

Inkberrow Primary School

1. Number: Number and Place Value
2. Number: Addition and Subtraction
3. Number: Multiplication and Division
4. Number: Fractions
5. Number: Ratio and Proportion
6. Measurement
7. Geometry: Properties of Shape
8. Geometry: Position and Direction
9. Statistics
10. Algebra



Mathematics- Domain Progression Across Key Stages 1 &2

Written in line with Sense of Number

1. Number & Place Value	1	2	3	4	5	6
Counting	<ul style="list-style-type: none"> Count to and across 100, forwards and backwards beginning with 0 or 1, from any given number Count, read and write numbers to 100 in numerals, count in multiples of twos, fives and tens 	<ul style="list-style-type: none"> Count in steps 2, 3 and 5 from 0 and in tens from any number, forward and backward 	<ul style="list-style-type: none"> Count from 0 in multiples of 4,8, 50 and 10; find 10 and 100 more or less than a given number 	<ul style="list-style-type: none"> Count in multiples of 6,7,9,25 and 1000 Count backwards through zero to include negative numbers Find 1000 more or less than a given number 	<ul style="list-style-type: none"> Count forwards or backwards in steps of powers of 10 for any given number up to 100000 Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero 	<ul style="list-style-type: none"> Use negative numbers in context and calculate intervals across zero
Place Value (Reading, Writing, Ordering, Comparing and valuing numbers)	<ul style="list-style-type: none"> Given a number, identify one more and one less Read and write numbers from 1 to 20 in numerals and words 	<ul style="list-style-type: none"> Recognise the place value of each digit value of each digit in number (tens, ones) Read and write numbers to at least 100 in numerals and in words Compare and order numbers from 0 upto 100; use < > and = signs 	<ul style="list-style-type: none"> Recognise the place value of each digit in a three digit number (hundreds, tens and ones) Read and write numbers upto 1000 in numerals and in words Compare and order numbers upto 1000 	<ul style="list-style-type: none"> Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones) Order and compare numbers beyond 1000 	<ul style="list-style-type: none"> Read, write, order and compare numbers to at least 1000000 and determine the value of each digit 	<ul style="list-style-type: none"> Read, write, order and compare numbers upto 10 000 000 and determine the value of each digit
Identifying	<ul style="list-style-type: none"> Identify and represent numbers using objects and pictorial representations including the number line, and use the language of :equal to, more than, less than, (fewer) most, least 	<ul style="list-style-type: none"> Identify, represent and estimate numbers using representations, including the number line 	<ul style="list-style-type: none"> Identify, represent and estimate numbers using different representations 	<ul style="list-style-type: none"> Identify, represent and estimate numbers using different representations 		
Rounding		<ul style="list-style-type: none"> Round any number to the nearest 10 	<ul style="list-style-type: none"> Round any number to the nearest 100 	<ul style="list-style-type: none"> Round any number to the nearest 10, 100 and 1000 	<ul style="list-style-type: none"> Round any number upto 1 000000 to the nearest 10,100,1000, 10000 and 100000 	<ul style="list-style-type: none"> Round any whole number to a required degree of accuracy
Problem Solving		<ul style="list-style-type: none"> Use place value and number facts to solve problems 	<ul style="list-style-type: none"> Solve number problems involving these ideas 	<ul style="list-style-type: none"> Solve number and practical problems that involve all of the above and with increasingly large positive numbers 	<ul style="list-style-type: none"> Solve number problems and practical problems that involve all of the above 	<ul style="list-style-type: none"> Solve number and practical problems that involve all of the above
Roman Numerals				<ul style="list-style-type: none"> Read Roman numerals to 100 (I and C) and know that overtime, the numerical system changed to include the concept pf zero and place value 	<ul style="list-style-type: none"> Read Roman numerals to 10000 and recognise years written in Roman numerals 	

