

## Maths Overview and Progression Grid

EYFS	Vocabulary						
		T					
Number	Addition and Subtraction	Multiplication and Division	Measure and Length	Height, Weight and Capacity	Shape		
count	add	double	measure	height	2-d shapes		
order	plus	half	wide(er)	long(er)/short(er)	rectangle square		
compare	altogether	equal	narrow(er)	tall(er)/short(er)	circle		
forward	total	not equal	compare	weight	triangle		
backwards	take away	share	long (er)(est)	capacity	3-d shapes		
numerals	minus	odd	short (er)(est)	heavy/light	cuboid		
one more	number bonds	even	length	heavier than	cube		
one less	part			lighter than	cone		
equal to	whole			big/bigger/biggest	sphere		
more than				full/empty	curved straight		
less than (fewer)				more than	flat		
				less than			
				half/half full			

F1	Topics to be covered over the year:				
	(As a school, we always follow a child's line of enquiry within their learning, which can direct the topics too.)				
Vocabulary	Number, count, sort, shape, measure, size, big, biggest, small, smallest, long, short, tall, tallest, pattern, how many, fewer, more, less				
Through Direct Teaching and Continuous	Exposure to a range of manipulatives to support counting				
Provision	Recognising numbers to 10				
	Real - life maths skills through role play				
	Teaching of mathematical concepts				
	Opportunity to be use measure in water, mud and sand play				
	Games and play relating to numbers and counting				
	Number songs and rhymes				
	Recognition of common 2D shapes				
	Creating patterns				
By the End of F1 children will be able to:	Recognise numbers to 5				
	Count using 1-1 correspondence				
	Order by size				
	Order numbers 5				
	Recognise circle, square, rectangle and triangle				
	Recite numbers to 10				
	Sing number rhymes				
	Measure capacity using jugs, use non standard units to measure length/height				

Tell me five things!					
I can recognise all	I can count	I can count 1:1 correspondence with a set of 5 objects	I can sing a number	I can make a shape	
numbers to 5	to 10		song	picture	

F2	Topics to be covered over the year: Number, Shape, Measure, Capacity  (As a school, we always follow a child's line of enquiry within their learning, which can direct the topics				
	too.)				
Through Direct	Exposure to a range of manipulatives to support counting				
Teaching and	Modelling and practising writing numbers				
Continuous Provision	Real - life maths skills through role play				
	Teaching of mathematical concepts				
	Opportunity to be use measure in water, mud and sand play				
	Games and play relating to numbers and counting				
	Number sons and rhymes				
By the end of	Count to 20				
Foundation 2 children	Recognise number to 10				
will be able to:	Count 1-1 up to 10 objects				
	Talk about 1 more and 1 less of any given number up to 10				
	Recall some number bonds to 10				
	Subitise up to 5				
	Use a tens frame				
	Complete simple addition and subtraction number sentences				
	Share equally				
	Have a deep understanding of numbers to 10, including the composition of each number, Subitise (recognise quantities				
	without counting) up to 5, Automatically recall (without reference to rhymes, counting or other aids) number bonds up				
	to 5 (including subtraction facts) and some number bonds to 10, including double facts. Verbally count beyond 20,				
	recognising the pattern of the counting system, Compare quantities up to 10 in different contexts, recognising when				
	one quantity is greater than, less than or the same as the other quantity, Explore and represent patterns within				
	numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.				

Tell me five things!				
I can recognise all numbers to 10	I can count to 20	I can count 1:1 correspondence with a set of 10 objects	I can tell you one more or one less than any number less than 10	I can tell you 2D shapes - circle, triangle, square, rectangle



Year 1 Place va	lue, Numbers and Calculation			
	Voc	cabulary		
Place Value	Addition and Subtraction	Multiplication and Division	Fractions  whole half quarter equal parts	
sort represent multiples partitioning ones tens	addition/add subtraction difference equals facts problems missing number problems 2-digit number	multiplication division arrays		
	Co	verage		
Place Value	Addition and Subtraction	Multiplication and Division	Fractions	
count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	add and subtract one-digit and two digit numbers to 20, including zero	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	recognise, find and name a half as one of two equal parts of an object, shape or quantity	
Count numbers to 100 in numerals; count in multiples of twos, fives and tens	solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = c - 9		recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	

identify and represent numbers using objects and pictorial representations	solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = c - 9	
read and write numbers to 100 in numerals		
Read and write numbers from 1 to 20 in numerals and words		
given a number, identify one more and one less		

