Mathemeatics Knowledge & Skills document

Mathematical Vocabulary

Three and Four-Year-Olds	Communication and Language		• Use a wider range of vocabulary. • Understand 'why' questions, like: "why do you think the caterpillar is so fat?"
Reception	Communication and Language		• Learn new vocabulary. • Use new vocabulary throughout the day.
ELG	Communication and Language	Speaking	• Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.

Number and Place Value

Counting

Three and Four-Year-Olds	Mathematics		• Recite numbers past 5. • Say one number name for each item in order: 1, 2, 3, 4, 5. • Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').
Reception	Mathematics		• Count objects, actions and sounds. • Count beyond ten.
ELG	Mathematics	Numerical Patterns	• Verbally count beyond 20, recognising the pattern of the counting system.

Identifying, Representing and Estimating Numbers

Three and Four-Year-Olds	Mathematics		• Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). • Show 'finger numbers' up to 5. • Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Experiment with their own symbols and marks as well as numerals.
Reception	Mathematics		• Subitise. • Link the number symbol (numeral) with its cardinal number value.

ELG	Mathematics	Number	• Subitise (recognising quantities without counting) up to 5.
Reading and Writing Numbers			
Three and Four-Year-Olds	Mathematics		• Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Experiment with their own symbols and marks as well as numerals.
Reception	Mathematics		• Link the number symbol (numeral) with its cardinal number value.
Compare and Order Numbers			
Three and Four-Year-Olds	Mathematics		• Compare quantities using language: 'more than', 'fewer than'.
Reception	Mathematics		• Compare numbers.
ELG	Mathematics	Numerical Patterns	• Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
Understanding Place Value			
Reception	Mathematics		• Understand the 'one more than/one less than' relationship between consecutive numbers. • Explore the composition of numbers to 10.
ELG	Mathematics	Number	• Have a deep understanding of numbers to 10, including the composition of each number.
Solve Problems			
Three and Four-Year-Olds	Mathematics		• Solve real world mathematical problems with numbers up to 5.
Addition and Subtraction			
Mental Calculations			
Reception	Mathematics		• Automatically recall number bonds for numbers 0-5 and some to 10.
ELG	Mathematics	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.
Solve Problems			
ELG	Mathematics	Numerical Patterns	• Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.
Measurement			
Describe, Measure, Compare and Solve (All Strands)			
Three and Four-Year-Olds	Mathematics		• Make comparisons between objects relating to size, length, weight and capacity.

Reception	Mathematics	• Compare length, weight and capacity.

Telling the Time		
Three and Four-Year-Olds	Mathematics	• Begin to describe a sequence of events, real or fictional, using words, such as 'first', 'then…'

Properties of Shapes

Recognise 2D and 3D Shapes and their Properties

Three and Four-Year-Olds	Mathematics	• Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners', 'straight', 'flat', 'round'. • Select shapes appropriately: flat surfaces for a building, a triangular pattern for a roof, etc. • Combine shapes to make new ones – an arch, a bigger triangle, etc.
Reception	Mathematics	• Select, rotate and manipulate shapes in order to develop spatial reasoning skills.

Compare and Classify Shapes

Reception	Mathematics	• Compose and decompose shapes so that children can recognise a shape can have other shapes within it, just as numbers can.

Position and Direction

Position, Direction and Movement

Three and Four-Year-Olds	Mathematics	• Understand position through words alone – for example, "The bag is under the table," – with no pointing. • Describe a familiar route. • Discuss routes and locations, using words like 'in front of' and 'behind'.
Reception	Understanding the World	• Draw information from a simple map.