2: Addition and Subtraction	1	2	3	4	5	6
Problem Solving	<ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Using concrete objects and pictorial representations, including those involving numbers, quantities and measures Applying their increasing knowledge of mental and written methods 	<ul style="list-style-type: none"> Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction 	<ul style="list-style-type: none"> Solve addition and subtraction two- step problems in contexts, deciding which operations and methods to use and why 	<ul style="list-style-type: none"> Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why 	<ul style="list-style-type: none"> Solve addition and subtraction multi step problems in contexts deciding which operations and methods to use and why
Facts	<ul style="list-style-type: none"> Represent and use number bonds and related subtraction facts within 20 	<ul style="list-style-type: none"> Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 				
Understanding and using statements and relationships	<ul style="list-style-type: none"> Read, write and interpret mathematical statements involving addition, subtraction and equal signs 	<ul style="list-style-type: none"> Show that addition of two numbers can be done in any order 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 	<ul style="list-style-type: none"> Estimate the answer to a calculation and use inverse operations to check answers 	<ul style="list-style-type: none"> Estimate and use inverse operations to check answers to calculation 	<ul style="list-style-type: none"> Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy 	<ul style="list-style-type: none"> Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy Use their knowledge of the order of operations to carry out calculations involving the four operations
Addition and subtraction- mental and written methods	<ul style="list-style-type: none"> Add and subtract one digit and two digit numbers to 20, including zero 	<ul style="list-style-type: none"> Add and subtract numbers using concrete objects, pictorial representations, and mentally Including: <ul style="list-style-type: none"> A two digit number and ones A two digit number and tens Two two digit numbers Add three to one digit numbers 	<ul style="list-style-type: none"> Add and subtract numbers mentally including: <ul style="list-style-type: none"> A three digit number and ones A three digit number and tens A three digit number and hundreds Add and subtract numbers with up to three digits, using formal written methods including columnar addition and subtraction 	<ul style="list-style-type: none"> Add and subtract numbers with upto 4 digits using the formal written methods of columnar addition and subtraction where appropriate 	<ul style="list-style-type: none"> Add and subtract whole numbers with more than 4 digits including using formal written methods (columnar addition and subtraction Add and subtract numbers mentally with increasingly large numbers 	<ul style="list-style-type: none"> Perform mental calculations, including with mixed operations and large numbers

3. Multiplication and Division	1	2	3	4	5	6
Problem Solving	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 problem involving multiplication and division, including scaling by simple fractions and problems involving simple rates 	<ul style="list-style-type: none"> 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 Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
Facts		<ul style="list-style-type: none"> Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables, including recognising odd and even numbers 	<ul style="list-style-type: none"> Recall and use multiplication and division facts for the 3,4 and 8 multiplication tables 	<ul style="list-style-type: none"> Recall multiplication and division facts for multiplication tables up to 12×12 	<ul style="list-style-type: none"> Establish whether a number up to 100 is prime and recall prime numbers up to 19 	
Understanding and using statements and relationships		<ul style="list-style-type: none"> Show that multiplication of two numbers can be done in any order (communicative) and division of one number by another cannot 		<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 numbers Recognise and use square numbers and cube numbers, and the notation for squared and cubed 	<ul style="list-style-type: none"> Identify common factors, common multiples and prime numbers Finding prime factors of 2 digit numbers, and testing for prime numbers beyond 100 Use their knowledge of the order of operations to carry out calculations involving the four operations
Multiplication and Division- Mental and written Methods		<ul style="list-style-type: none"> Calculate mathematical statements for multiplication and division grouping within the multiplication tables and write them using multiplication, division and equals signs 	<ul style="list-style-type: none"> Write, estimate 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 	<ul style="list-style-type: none"> Estimate and multiply two digit and three digit numbers by a one digit number using a formal written layout 	<ul style="list-style-type: none"> Multiply numbers upto 4 digits by a one or two digit number, using a formal written method, including long multiplication for two digit numbers Multiply and divide numbers mentally drawing upon known facts Divide numbers upto 4 digits by a one digit number using the formal written method of short division and interpret 	<ul style="list-style-type: none"> Multiply multi-digit numbers up to 4 digits by a two digit whole number using the formal written method of long multiplication Divide numbers upto 4 digits by a two digit whole number using the formal written method of long division, and interpret remainders, fractions or by rounding, as appropriate for the context

					remainders appropriately for the context	<ul style="list-style-type: none"> Divide numbers upto 4 digits by a two digit number using the formal written method of short division where appropriate, interpreting remainders according to the context Perform mental calculations, including with mixed operations and large numbers
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4. Fractions	1	2	3	4	5	6
Recognising. Finding, Naming and Writing Fractions inc Equivalent Fractions	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 Write simple fractions for example, $\frac{1}{2}$ or $6 \div 3$ and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ 	<ul style="list-style-type: none"> Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators 	<ul style="list-style-type: none"> Recognise and show, using diagrams, families or common equivalent fractions Recognise and write decimal equivalents of any number or tenths or hundredths Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ Compare numbers with the same number of decimal places upto two decimal places 	<ul style="list-style-type: none"> Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number (for example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1 \frac{1}{5}$) Read and write decimal numbers as fractions ($0.71 = \frac{71}{100}$) 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 Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths 	<ul style="list-style-type: none"> 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 (for example 0.375 for a simple fraction, for example $\frac{3}{8}$) Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts

