Ready to Progress Criteria - Maths

| Strand | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| Number and Place Value | Count within 100, forwards and backwards, starting with any number. |  | Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three digit multiples of 10 . | Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 . | Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1 . Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01 . Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01 . | Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000). |
|  |  | Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and nonstandard partitioning. | Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning. | Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and nonstandard partitioning. | Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and nonstandard partitioning. | Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and nonstandard partitioning. |
|  | Reason about the location of numbers to 20 within the linear number system, including comparing using < > and $=$ | Reason about the location of any two digit number in the linear number system, including identifying the previous and next multiple of 10. | Reason about the location of any three digit number in the linear number system, including identifying the previous and next multiple of 100 and 10. | Reason about the location of any four digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100 , and rounding to the nearest of each. | Reason about the location of any number with up to 2 decimals places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each. | Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round numbers, as appropriate, including in contexts. |
|  |  |  | Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts. | Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with $2,4,5$ and 10 equal parts. | Divide 1 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2,4, 5 and 10 equal parts. | Divide powers of 10, from 1 hundredth to 10 million, into $2,4,5$ and 10 equal parts, and read scales/number lines with labelled intervals divided into $2,4,5$ and 10 equal parts. |
|  |  |  |  |  | Convert between units of measure, including using common decimals and fractions. |  |


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| Number Facts | Develop fluency in addition and subtraction facts within 10. | Secure fluency in addition and subtraction facts within 10 , through continued practice. | Secure fluency in addition and subtraction facts that bridge 10, through continued practice. |  |  |  |
|  | Count forwards and backwards in multiples of 2,5 and 10 . up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers. |  | Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. | Recall multiplication and division facts up to $12 \times 12$. and recognise products in multiplication tables as multiples of the corresponding number. | Secure fluency in multiplication table facts, and corresponding division facts, through continued practice. |  |
|  |  |  |  | Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context. |  |  |
|  |  |  | Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 10). | Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100) | Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth). |  |


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| Addition and Subtraction | Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers. | Add and subtract across 10. | Calculate complements to 100. |  |  | Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number). |
|  | Read, write and interpret equations containing addition <br> $(+)$, subtraction (-) and equals <br> $(=)$ symbols, and relate additive expressions and equations to real-life contexts. | Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more...?" | Add and subtract up to three-digit numbers using columnar methods. |  |  | Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding. |
|  |  | Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a two digit number. | Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part-part-whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction. |  |  | Solve problems involving ratio relationships. |
|  |  | Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two digit numbers. |  |  |  | Solve problems with 2 unknowns. |



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| Fractions |  |  | Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts. |  |  | Recognise when fractions can be simplified, and use common factors to simplify fractions. |
|  |  |  | Find unit fractions of quantities using known division facts (multiplication tables fluency). |  | Find non-unit fractions of quantities. | Express fractions in a common denomination and use this to compare fractions that are similar in value. |
|  |  |  | Reason about the location of any fraction within 1 in the linear number system. | Reason about the location of mixed numbers in the linear number system. |  | Compare fractions with different denominators, including fractions greater than 1 , using reasoning, and choose between reasoning and common denomination as a comparison strategy. |
|  |  |  |  | Convert mixed numbers to improper fractions and vice versa. | Find equivalent fractions and understand that they have the same value and the same position in the linear number system. 3F-4 Add and subtract fractions with the same denominator, within 1. 4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers. 5F-3 Recall decimal |  |
|  |  |  | Add and subtract fractions with the same denominator, within 1. | Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers. | Recall decimal fraction equivalents for $1 / 2,1 / 4,1 / 5$ and $1 / 10$, and for multiples of these proper fractions. |  |


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| Geometry | Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. | Use precise language to describe the properties of 2 D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties. | Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations. |  | Compare angles, estimate and measure angles in degrees ( ${ }^{\circ}$ ) and draw angles of a given size. |  |
|  |  |  |  |  | Compare areas and calculate the area of rectangles (including squares) using standard units. |  |
|  | Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations. |  | Draw polygons by joining marked points, and identify parallel and perpendicular sides. | Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant. |  | Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems. |
|  |  |  |  | Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons. |  |  |
|  |  |  |  | Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry. |  |  |

