

Weaver Primary School Progression in Mathematics:

Number and Place Value

COUNTING									
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number			count backwards through zero to include negative numbers	interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	use negative numbers in context, and calculate intervals across zero				
count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	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;	count in multiples of 6, 7, 9, 25 and 1000	count forwards or backwards in steps of powers of 10 for any given number up to 1000 000					
given a number, identify one more and one less		find 10 or 100 more or less than a given number	find 1000 more or less than a given number						
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 000000 and determine the value of each digit (appears also in Reading and Writing Numbers)	read, write, order and compare numbers up to 10 000000 and determine the value of each digit				
	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						
	R	EADING AND WRITING NUM	BERS (including Roman 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	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,	read Roman numerals to 100 and know that over time, the numeral system changed to	read, write, order and compare numbers to at least 1 000000 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 (appears also in Understanding Place Value)				
		and 12-hour and 24-hour clocks	include the concept of zero and place value.						

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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)	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 000000 and determine the value of each digit (appears also in Reading and Writing Numbers)			
			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)		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)			
	I	ROUN	IDING					
			round any number to the nearest 10, 100 or 1000	round any number up to 1000 000 to the nearest 10, 100, 1 000, 10 000 and 100 000	round any whole number to a required degree of accuracy			
			round decimals with one decimal place to the nearest whole number (copied from Fractions)	round decimals with two decimal places to the nearest whole number and to one decimal place (copied from Fractions)	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			