<p>Counting and Ordering</p>			<ul style="list-style-type: none"> Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one digit numbers or quantities by 10 Compare and order unit fractions, and fractions with the same denominators 	<ul style="list-style-type: none"> Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten Round decimals with one decimal place to the nearest whole number 	<ul style="list-style-type: none"> Read, write, order and compare numbers with up to three decimal places Compare and order fractions whose denominators are all multiples of the same number 	<ul style="list-style-type: none"> Compare and order fractions, including fractions > 1
<p>Adding, Subtracting, Dividing and multiplying fractions</p>			<ul style="list-style-type: none"> Add and subtract fractions with the same denominator within one whole ($5/7 + 1/7 = 6/7$) 	<ul style="list-style-type: none"> Add and subtract fractions with the same denominator Find the effect of dividing a one- or two digit by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths 	<ul style="list-style-type: none"> Add and subtract fractions with the same denominator and denominators that are multiples of the same number Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams 	<ul style="list-style-type: none"> Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places Multiply simple pairs of proper fractions, writing the answer in its simplest form (for example $1/4 \times 1/2 = 1/8$) Divide proper fractions by whole numbers ($1/3$ divided by 2 = $1/6$) Multiply one digit numbers with up to two decimal places by whole numbers Use written division methods in cases where the answer has up to two decimal places
<p>Fractions: Problem Solving</p>			<ul style="list-style-type: none"> Solve problems that involve all of the above 	<ul style="list-style-type: none"> 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 fractions to two decimal places 	<ul style="list-style-type: none"> Solve problems involving number up to three decimal places Solve problems which require knowing percentage and decimal equivalents of $1/2, 1/4, 3/4, 1/5, 2/5, 3/5, 4/5$ and those fractions with a denominator of a multiple of 10 and 25 50, 100, 25% is 25/100 and relate this to finding fractions of. 	<ul style="list-style-type: none"> Solve problems which require answers to be rounded to specified degrees of accuracy
<p>5. Ratio and Proportion</p>	<p>1</p>	<p>2</p>	<p>3</p>	<p>4</p>	<p>5</p>	<p>6</p>

<p>Ratio and Proportion</p>						<ul style="list-style-type: none"> • 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 & grouping using knowledge of fractions and multiples
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6. Measurement	1	2	3	4	5	6
<p>Calculating</p>					<ul style="list-style-type: none"> • Use all four operations to solve problems involving measure (for example, length, mass, volume, money (using decimal notation, including scaling. 	<ul style="list-style-type: none"> • Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate
<p>Measuring length, mass, temperature, capacity (volume), perimeter and area</p>	<p>Compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> • 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, half full, quarter) • Time (for example, quicker, slower, earlier, later) <p>Measure and begin to record the following:</p> <ul style="list-style-type: none"> • Lengths and heights • Mass/weight 	<ul style="list-style-type: none"> • Compare and order lengths, mass, volume/capacity and record the results using > < and = • Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature, capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels 	<ul style="list-style-type: none"> • Measure, compare, add and subtract: lengths (m/cm/mm; mass (kg/g) volume/capacity (l/ml) • Measure the perimeter of simple 2D shapes 	<ul style="list-style-type: none"> • Convert between different units of pastels (for example, kilometre to metre; hour to minute) • Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres) • Find the area of rectilinear shapes by counting squares • Estimate, compare and calculate different measures, 	<ul style="list-style-type: none"> • Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre • Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints • Measure and calculate the perimeter of composite rectilinear shapes in 	<ul style="list-style-type: none"> • 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 • Convert between miles and kilometres • Recognise that shapes with the same areas can have different perimeters and vice versa

Mathematics- Domain Progression Across Key Stages 1 &2

Written in line with Sense of Number

	<ul style="list-style-type: none"> Capacity and volume Time (hours, minutes, seconds) 			including money in pounds and pence	centimetres and metres <ul style="list-style-type: none"> Calculate and compare the area of rectangles (including squares) and including using standard units; square centimetres and square metres and estimate the area of irregular shapes Estimate volume (for example using 1cm cubed blocks to build cuboids (including cubes) and capacity (for example, using water) 	<ul style="list-style-type: none"> Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres and cubic metres and extending to other units for example millimetre and kilometre cubed)
Money	<ul style="list-style-type: none"> Recognise and know the value of different denominations of coins and notes 	<ul style="list-style-type: none"> Recognise and use symbols for pounds (£) and pence (p), combine amounts to make a particular value Find the 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 	<ul style="list-style-type: none"> Add and subtract amounts of money to give change, using both £ and p in practical contexts 	<ul style="list-style-type: none"> Estimate, compare and calculate different measures, including money in pounds and pence 		
Measurement (Time)	<ul style="list-style-type: none"> Sequence events in chronological order by 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, 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 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Tell and write the time from an analogue clock, including using Roman numerals from 1 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 and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight Know the number of seconds in a minute and the number of days in each month, year and leap year Compare durations of events (for example to calculate the time taken by particular events or tasks). 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Solve problems involving converting between units of time 	

