Henleaze Infant School

Progression Map For Maths

	EYFS	YEAR 1	YEAR 2
Place Value: Counting	Verbally count beyond 20, recognising the pattern of the counting system. Subitise (recognise quantities without counting) up to 5. Count objects, actions and sounds.	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.	Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.
Place Value: Represent	Link the number symbol (numeral) with its cardinal number value. Identify and represent number using objects and pictorial representations.	Identify and represent number 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.
Place Value: Use Place Value and Compare	Compare numbers up to 10. Understand the 'one more than/one less than' relationship between consecutive numbers. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Given a number, identify one more and one less.	Recognise the place value of each digit in a two-digit number (tens, ones). Compare and order numbers from 0 up to 100 using <, > and = signs.
Place Value: Problems and Rounding			Use place value and number facts to solve problems.
Place Value: Key	Zero, one, two, three.. to twenty and beyond, none, count on, count to, count	Zero, one, two, three.. to fifty and beyond, greater, less, pair, ones, tens,	Zero, one, two, three.. to one hundred and beyond, hundreds, partition

Vocabulary	from, count down, before, after, more, less, many, few, fewer, fewest, small, smaller, smallest, equal to, the same as, digit, odd, even, numeral, compare, order, represent	above, below	
Addition and Subtraction: Recall, Represent, Use	Have a deep understanding of numbers to 10, including the composition of each number. 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.	Read, write and interpret mathematical statements involving addition (+) and subtraction (-) and equals (=) signs. Represent and use number bonds and related subtraction facts within 20.	Recall and use addition and subtraction facts to 20 fluently, and drive 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.
Addition and Subtraction: Calculations	Have a deep understanding of numbers to 10, including the composition of each number.	Add and subtract one-digit and two-digit numbers to 20, including 0.	Add and subtract numbers using concrete objects, pictorial representation and mentally, including: - A two-digit number and ones - A two-digit number and tens - Two two-digit numbers - Adding three one-digit numbers
Addition and Subtraction: Solve Problems	Solve one-step problems that involve addition and subtraction, using concrete objects.	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
Addition and	Parts and wholes, plus, add, altogether, equals, number sentence, more, make,	Difference between	Commutative, inverse

Subtraction: Key Vocabulary	sum, total, altogether, subtract, take away, less than, the difference, subtract, minus, fewer, decrease, equals, same, double, half, number sentence, number bonds		
Multiplication and Division: Recall, Represent, Use	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.	Count in multiples of twos, fives and tens. Recall and use multiplication and division facts for the 2 and 10 multiplication tables.	Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward. 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.
Multiplication and Division: Calculations			Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs.
Multiplication and Division: Solve Problems	Solve simple one-step problems involving multiplication and division, by calculating the answer using concrete objects.	Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representation and arrays with the support of the teacher.	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, multiplication and division facts, including problems in contexts.
Multiplication and Division: Key Vocabulary	Double, times, multiplied by, the product of, groups of, equal, lots of, equal groups, share, group, divide, divided by, half, odd, even, half, pairs	Once, twice, three times, four times, five times etc, count in, twos, fives, tens, multiple of, multiply, multiply by, repeated addition, array, row, column, group in twos, threes, etc, left, left over	
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,	Recognise, find, name and write fractions ⅓ ¼ 2/4 and ¾ of a length, shape, set of objects or quantity.

