples of 20, 25 & 50 (3c1)

- Complete bar models showing 100 partitioned into 2, 4, 5 & 10 equal parts (3c3)

Name:

3d: Fluently add and subtract within and across 10.

- Display automaticity in mental application addition & subtraction strategies within & across 10 (3d1)

Stage 3 Maths

3e: Recall and apply known number facts for Year 3

- Recall multiplication & division facts for 2x, 3x, 4x, 5x, 8x & 10x tables (3e1)

- Apply place value knowledge to known additive & multiplicative number facts (scaling by 10) (3e2)
- Quickly calculate addition & subtraction complements to 100 (3e3)

3f: Develop fluency and confidence with columnar addition and subtraction

- Use a columnar method to add three-digit numbers with regrouping (3f2)

- Use a columnar method to subtract three-digit numbers with exchanging (3f4)

- Make appropriate choices as to whether to use written or mental methods (3f5)

- Choose the appropriate calculation to solve missing number problems (3f7)

3g: Other key content from all domains

- Show, describe and represent fractions of a shape, measure or set (3g1)

- Find unit fractions of quantities & amount (3g2)

- Label missing fractions on a linear number line to 1(3g3)

- Add & subtract fractions with the same denominator within one (3g4)

- Identify right angles in 2D shapes presented in different orientations (3g5)

- Identify and explain pairs of parallel and perpendicular lines (3g6)

Stage 4 Maths

4a: Understand place value in four-digit numbers

- Identify the number of hundreds in four-digit numbers which are multiples of 100 (4a2)

- Identify the value of four-digit numbers with the thousands, hundreds, tens & ones represented pictorially in different ways (4a3)

- Partition four-digit numbers into thousands, hundreds, tens & ones using part-whole models (4a4)
- Identify missing parts of place value equations (5342 = 5000 + 300 + ? + 2) (4a5)

4b: Understand four-digit numbers in the linear number system

- Estimate the position of numbers to 10000 on fully unmarked number lines (4b3)

- Identify previous and next multiples of 100 & 1000 without the support of a number line (4b5)

- Round four-digit numbers to the nearest 1000, three-digit numbers to the nearest 100 & two-digit numbers to the nearest 10 (4b6)

Name:

4c: Divide 1000 into 2, 4, 5 or 10 equal parts

- Orally count in multiples of 100, 200, 250 & 500 (4c1)

- Complete bar models showing 1000 partitioned into 2, 4, 5 & 10 equal parts (4c3)

4d: Recall multiplication tables

- Recall multiplication & division facts for all times tables (4d1)

4e: Complete division problems with remainders

- Solve division problems with two-digit dividends & one-digit divisors that involve remainders (4e1)

- Give an appropriate final answer for division with remainders depending upon the context (4e2)

4f: Develop fluency and confidence with additive and multiplicative calculations

- Scale numbers by multiplying & dividing them by 10 & 100 (whole numbers) (4f1)

- Apply place value knowledge to known additive & mutliplicative number facts (scaling by 100) (4f2)

- Manipulate multiplication & division equations by applying the commutative law of multiplication (4f3)

- Apply the distributive property of multiplication (4f4)

4g: Other key content from all domains

- Recall decimal equivalents of common fractions (4g1)

- Label mixed numbers on linear number lines (4g2)

- Add & subtract fractions with the same denominator beyond a value of one (4g3)

- Draw polygons specified by coordinates or translation (4g4)

- Identify acute, obtuse & right angles (4g5)

- Calculate the perimeter of rectilinear shapes (4g6)

Name:

Stage 5 Maths

5a: Understand place value in decimal fractions

- Identify the value of numbers with two decimal places represented pictorially in different ways (5a2)

- Partition numbers with two decimal places using part-whole models (5a3)

- Identify missing parts of place value equations (43.25 = 40 + 3 + ? + 0.05) (5a4)

5b: Understand decimal fractions in the linear number system

- Estimate the value of numbers with one & two decimal places numbers on fully unmarked 0-1 number lines (5b3)

- Identify previous and next whole numbers without the support of a number line (5b5)

- Round numbers with one & two decimal places to the nearest whole number (5b6)

5c: Divide 1 into 2, 4, 5 or 10 equal parts

- Orally count in multiples of 0.1, 0.2, 0.25 & 0.5 (5c1)

- Complete bar models showing 1 partitioned into 2, 4, 5 & 10 equal parts(5c3)

5d: Secure fluency of multiplication tables

- Automatically recall multiplication & division facts for all times tables, including identifying square numbers for all times tables (5d1)

5e: Secure understanding of tenths and hundredths

- Identify how many tenths are in a number with one decimal place (3.9 = 39 tenths) (5e1)

- Identify how many hundredths are in a number with two decimal places (3.95 = 395 hundredths) (5e2)

- Match decimal & fraction equivalents to any value of tenths or hundredths (5e3)

5f: Further develop fluency and confidence with additive and multiplicative calculations

- Scale numbers by multiplying & dividing them by 10 & 100 (numbers with decimal places (5f1)

- Apply place value knowledge to known additive & mutliplicative number facts (scaling by 0.1 or 0.01) (5f2)

- Identify common factors & multiples (5f3)

- Multiply any whole number with up to 4 digits by any 1-digit number using formal methods (5f4)

- Divide any whole number with up to 4 digits by any one-digit number using a formal written method (5f5)

- Recall prime numbers to 20 (5f6)

5g: Other key content from all domains

- Convert between std units of measure (5g1)

- Find non-unit fractions of quantities & amounts (5g2)

- Recognise common equivalent fractions (5g3)

- Convert between improper fractions & mixed numbers (5g4)

- Calculate the area of squares & rectangles (5g5)

- Measure and draw given angles (5g6)

Stage 6 Maths

6a: Understand place value in numbers up to ten million

- Identify multiples of powers of ten within numbers to ten million (6a1)
- Identify the value of any digit in a number, from millions to hundredths (6a2)
- Order numbers up to ten million (6a4)
- Identify missing parts of place value equations (381,920 - ? = 380,920) (6a4)

6b: Understand numbers up to ten million in the linear number system

- Estimate the position of numbers to ten million on fully unmarked number lines (6b3)
- Estimate the position of numbers to ten million on fully unmarked number lines with irregular start/end points (6b4)
- Identify previous and next multiples of any power of ten without the support of a number line (6b6)
- Round numbers to a required degree of accuracy (6b7)

6c: Divide powers of 10 into 2, 4, 5 or 10 equal parts

- Complete bar models showing any power of 10 partitioned into 2, 4, 5 & 10 equal part (6c2)

6d: Quantify additive & multiplicative relationships

- Identify the relationship between two numbers in additive or multiplicative terms (6d1)
- Complete sequences using additive & multiplicative approaches (6d2)

6e: Solve problems with two unknowns

- Use bar models to solve problems with two unknowns and only one solution (6e1)

Name:

6f: Continue to develop confidence with additive and multiplicative calculations

- Use a given additive or multiplicative calculation to derive or complete a related calculation (6f1)
- Answer questions using the order of operations (6f2)
- Multiply any whole number with up to 4 digits by any two-digit number using a formal written method (6f3)

6g: Other key content from all domains

- Solve problems involving ratio relationships (6g1)
- Recognise when fractions can be simplified and use common factors to simplify (6g2)
- Compare fractions with different denominators (6g3)
- Recall common FDP equivalences (6g4)
- Find missing angles on straight lines & in triangles (6g5)
- Calculate the volume of cubes and cuboids (6g6)
- Draw shapes according to given properties (6g7)