7. Geometry- Shapes	1	2	3	4	5	6
Recognising, naming, drawing, comparing and classifying 2D and 3D Shapes	<ul style="list-style-type: none"> Recognise and name common 2-D and 3-D shapes, including: 2-D shapes (for example, rectangles (including squares), circles and triangles 3-D SHAPES (For example, cuboids (including cubes), pyramids and spheres 	<ul style="list-style-type: none"> 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 Compare and sort common 2-D and 3-D shapes and everyday objects 	<ul style="list-style-type: none"> Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them 	<ul style="list-style-type: none"> Compare and classify geometric shapes, including quadrilaterals- and triangles, based on their properties and sizes 	<ul style="list-style-type: none"> Identify 3-D shapes, including cubes and other cuboids, from 2-D representations Distinguish between regular and irregular polygons based on reasoning about equal sides and angles 	<ul style="list-style-type: none"> Draw 2-D shapes using given dimensions and angles Recognise, describe and build simple 3-D shapes, including making nets Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangle, quadrilaterals, and regular polygons Illustrate and name parts of circles, including radius, diameter and circumference and know that a diameter is twice the radius
Angles and Symmetry			<ul style="list-style-type: none"> 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; 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 	<ul style="list-style-type: none"> Identify acute and obtuse angles and compare and order angles up to two right angles by size Identify lines of symmetry in 2-D shapes presented in different orientations Complete a simple symmetric figure with respect to a specific line of symmetry 	<ul style="list-style-type: none"> Know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles Draw given angles, and measure them in degrees (°) <p>Identify:</p> <ul style="list-style-type: none"> Angles at a point and one whole turn- (total 360 degrees) Angles at a point on a straight line and a ½ turn (total 180 degrees) Other multiples of 90 Use the properties of rectangles to deduce related facts and missing lengths and angles 	<ul style="list-style-type: none"> Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

8. Geometry- Position and Direction	1	2	3	4	5	6	
Describing	<ul style="list-style-type: none"> Describe position, direction and movement, including whole, half, quarter and three-quarter turns 	<ul style="list-style-type: none"> 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) 			<ul style="list-style-type: none"> Describe positions on a 2-D grid as co ordinates in the first quadrant Describe movements between positions as translations of a given unit to the left/right and up/down 	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Describe positions on the full co ordinates grid (all four quadrants)
Representing		<ul style="list-style-type: none"> Order and arrange combinations of mathematical objects in patterns and sequences 		<ul style="list-style-type: none"> Plot specified points and draw sides to complete a given polygon 	<ul style="list-style-type: none"> Identify, describe and represent the position of a shape following the reflection or translation, using the appropriate language, and know that the shape has not changed 	<ul style="list-style-type: none"> Draw and translate simple shapes on the coordinate plane, and reflect them in the axes 	

9. Statistics	1	2	3	4	5	6
Representations		Interpret and construct simple pictograms, tally charts, block diagrams and simple tables	<ul style="list-style-type: none"> Interpret and present data using bar charts, pictograms and tables 	<ul style="list-style-type: none"> Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs 	<ul style="list-style-type: none"> Complete, read and interpret information in tables, including timetables 	<ul style="list-style-type: none"> Interpret and construct pie charts and line graphs and use these to solve problems
Problem Solving		<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Solve one step and two step questions (for example – How many more? How many fewer? Using information presented in scaled bar charts and pictograms and tables 	<ul style="list-style-type: none"> Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs 	<ul style="list-style-type: none"> Solve comparison, sum and difference problems using information presented in a line graph 	<ul style="list-style-type: none"> Calculate and interpret the mean as an average

10. Algebra	1	2	3	4	5	6
Algebra						<ul style="list-style-type: none">• Use simple formulae• Generate and describe linear number sequences• express missing number problems algebraically• find pairs of numbers that satisfy an equation with two unknowns• enumerate possibilities of combinations of two variables