Patterns

Three and Four-Year-Olds	Mathematics	• Talk about and identify the patterns around them. For example, stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs', etc. • Extend and create ABAB patterns – stick, leaf, stick, leaf. • Notice and correct an error in a repeating pattern.
Reception	Mathematics	• Continue, copy and create repeating patterns.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Place Value and Number	count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number count, read and write numbers to 100 in numerals, count in different multiples including ones, twos, fives and tens given a number, identify one more and one less identify and represent numbers using concrete objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least read and write numbers 1 to 20 in numerals and words	count in steps of 2, 3, and 5 from 0, and count in tens from any number, forward or backward recognise the value of each digit in a two-digit number (tens, ones) identify, represent and estimate numbers using different representation, including the number line compare and order numbers from 0 up to 100; use <, > and = signs read and write numbers to at least 100 in numerals and in words use place value and number facts to solve problem	count from 0 in multiples of 4, 8, 50 and 100 finding 10 or 100 more than a given number recognise the place value of each digit in a three-digit number (hundreds, tens, ones) compare and order numbers up to 1000 identify, represent and estimate numbers using different representations read and write numbers to at least 1000 in numerals and in words solve number problems and practical problems involving these ideas	count in multiples of 6, 7, 9, 25 and 100 find 1000 more or less than a given number count backwards through zero to include negative numbers recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones) order and compare numbers beyond 1000 identify, represent and estimate numbers using different representations round any number to the nearest 10, 100 or 1000 solve number and practical problems that involve all of the above and with increasingly large positive numbers read Roman numerals to 100 (I to C) and understand how, 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 count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 solve number problems and practical problems that involve all of the above 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 round any whole number to a required degree of accuracy use negative numbers in context, and calculate intervals across zero solve number problems and practical problems that involve all of the above

| Addition and Subtraction | read, write and interpret mathematical statements involving addition (+), subtraction (-), and equals (=) signs

represent and use number bonds and related subtraction facts within 20

add and subtract one-digit and two-digit numbers to 20, including zero

solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 =□ - 9 | solve simple one-step 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

recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100

add and subtract numbers using concrete objects, pictorial representations, and mentally

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 missing number problems. | add and subtract numbers mentally

add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction

estimate the answer to a calculation and use inverse operations to check answers

solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction | add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate

estimate and use inverse operations to check answers to a calculation

solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why | 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

use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy

solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why | solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why |
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| Multiplication & Division | solve one step problems involving multiplication and division, calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher | recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers

calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs

show that multiplications of two numbers can be done in any order (commutative) and division of one number by another cannot

solve problems involving multiplication and division, using materials arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts | recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables

write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including two-digit numbers times one-digit numbers, using mental and progressing to formal written methods

solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects | recall multiplication and division facts for multiplication tables up to 12 x 12

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 commutatively in mental calculations

multiply two-digit and three-digit numbers by a one-digit number using formal written layout

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 which n objects are connected to m objects | 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 (nonprime) numbers

establish whether a number up to 100 is prime and recall prime numbers up to 19

multiply numbers up to 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 up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context

multiply and divide whole numbers and those involving decimals by 10, 100 and 1000

recognise and use square numbers and cube numbers, and the notations, (^{2}) (^{3})

solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes | multiply multi-digit numbers up to 4 digits by a two-digit whole number using the efficient written method of long multiplication

divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context

divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to context

perform mental calculations, including with mixed operations and large numbers

identify common factors, common multiples and prime numbers

solve problems involving addition, subtraction, multiplication and division

use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy |
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| Fractions | 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 | recognise, find name and write fractions 1/3, 1/4, 2/4, and 3/4 of a length, shape, set of objects or quantity

write simple fractions e.g. 1/2 of 6 = 3 and recognise the equivalent of two quarters and one half | 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

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

recognise and show, using diagrams, equivalent fractions with small denominators

add and subtract fractions with the same denominator within one whole | recognise and show, using diagrams, families of common equivalent fractions

count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten

solve problems involving increasingly harder fractions to calculate quantities, including non -unit fractions where the answer is a whole number

add and subtract fractions with the same denominator

recognise and write decimal equivalents of any number of tenths or hundredths

recognise and write decimal equivalents to 1/4; 1/2, 3/4

find the effect of dividing a one or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths

round decimals with one decimal place to the nearest whole number

compare numbers with the same number of decimal places up to two decimal places

solve simple measures and money problems | compare and order fractions whose denominators are all multiples of the same number

identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths

recognise mixed numbers and improper fractions and convert from one to the other and write mathematical statements >1 as a mixed number (e.g. 2/5 + 4/5 = 6/5 = 1 1/5)

