

Number and Place Value Curriculum Progression

YR



Y6

COUNTING

- count from 0-20
- count an irregular arrangement of up to 10 objects
- 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 1 000
- find 1 000 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 1 000 000
- use negative numbers in context, and calculate intervals across zero

COMPARING NUMBERS

- compare quantities of identical objects
- compare quantities of non-identical objects
- compare groups up to 10
- use the language of more than and fewer than
- 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 1 000
- order and compare numbers beyond 1 000
- compare numbers with the same number of decimal places up to two decimal places
- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit
- read, write, order and compare numbers up to 10 000 000 and determine the value of each digit

IDENTIFYING, REPRESENTING AND ESTIMATING NUMBERS

- select the correct numeral to represent 1-5, then 1-10 objects
- 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

- write the correct numeral for a given number
- 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 1 000 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
- 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 1 000 (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

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
- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit
- recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- read, write, order and compare numbers up to 10 000 000 and determine the value of each digit
- identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1 000 where the answers are up to three decimal places

ROUNDING

- round any number to the nearest 10, 100 or 1 000
- round decimals with one decimal place to the nearest whole number
- 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
- round any whole number to a required degree of accuracy
- solve problems which require answers to be rounded to specified degrees of accuracy

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 Curriculum Progression

YR



Y6

NUMBER BONDS

- bonds to 5
- number bonds 10 (tens frame)
- number bonds to 10 (part-part whole model)

- 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 CALCULATIONS

- find one more and one less
- combine two groups to find the whole
- adding by counting on
- subtract by counting back

- 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 (column 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

PROBLEM SOLVING

- sorting into groups

- 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 simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction

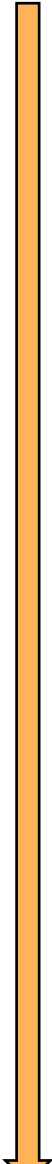
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why

- solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why

- solve 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

Multiplication and Division Curriculum Progression

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MULTIPLICATION AND DIVISION FACTS

- doubling
- halving and sharing
- odds and evens

- 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
- 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
- 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
- recall multiplication and division facts for multiplication tables up to 12×12

- count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000

MENTAL CALCULATIONS

- 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

- 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

- 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. $\frac{3}{8}$)

WRITTEN CALCULATION

- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) 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

- 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
- 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
- use written division methods in cases where the answer has up to two decimal places

PROPERTIES OF NUMBERS: MULTIPLES, FACTORS, PRIMES, SQUARE AND CUBE 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 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 denomination
- calculate, estimate and compare volume of cubes and cuboids using standard units, including centimeter cubed (cm^3) and cubic meters (m^3), and extending to other units such as mm^3 and km^3

INVERSE OPERATIONS, ESTIMATING AND CHECKING ANSWERS, ORDER OF OPERATIONS

- 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 estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy
- use their knowledge of the order of operations to carry out calculations involving the four operations

PROBLEM SOLVING

- 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 addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign
- solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates

- solve problems involving addition, subtraction, multiplication and division
- solve problems involving similar shapes where the scale factor is known or can be found

Fractions, Decimals and Percentages Curriculum Progression

YR



Y6

COUNTING IN FRACTION STEPS

- pupils should count in fractions up to 10, starting from any number and using the $\frac{1}{2}$ and $\frac{2}{4}$ equivalence on the number line

- count up and down in tenths

- count up and down in hundredths

REASONING FRACTIONS

- 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

- 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

- 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

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

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 INCLUDING DECIMALS

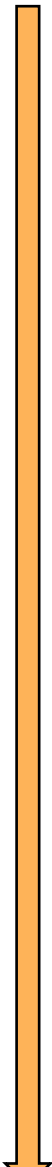
- round decimals with one decimal place to the nearest whole number

- 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

Fractions, Decimals and Percentages Curriculum Progression continued

YR



Y6

EQUIVALENCE

write simple fractions e.g. $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.

