

# Stanhope Primary School Progression of Knowledge and Skills in Maths.



#### **Maths**

#### Intent

When teaching Mathematics at Stanhope Primary School we believe every child can achieve. Our intent is that children can read, write and talk mathematics confidently across a wide range of contexts. Mathematics teaches children to have a sense of the world around them through developing their ability to reason, calculate and solve problems. We aim to prepare our children for the wider world, instilling in them a sense of curiosity when approaching Math's lessons.

#### We aim for our children to:

- Become fluent in the fundamentals of mathematics, so that they develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
- Have an **appreciation of number and number operations**, which enables mental and written calculations to be performed efficiently, fluently and accurately.
- Reason mathematically by following a line of enquiry and develop and present a justification, argument or proof using mathematical language.
- Be able to **solve problems** by applying their mathematics to a variety of problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions including unfamiliar contexts and real-life scenarios.
- Enjoy Mathematics lessons, be curious and make links applying Mathematics skills in the wider world.

### Primary Progression – Place Value



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Place Value: Counting	count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number     Count numbers to 100 in numerals; count in multiples of twos, fives and tens      Autumn 1     Autumn 4     Spring 2     Summer 4	count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward  Autumn 1	count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number  Autumn 1 Autumn 3	count in multiples of 6, 7, 9, 25 and 1000     count backwards through zero to include negative numbers  Autumn 1 Autumn 4	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	identify and represent numbers using objects and pictorial representations     read and write numbers to 100 in numerals     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 identify, represent and estimate numbers using different representations, including the number line	identify, represent and estimate numbers using different representations     read and write numbers up to 1000 in numerals and in words	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	read, write, (order and compare) numbers to at least 1 000 000 and determine the value of each digit 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
	Autumn 1 Autumn 4 Spring 2 Summer 4	Autumn 1	Autumn 1	Autumn 1	Autumn 1	Autumn 1

### Primary Progression – Place Value



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Place Value : se PV and Compare	given a number, identify one more and one less  Autumn 1	recognise the place value of each digit in a two-digit number (tens, ones) compare and order numbers from 0 up to 100; use <, > and = signs  Autumn 1	recognise the place value of each digit in a three-digit number (hundreds, tens, ones)     compare and order numbers up to 1000  Autumn 1	find 1000 more or less than a given number recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) order and compare numbers beyond 1000  Autumn 1	(read, write) order and compare numbers to at least 1 000 000 and determine the value of each digit      Autumn 1	(read, write), order and compare numbers up to 10 000 000 and determine the value of each digit  Autumn 1
Use	Autumn 4 Spring 2 Summer 4					
Place Value: Problems& Rounding		use place value and number facts to solve problems.	solve number problems and practical problems involving these ideas	round any number to the nearest 10, 100 or 1000     solve number and practical problems that involve all of the above and with increasingly large positive numbers	interpret negative numbers in context     round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000     solve number problems and practical problems that involve all of the above	round any whole number to a required degree of accuracy use negative numbers in context, and calculate intervals across zero solve number and practical problems that involve all of the above
P		Autumn 1	Autumn 1	Autumn 1	Autumn 1	Autumn 1

### Primary Progression - Addition & Subtraction



,	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
ent, Use suppose the control of traction:  ent, Use suppose the control of traction:  ent, Ose suppose the control of traction	d, write and rpret thematical ements involving ition (+), traction (-) and als (=) signs resent and use nber bonds and ted subtraction is within 20	recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 show that addition of 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 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	
	Autumn 2 Spring 1	Autumn 2	Autumn 2	Autumn 2	Autumn 2	

### Primary Progression - Addition & Subtraction



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Addition & Subtraction: Calculations	add and subtract one- digit and two-digit numbers to 20, including zero	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	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 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)     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
	Autumn 2 Spring 1	Autumn 2	Autumn 2	Autumn 2	Autumn 2	Autumn 2

### Primary Progression - Addition & Subtraction



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Addition & Subtraction: Solve Problems	solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = □ - 9	solve problems with addition and subtraction:     using concrete objects and pictorial representations, including those involving numbers, quantities and measures     applying their increasing knowledge of mental and written methods	solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why	solve addition and subtraction multi-step 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	solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why
	Autumn 2 Spring 1	Autumn 2	Autumn 2	Autumn 2	Autumn 2	Autumn 2

# Primary Progression - Multiplication & Division



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Multiplication & Division: Recall, Represent, Use		recall and use multiplication and division facts for the 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	recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	recall multiplication and division facts for multiplication tables up to 12×12 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	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 the notation for squared (7) and cubed (3)	identify common factors, common multiples and prime numbers     use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.
		Autumn 4 Spring 1	Autumn 3	Autumn 4 Spring 1	Autumn 4	Autumn 2