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

read and write decimal numbers as fractions (e.g. 0.71 = 71/100)

recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents

round decimals with two decimal places to the nearest whole number and to one decimal place

read, write, order and compare numbers with up to 3 decimal places

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, and as a decimal. | use common factors to simplify fractions; use common multiples to express fractions in the same denomination

compare and order fractions including fractions >1

add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions

multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. ¼ x ½ = 1/8)

divide proper fractions by whole numbers (e.g. 1/3 ÷ 2 = 1/6)

associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8)

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 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

recall and use equivalences between simple fractions, decimals and percentages, including in different contexts |
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Measure						
	compare, describe and solve practical problems for: lengths and heights (e.g. long/short, longer/ shorter, tall/short, double/half), mass or weight (e.g. heavy/light, heavier than, lighter than), capacity/volume (e.g. full/empty, more than, less than, half, half full, quarter), time (e.g. quicker, slower, earlier, later). Measure and begin to record the following: lengths and heights, mass/weight, capacity and volume, time (hours, minutes, seconds) recognise and know the value of different denominations of coins and notes sequence events in chronological order using language (e.g. before, after, next, first, today, tomorrow, morning, afternoon and evening) recognise and use the language relating to dates, including days of the week, weeks, months and years tell the time to the hour and half past the hour	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 compare and order lengths, mass, volume/ capacity and record the results using <, > and = recognise and use symbols for pounds (£) and pence (p); combine amounts 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 compare and sequence intervals of time tell and write 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	measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) measure the perimeter of simple 2-D shapes add and subtract amounts of money giving change, using both £ and p in practical contexts 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 to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as 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.	convert between different units of measure (e.g. 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 estimate, compare and calculate different measures, including money in pounds and pence 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	convert between different units of measure (e.g. 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 centimetres and metres calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes estimate volume (e.g. using 1 cm³ blocks to build cuboids (including cubes)) and capacity (e.g. using water) solve problems involving converting between units of time use all four operations to solve problems involving measure (for example, length, mass, volume, money) using decimal notation, including scaling	solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate 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 three decimal places convert between miles and kilometres recognise that shapes with the same areas can have different perimeters and vice versa 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 (cm³) and cubic metres (m³) and extending to other units (e.g. mm³ and km³)

Geometry (including position and motion)	recognise and name common 2-D and 3D shapes, including: 2-D shapes (e.g. rectangles (including squares), circles and triangles) 3-D shapes (e.g. cuboids (including cubes), pyramids and spheres) describe position, directions and movements, including half, quarter and three-quarter turns	identify and describe the properties of 2-D shapes, including the number of sides and 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 order and arrange combinations of mathematical objects in patterns use mathematical vocabulary to describe position, direction and movement, including distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise/anti-clockwise)	draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations; and describe them with increasing accuracy recognise angles as a property of shape and associate angles with turning identify right angles, recognise that two right angles make a half-turn, three make three-quarters 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	compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes identify acute and obtuse angles and compare and order angels 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 describe positions on a 2-D grid as coordinates in the first quadrant describe movement between positions as translations of a given unit to the left/right and up/down plot specified points and draw sides to complete a given polygon	identify 3-D shapes, including cubes and cuboids, from 2-D representations know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles draw given angles, measuring them in degrees (°) identify angles at a point and one whole turn (total 360°) identify angles at a point on a straight line and ½ a turn (total 180°) use the properties of a rectangle to deduce related facts and find missing lengths and angles distinguish between regular and irregular polygons based on reasoning about equal sides and angle 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	draw 2D shapes using given dimensions and angles recognise, describe and build simple 3D shapes, including making nets compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles describe positions on the full coordinate grid (all four quadrants) draw and translate simple shapes on the coordinate plane, and reflect them in the axe
Statistics		interpret and construct simple pictograms, tally charts, block diagrams and simple tables 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 compare categorical data	interpret and present data using bar charts, pictograms and tables solve one-step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts and pictograms and tables	interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs	solve comparison, sum and difference problems using information presented in a line graph complete, read and interpret information in tables, including timetables	interpret and construct pie charts and line graphs and use these to solve problems calculate and interpret the mean as an average

Ratio & Proportion						*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 (e.g. 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 and grouping using knowledge of fractions and multiples*
Algebra						*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*