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 $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$

- 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. $0.71 = \frac{71}{100}$)
- 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. $\frac{3}{8}$)
- recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

ADDITION AND SUBTRACTION OF FRACTIONS

- add and subtract fractions with the same denominator within one whole (e.g. $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$)

- 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
- recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number (e.g. $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$)

- add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent 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. $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$)
- divide proper fractions by whole numbers (e.g. $\frac{1}{3} \div 2 = \frac{1}{6}$)

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 and divide whole numbers and those involving decimals by 10, 100 and 1000

- multiply one-digit numbers with up to two decimal places by whole 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
- associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. $\frac{3}{8}$)
- use written division methods in cases where the answer has up to two decimal places

PROBLEM SOLVING

- solve problems that involve all of the Y4 content from the other domains

- 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 $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those with a denominator of a multiple of 10 or 25.

Measurement Curriculum Progression

YR



Y6

COMPARING AND ESTIMATING

- compare, describe and solve practical problems for:
 - *lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half]
 - *mass/weight [e.g. heavy/light, heavier than, lighter than]
 - *capacity and volume [e.g. full/empty, more than, less than, half, half full, quarter]
 - *time [e.g. quicker, slower, earlier, later]
 - *sequence events in chronological order using language [e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]

- compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and $=$

- compare durations of events, for example to calculate the time taken by particular events or tasks
- estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight (appears also in Telling the Time)

- estimate, compare and calculate different measures, including money in pounds and pence (also included in Measuring)

- calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes (also included in measuring)
- estimate volume (e.g. using 1 cm³ blocks to build cubes and cuboids) and capacity (e.g. using water)

- calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm³) and cubic metres (m³), and extending to other units such as mm³ and km³

MEASURING AND CALCULATING

- recognise length, height and distance
- understand the difference between weight and capacity

- measure and begin to record the following:
 - *lengths and heights
 - *mass/weight
 - *capacity and volume
 - *time (hours, minutes, seconds)
- recognise and know the value of different denominations of coins and notes

- choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (liters/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- 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

- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- measure the perimeter of simple 2-D shapes
- 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
- measure and calculate the perimeter of a rectilinear figure
- find the area of rectilinear shapes by counting squares

MEASURING AND CALCULATING CONTINUED

- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- measure the perimeter of simple 2-D shapes
- calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes
- recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)

- estimate, compare and calculate different measures, including money in pounds and pence
- measure and calculate the perimeter of a rectilinear figure
- calculate the area of parallelograms and triangles
- calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimeters (cm³) and cubic meters (m³), and extending to other units [e.g. mm³ and km³].
- recognise when it is possible to use formulae for area and volume of shapes

TELLING THE TIME

- daily routine
- order and sequence events
- measure short periods of time

- tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
- recognise and use language relating to dates, including days of the week, weeks, months and years

- 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, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight

- 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 (appears also in Converting)

- solve problems involving converting between units of time

CONVERTING

- know the number of minutes in an hour and the number of hours in a day. (appears also in Telling the Time)

- know the number of seconds in a minute and the number of days in each month, year and leap year

- convert between different units of measure (e.g. kilometre to meter; hour to minute)
- 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

- convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)
- solve problems involving converting between units of time
- understand and use equivalences between metric units and common imperial units such as inches, pounds and pints

- 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
- solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate
- convert between miles and kilometres

Geometry: Properties and Shape and Proportion Curriculum Progression

YR



Y6

IDENTIFYING SHAPES AND THEIR PROPERTIES

- recognise 2-D and 3-D shapes; using mathematical terms
- selects a particular named shape
- recognise and name common 2-D and 3-D shapes, including:
 - *2-D shapes [e.g. rectangles (including squares), circles and triangles]
 - *3-D shapes [e.g. cuboids (including cubes), pyramids and spheres]
- identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
- identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]
- identify lines of symmetry in 2-D shapes presented in different orientations
- identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- recognise, describe and build simple 3-D shapes, including making nets
- illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius

DRAWING AND CONSTRUCTING

- make simple patterns
- explore more complex patterns
- draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
- complete a simple symmetric figure with respect to a specific line of symmetry
- draw given angles, and measure them in degrees (o)
- draw 2-D shapes using given dimensions and angles
- recognise, describe and build simple 3-D shapes, including making nets

COMPARING AND CLASSIFYING

- order two or three items by length and height
- order two items by weigh or capacity
- compare and sort common 2-D and 3-D shapes and everyday objects
- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- use the properties of rectangles to deduce related facts and find missing lengths and angles
- distinguish between regular and irregular polygons based on reasoning about equal sides and angles
- compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons

ANGLES

- 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
- know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- identify:
 - *angles at a point and one whole turn (total 360o)
 - *angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180o)
 - *other multiples of 90o
- recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

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.

Geometry: Properties of Shape and Geometry: Position and Direction Curriculum Progression

YR



Y6

IDENTIFYING SHAPES AND THEIR PROPERTIES

- recognise 2-D and 3-D shapes; using mathematical terms
- selects a particular named shape
- recognise and name common 2-D and 3-D shapes, including:
*2-D shapes [e.g. rectangles (including squares), circles and triangles]
*3-D shapes [e.g. cuboids (including cubes), pyramids and spheres]
- identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
- identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]
- identify lines of symmetry in 2-D shapes presented in different orientations
- identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- recognise, describe and build simple 3-D shapes, including making nets
- illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius

DRAWING AND CONSTRUCTING

- make simple patterns
- explore more complex patterns
- draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
- complete a simple symmetric figure with respect to a specific line of symmetry
- draw given angles, and measure them in degrees (o)
- draw 2-D shapes using given dimensions and angles
- recognise, describe and build simple 3-D shapes, including making nets

COMPARING AND CLASSIFYING

- order two or three items by length and height
- order two items by weigh or capacity
- compare and sort common 2-D and 3-D shapes and everyday objects
- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- use the properties of rectangles to deduce related facts and find missing lengths and angles
- distinguish between regular and irregular polygons based on reasoning about equal sides and angles
- compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons

ANGLES

- 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
- know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- identify:
*angles at a point and one whole turn (total 360o)
*angles at a point on a straight line and ½ a turn (total 180o)
*other multiples of 90o
- recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

POSITION, DIRECTION AND MOVEMENT

- describe the position of an object
- describe position, direction and movement, including 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 anti-clockwise)
- 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

PATTERN

- use common shapes to create patterns and build models
- order and arrange combinations of mathematical objects in patterns and sequences

Statistics and Algebra Curriculum Progression

YR



Y6

INTERPRETING, CONSTRUCTING AND PRESENTING DATA

- interpret and construct 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 and present data using bar charts, pictograms and tables

- interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs

- complete, read and interpret information in tables, including timetables

- interpret and construct pie charts and line graphs and use these to solve problems

SOLVING PROBLEMS

- solve one-step and two-step questions [e.g. '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

EQUATIONS

- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = * - 9$
- represent and use number bonds and related subtraction facts within 20

- recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems.
- recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100

- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.
- solve problems, including missing number problems, involving multiplication and division, including integer scaling

- use the properties of rectangles to deduce related facts and find missing lengths and angles

- express missing number problems algebraically
- find pairs of numbers that satisfy number sentences involving two unknowns
- enumerate all possibilities of combinations of two variables

FORMULAE

- perimeter can be expressed algebraically as $2(a + b)$ where a and b are the dimensions in the same unit

- use simple formulae
- recognise when it is possible to use formulae for area and volume of shapes

SEQUENCES

- sequence events in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening

- compare and sequence intervals of time
- order and arrange combinations of mathematical objects in patterns

- generate and describe linear number sequences
- perimeter can be expressed algebraically as $2(a + b)$ where a and b are the dimensions in the same unit