#### Primary Progression - Multiplication & Division



Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Multiplication & Division: Calculations	calculate     mathematical     statements for     multiplication and     division within the     multiplication tables     and write them using     the multiplication (x),     division (-) and     equals (=) signs  Autumn 4	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  Autumn 3	multiply two-digit and three-digit numbers by a one-digit number using formal written layout  Spring 1	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     multiply and divide whole numbers and those involving decimals by 10, 100 and 1000  Autumn 4 Spring 1	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-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context     perform mental calculations, including with mixed operations and large numbers
	Spring 1	Spring 1		Summer 1	Autumn 2

#### Primary Progression – Multiplication & Division



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Multiplication & Division: Solve Problems	solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher	solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	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	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	solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes     solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates	solve problems involving addition, subtraction, multiplication and division
2	Summer 1	Autumn 4 Spring 1	Spring 1	Spring 1	Autumn 4 Spring 1	Autumn 2
Multiplication & Division: Combined Operations					solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign	use their knowledge of the order of operations to carry out calculations involving the four operations
Mul					Spring 1	Autumn 2

#### Primary Progression - Fractions, Decimals, Percentages



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Fractions: Recognise and Write	recognise, find and name a half as one of two equal parts of an object, shape or quantity     recognise, find and name a quarter as one of four equal parts of an object, shape or quantity  Summer 2	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  Spring 4	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 and non-unit fractions with small denominators     recognise and use fractions and non-unit fractions with small denominators  Spring 5	count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.  Spring 3	<ul> <li>identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths</li> <li>recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements &gt; 1 as a mixed number [for example, <sup>2</sup>/<sub>5</sub> + <sup>4</sup>/<sub>5</sub> = <sup>6</sup>/<sub>5</sub> = 1 <sup>1</sup>/<sub>5</sub>]</li> <li>Spring 2</li> </ul>	
Fractions: Compare		Recognise the equivalence of $\frac{1}{4}$ and $\frac{1}{2}$	recognise and show, using diagrams, equivalent fractions with small denominators     compare and order unit fractions, and fractions with the same denominators	recognise and show, using diagrams, families of common equivalent fractions	compare and order fractions whose denominators are all multiples of the same number	use common factors to simplify fractions; use common multiples to express fractions in the same denomination compare and order fractions, including fractions > 1
		Spring 4	Summer 1	Spring 3	Spring 2	Autumn 3

### Primary Progression – Fractions, Decimals, Percentages



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Fractions: Calculations		write simple fractions for example, \frac{1}{2} \text{ of } 6 = 3	add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$ ]	add and subtract fractions with the same denominator	add and subtract fractions with the same denominator and denominators that are multiples of the same number     multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams	<ul> <li>add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</li> <li>multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, \frac{1}{4} \times \frac{1}{2} = \frac{1}{8}]</li> <li>divide proper fractions by whole numbers [for example, \frac{1}{3} + 2 = \frac{1}{6}]</li> </ul>
		Spring 4	Summer 1	Spring 3	Spring 3	Autumn 3
Fractions: Solve Problems			solve problems that involve all of the above  Spring 5 Summer 1	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  Spring 3		

### Primary Progression - Fractions, Decimals, Percentages



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Decimals: Recognise and Write				recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}$ , $\frac{1}{2}$ , $\frac{3}{4}$ Spring 4 Summer 1	read and write     decimal numbers as     fractions [for     example, 0.71 = 71/100]     recognise and use     thousandths and     relate them to tenths,     hundredths and     decimal equivalents      Spring 3	identify the value of each digit in numbers given to three decimal places  Spring 1
Decimals: Compare				round decimals with one decimal place to the nearest whole number     compare numbers with the same number of decimal places up to two decimal places  Summer 1	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      Spring 3	

# Primary Progression – Fractions, Decimals, Percentages



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Decimals: Calculations & Problems				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	solve problems involving number up to three decimal places	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
				Spring 4	Summer 1	Spring 1

### Primary Progression - Fractions, Decimals, Percentages



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Fractions, Decimals and Percentages				solve simple measure and money problems involving fractions and decimals to two decimal places	<ul> <li>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</li> <li>solve problems which require knowing percentage and decimal equivalents of <sup>1</sup>/<sub>2</sub>, <sup>1</sup>/<sub>4</sub>, <sup>1</sup>/<sub>5</sub>, <sup>2</sup>/<sub>5</sub> and those fractions with a denominator of a multiple of 10 or 25</li> </ul>	<ul> <li>associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, <sup>3</sup>/<sub>8</sub>]</li> <li>recall and use equivalences between simple fractions, decimals and percentages, including in different contexts</li> </ul>
Fracti				Spring 3 Spring 4 Summer 1	Spring 3	Spring 1 Spring 2