			shape or quantity.
Fractions: Compare			Recognise the equivalence of 2/4 and ½.
Fractions: Calculations			Write simple fractions, for example, ½ of 6 = 3.
Fractions: Key Vocabulary	Double, half, halves whole, equal	Equal parts, quarter	Third, equivalence, equivalent
Measurement: Using Measure	Compare length, weight and capacity.	Compare, describe and solve practical problems for: • Lengths and heights (for example; long/short, longer/shorter, tall/short, double/half) • Mass/weight (for example; heavy/light, heavier than, lighter than) • Capacity and volume (for example; full/empty, more than, less than, half, full, quarter) • Time (for example; quicker, clower, earlier, later) Measure and begin to record the following: • Lengths and heights • Mass/weight • Capacity and volume • Time (hours, minutes, seconds)	Choose and use appropriate standard units to estimate and measure length/height in any direction (cm/m); mass (kg, g);temperature (°C); capacity (litres/millilitres) 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 =.
Measurement: Money		Recognise and know the value of different denominations of coins and notes.	Recognise and use symbols for pounds (£) and pence (p); combine amount 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.
Measurement: Time	Sequence events in chronological order. Recognise and use language relating to dates, including days of the week and months.	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.
Measurement: Key Vocabulary	Full, half, empty, weigh, weighs, balance, heavy, heavier, heaviest, light, lighter, lightest, scales, time Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday, January, February, March, April, May, June, July, August, September, October, November, December, Spring, Summer, Autumn, Winter, days, week, month, year, weekend, morning, afternoon, evening, night, today, yesterday, tomorrow, before, after, next, last, quickest, fastest, slowest, clock, estimate, length, height, longer, longest, shorter, shortest, taller, tallest, higher, highest, money, coin, penny, pence, pound, price, cost, buy, sell, spend, spent, pay, change, cost, total	Midnight, now, soon, early, late, quick, quicker, quickly, fast, slow, slower, old, older, oldest, new, newer, newest, takes longer, takes less time, hour, o'clock, half past, watch, hands, always, never, often, sometimes, usually, once, twice etc, first, second, third etc, close to, about the same as, over, under, enough, not enough, width, depth, long, short, tall, high, low, wide, narrow, deep, shallow, thick, thin, far, near, close, metre, ruler, metre stick, costs more, costs less, cheaper, costs the same as	Quarter past, quarter to, meters, kilometers, grams, kilograms, millilitre, litre
Geometry: 2D Shapes	Compose and decompose 2D shapes so that children recognise a shape can have other shapes within it, just as numbers can. Select, rotate and manipulate 2D shapes to develop spatial reasoning skills.	Recognise and name common 2D shapes (for example, rectangles, squares, circles and triangles).	Identify and describe the properties of 2D shapes, including the number of sides and line of symmetry in a vertical line. Identify 2D shapes on the surface of 3D shapes (for example, a circle on a cylinder and a triangle on a pyramid).

			Compare and sort common 2D shapes and everyday objects.
Geometry: 3D Shapes	*Compose and decompose 3D shapes so that children recognise a shape can have other shapes within it, just as numbers can.* *Select, rotate and manipulate 3D shapes to develop spatial reasoning skills.*	Recognise and name common 3D shapes (for example, cuboids, cubes, pyramids and spheres).	Recognise and name common 3d shapes (for example, cuboids, cubes, pyramids and spheres). Compare and sort common 3D shapes and everyday objects.
Geometry: Position and Direction		Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Order and arrange combination 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 anti-clockwise).
Geometry: Key Vocabulary	Over, under, underneath, above, below, top, bottom, side, on, in, outside, inside, in front, behind, front, back, before, after beside, next to, middle, up, down, forwards, backwards, sideways, close, far, through, towards, away from, side, roll, turn, cube, cuboid, square based pyramid, triangular based pyramid, sphere, cone, cylinder, circle, triangle, square, rectangle, oval, hexagon, octagon, pentagon, shape, flat, curved, straight, round, solid, corner, face, side	Position, around, opposite, apart, between, edge, centre, direction, journey, left, right, near, along, whole turn, half turn	Rotation, clockwise, anticlockwise, straight line, ninety degree turn, right angle , size, bigger, larger, smaller, symmetrical, line of symmetry, fold, match, reflection, pattern, repeating pattern S
Statistics: Present and Interpret			Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.
Statistics: Solve			Ask and answer simple questions by counting the number of objects in

Problems			each category and sorting the categories by quantity. Ask and answer questions about totalling and comparing categorical data.
Statistics: Key Vocabulary			Count, tally, sort, vote, graph, block diagram, pictogram, represent, group, set , list, table, label, title, most popular, most common, least popular, least common