Tell me 5 things!				
I can form all my numbers correctly	I can recognise any number up to 100.	I can count in steps of 2, 5 and 10	I know all addition and subtraction facts for pairs to 20	I can recall all double numbers up to 10 + 10



Year 1 Measur	es inc money, Properties o	f Shape, Position and Direction,	
		Vocabulary	
Measure		Properties of Shape	Position and Direction
compare money mass coins volume notes chronological order pounds month pence year second half past o'clock		sides corners properties faces pyramids	position direction movement whole turn quarter turn half turn three quarter turn
		Coverage	
Measure		Properties of Shape	Position and Direction
compare, describe and solve practical problems for:  • lengths and heights  • mass/weight  • capacity and volume  • time		recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]	describe position, direction and movement, including whole, half, quarter and three-quarter turns
measure and begin to record the following: <ul> <li>lengths and heights</li> <li>mass/weight</li> <li>capacity and volume</li> <li>time (hours, minutes, seconds)</li> </ul>		recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]	

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	

	Tell me 5 things!					
I can tell the time to o'clock and half past	know the days of the week and months of the year in sequence	I can recognise square, triangles, circles, rectangles, cubes, cuboids, pyramids and spheres	I can recognise all coins	I can compare the length of two objects		



Year 2	Place value, Numbers and Calculation	1					
Vocabulary							
Place Value	Addition and Subtraction	Multiplication and Division	Fractions				
count in steps count in multiples place value estimate compare	sum three-digit number commutative	multiplication tables commutative repeated addition	three quarters third equivalent fractions numerator denominator one whole				
	Cov	erage					
Place Value	Addition and Subtraction	Multiplication and Division	Fractions				
count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	add and subtract numbers using concrete objects, pictorial representations, and mentally, including:	recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers	recognise, find, name and write fractions $1/3$ , $\frac{1}{4}$ , $2/4$ and $3/4$ of a length, shape, set of objects or quantity				
read and write numbers to at least 100 in numerals and in words	<ul> <li>a two-digit number and ones</li> <li>a two-digit number and tens</li> <li>two two-digit numbers</li> <li>adding three one digit numbers</li> </ul>	show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot	Recognise the equivalence of $\frac{1}{2}$ and $2/4$				
identify, represent and estimate numbers using different	solve problems with addition and subtraction:	calculate mathematical statements for multiplication and division within the multiplication tables and write	write simple fractions for example 1/2 of 6 = 3				

representations, including the number line  recognise the place value of each digit in a two digit number (tens,	<ul> <li>using concrete objects and pictorial representations, including those involving numbers, quantities and measures Ø applying their increasing knowledge of mental</li> </ul>	them using the multiplication (*), division (÷) and equals (=) signs  solve problems involving multiplication and division, using	
ones)		materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	
compare and order numbers from 0 up to 100; use and = signs	recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems		
use place value and number facts to solve problems			

Tell me 5 things you know!				
I can order 4 numbers from 0 - 100	I know how to add multiples of ten to a given number (34 + 20)	I know my 2, 5 and 10 times tables	I can add and subtract two two-digit numbers with renaming	I can find a half or quarter of a set of objects



Year 2		Measures inc mo	oney, Properties of Shape, Position	n and Direction
		Voca	bulary	
Measure		Properties of Shape	Position and Direction	Statistics
standard units estimate order centimetre metre kilogram gram litres millilitres temperature Celsius	intervals of time quarter past quarter to duration value change	pentagon hexagon line of symmetry properties cylinder edges vertices vertex	clockwise/anticlockwise straight line rotation sequence	pictograms tally sorting category totalling comparing
		Cove	erage	
Measure		Properties of Shape	Position and Direction	Statistics
choose and use 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		identify and describe the properties of 2- D shapes, including the number of sides and line symmetry in a vertical line	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)	interpret and construct simple pictograms, tally charts, block diagrams and simple tables

compare and order lengths, mass, volume/capacity and record the results using >, < and =	identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]	order and arrange combinations of mathematical objects in patterns and sequences	ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	compare and sort common 2-D shapes and everyday objects		ask and answer questions about totalling and comparing categorical data
find different combinations of coins that equal the same amounts of money	recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]		
solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change	compare and sort common 3-D shapes and everyday objects		
compare and sequence intervals of time			
tell and write the time to the fifteen 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 me 5 things you know!				
Use coins to make any given amount of money	Tell the time using quarter to and quarter past	Tell the time using quarter to and quarter past	Understand full, half and quarter turns and use clockwise and anti-clockwise	Know how to use a tally