### Primary Progression - Ratio and Proportion



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

#### Primary Progression - Algebra



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Algebra	solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = □ − 9	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	solve problems, including missing number problems			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.  Spring 3

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



Year	1 Year 2	Year 3	Year 4	Year 5	Year 6
• compare, de and solve problems fo lengths and [for example long/short, longer/short tall/short, double/half] • mass/weigh example, he heavier than than] • capacity and [for example full/empty, rethan, less the half full, qual time [for example full empty, rethan, less the half full, qual earlier, later] • measure and record the for lengths and earlier half empty, rethan, less the half full, qual time [for example full empty, rethan, less the half full, qual earlier, later] • measure and record the for lengths and earlier, later] • measure and earlier, later]	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 = wer, lengths at divolume	measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (I/mI)	Convert between different units of measure [for example, kilometre to metre; hour to minute] estimate, compare and calculate different measures	convert between different units of metric measure (for example, kilometre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)     understand and use approximate equivalences between metric units 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	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 to up to three decimal places     convert between miles and kilometres
Spring Spring Summer	4 Summer 4	Spring 4 Summer 4	Autumn 3 Spring 2 Summer 3	Summer 1 Summer 4 Summer 5	Spring 4



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Measurement: Money	recognise and know the value of different denominations of coins and notes	recognise and use symbols for pounds (£) 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	add and subtract amounts of money to give change, using both £ and p in practical contexts	estimate, compare and calculate different measures, including money in pounds and pence	use all four operations to solve problems involving measure [for example, money]	
	Summer 5	Autumn 3	Spring 2	Summer 2	Summer 1	



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Measurement: Time	sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]     recognise 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	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	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 taken by particular events or tasks]	read, write and convert time between analogue and digital 12- and 24-hour clocks solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days	solve problems involving converting between units of time	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
	Summer 6	Summer 3	Summer 2	Summer 3	Summer 4	Year 5 Summer 4

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	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Measurement: Perimeter, Area, Volume			measure the perimeter of simple 2-D shapes	measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres     find the area of rectilinear shapes by counting squares	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     estimate volume [for example, using 1 cm³ blocks to build cuboids (including cubes)] and capacity [for example, using water]	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 example, mm³ and km³]
			Spring 4	Autumn 3 Spring 2	Autumn 5 Summer 5	Spring 5

#### Primary Progression - Geometry



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Geometry: 2-D Shapes	recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]	identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] compare and sort common 2-D shapes and everyday objects	draw 2-D shapes	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	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	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
	Autumn 3	Spring 3	Summer 3	Summer 5	Summer 2	Summer 1
Geometry: 3-D Shapes	recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]	recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].     compare and sort common 3-D shapes and everyday objects	make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them		identify 3-D shapes, including cubes and other cuboids, from 2-D representations	recognise, describe and build simple 3-D shapes, including making nets
	Autumn 3	Spring 3	Summer 3		Summer 2	Summer 1

# Primary Progression - Geometry



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Geometry: Angles & Lines			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	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     complete a simple symmetric figure with respect to a specific line of symmetry	know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles     draw given angles, and measure them in degrees     identify:     angles at a point and one whole turn (total 360°)     angles at a point on a straight line and \( \frac{1}{2} \) a turn (total 180°)     other multiples of 90°	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
			Summer 3	Summer 5	Summer 2	Summer 1

## Primary Progression - Geometry



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Geometry: Position & Direction	describe position, direction and movement, including whole, half, quarter and three-quarter turns	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 anticlockwise)		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	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	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
	Summer 3	Spring 3 Summer 1		Summer 6	Summer 3	Autumn 4

## Primary Progression - Statistics



	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Statistics: Present and Interpret		interpret and construct simple pictograms, tally charts, block diagrams and simple tables  Spring 2	interpret and present data using bar charts, pictograms and tables  Spring 3	interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs  Summer 4	complete, read and interpret information in tables, including timetables  Autumn 3	interpret and construct pie charts and line graphs and use these to solve problems  Summer 3
Statistics: Solve Problems		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	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	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	calculate and interpret the mean as an average
		Spring 2	Spring 3	Summer 4	Autumn 3	Summer 3