Number: Number and Place Value Whole School Progression Map

Essential knowledge for a mathematician:	Essential skills for a mathematician:
Knowledge of place value	To problem solve
 Knowledge of calculation using all four operations 	 To reason about mathematical ideas and concepts
 Knowledge of fractions and percentages 	 To make links and transfer skills across the mathematical curriculum, of
 Knowledge of geometry (shape, space and measure) 	 To be excited and inquisitive about maths
Knowledge of statistics	
Knowledge of ratio and proportion	

Knowledge of algebra

F1	F2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To sing a range of number songs. To rote count up to 10. To rote count up to 10 forwards/ backwards. To rote count up to 15 forwards and backwards	To count up to 10 objects with 1:1 correspondence To count, order and recognise numerals to 15, in and out of sequence.	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
	To count, order and recognise numerals to 20, in and out of sequence.						
		count, read and write	count in steps of 2, 3, and	count from 0 in multiples	count in multiples of 6, 7,	count forwards or	
To show an understanding of 1:1 counting to 5.	To match quantities to numerals to 10	numbers to 100 in	5 from 0, and in tens from	of 4, 8, 50 and 100;	9, 25 and 1000	backwards in steps of	
To count out a group of up to 5 objects		numerals; count in	any number, forward or			powers of 10 for any given	
To count out a group of up to 10 objects and match to numeral		multiples of twos, fives and tens	backward			number up to 1000 000	
To count out a group of	To match quantities to	given a number, identify		find 10 or 100 more or	find 1000 more or less		
up to 10 objects and	numerals to 10	one more and one less		less than a given number	than a given number		
match to numeral							
To know that the last							
number you count							
represents the total							
number of objects							
To know that each							
object should only be							
counted once							



other areas of the curriculum and in real life

	COMPARING NUMBERS						
F1	F2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		use the language of: equal	compare and order	compare and order	order and compare	read, write, order and	read, write, order and
To use the language of more to compare amounts.	To say one more/less than a given number to 5	to, more than, less than	numbers from 0 up to	numbers up to 1000	numbers beyond 1000	compare numbers to at	compare numbers up to
To use the language of more, less and equal to compare amounts.	To say one more/less than a given number to 10						
To say more/less using a number line to 5 then 10	To say one more/less than a given number to 15						
		(fewer), most, least	100; use <, > and = signs		compare numbers with the same number of decimal	least 1 000 000 and determine the value of	10 000000 and determine the value of each digit
					places up to two decimal places (copied from Fractions)	each digit (appears also in Reading and Writing Numbers)	(appears also in Reading and Writing Numbers)
			IDENTIFYING, REPI	RESENTING AND ESTIMATING	NUMBERS	ł	
To problem solve practically with numbers up to 5. To develop fast recognition of up to 3 objects (subitise) and then 6 objects.	To have a deep understanding of number to 3 – composition and subitising To have a deep understanding of number to 5 – composition and subitising To have a deep understanding of number to 6,7,8 – composition and subitising To have a deep understanding of number to 9 – composition and subitising	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 (including Roman Numerals)							
F1	F2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
	To write numbers to 5, forming them correctly. To write numbers to 10, forming them correctly. To write numbers to 15, forming them correctly.	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, and 12-hour and 24- hour clocks (copied from Measurement)	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 (appears also in Comparing Numbers) 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)	
			UNDERSTAND	ING PLACE VALUE				
			recognise the place value of each digit in a two-digit	recognise the place value of each digit in a three-	recognise the place value of each digit in a four-digit	read, write, order and compare numbers to at	read, write, order and compare numbers up to	
			number (tens, ones)	digit number (hundreds, tens, ones)	number (thousands, hundreds, tens, and ones)	least 1 000 000 and determine the value of each digit	10 000 000 and determine the value of each digit (appears also in Reading and	
		-			find the effect of dividing a	(appears also in Reading and Writing Numbers)	Writing Numbers) identify the value of each	
					10 and 100, identifying the value of the digits in the	recognise and use thousandths and relate them	and multiply and divide numbers by 10, 100 and	
					answer as units, tenths and hundredths (copied from Fractions)	to tenths, hundredths and decimal equivalents (copied from Fractions)	1000 where the answers are up to three decimal places (copied from Fractions)	
			1	ROUN	NDING			
					round any number to the nearest 10, 100 or 1000	round any number up to 1 000 000 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)	
				PROBLEN	1 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	