The whole school community at Valence have high expectations for our children and strive to provide all children with full access to the curriculum, enabling them to achieve confidence and competence – 'mastery' – in maths. We believe that maths is essential to everyday life and provides a foundation for understanding the world, being able to reason mathematically as well as igniting a sense of curiosity about maths in our children and ensuring they enjoy the subject.

P.R.A.I.S.E Pride Respect Achievement Independence Success Enjoyment

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
Counting	Early Learning Goals (Mathematics): verbally count beyond 20, recognising the pattern of the	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.	Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward.	Count from 0 in multiples of 4, 8, 50 and 100.	Count backwards through zero to include negative numbers. Count in multiples of	Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers,	Use negative numbers in context, and calculate intervals across zero.
	have a deep understanding of	Count in multiples of twos, fives and tens.			6, 7, 9, 25 and 1000.	including through zero. Count forwards or	
	number to 10, including the composition of each number.					backwards in steps of powers of 10 for any given number up to 1 000 000.	
	subitise (recognise quantities without counting) up to 5.						
	Early Learning Goal (Communication and Language): make comments						
	about what they have						

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
	heard and ask questions to clarify their understanding.						
Reading and Writing	Early Learning Goals (Mathematics): Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Early Learning Goal (Communication and Language): Make comments about what they have heard and ask questions to clarify their understanding.	Identify and represent numbers using objects and pictorial representations including the number line. 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.	Identify, represent and estimate numbers using different representations. Read and write numbers up to 1000 in numerals and in words.	Identify, represent and estimate numbers using different representations. 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. 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.
	Early Learning Goals (Mathematics): Have a deep understanding of number to 10, including the	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	Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).	Find 1000 more or less than a given number. Recognise the place value of each digit in a four-digit number (thousands,	(read, write) order and compare numbers to at least 1 000 000 and determine the value of each digit.	(read, write), order and compare numbers up to 10 000 000 and determine the value of each digit.

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
	composition of each number. Subitise (recognise quantities without counting) up to 5. Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.		100; use <, > and = signs.	Find 10 or 100 more or less than a given number. Compare and order numbers up to 1000.	hundreds, tens, and ones). Order and compare numbers beyond 1000.		
Problems and Rounding			Use place value and number facts to solve problems.	Solve number problems and practical problems involving these ideas.	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.	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.	Round any whole number to a required degree of accuracy. Solve number and practical problems that involve all of the above.
			Addition	and Subtraction			
Number Bonds		Represent and use number bonds and related subtraction facts.	Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.				

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
Calculations	Early Learning Goals (Mathematics): 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. Have a deep understanding of number to 10, including the composition of each number. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	Add and subtract one-digit and two- digit numbers to 20, including zero.	Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:	Add and subtract numbers mentally, including: • 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 of columnar addition and subtraction.	Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.	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.	Perform mental calculations, including with mixed operations and large numbers. Use their knowledge of the order of operations to carry out calculations involving the four operations.
Problem Solving		Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number	Solve problems with addition and subtraction: using concrete objects and pictorial representations,	Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.	Solve addition and subtraction two- step problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why.

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
		problems such as 7 = □ – 9.	including those involving numbers, quantities and measures • applying their increasing knowledge of mental and written methods			Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign.	
	·		Multiplica	tion and Division		,	
Facts and Apply	Early Learning Goal (Mathematics): Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.		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.	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.	Recall multiplication and division facts for multiplication tables up to 12 × 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 commutativity in mental calculations.	Multiply and divide numbers mentally drawing upon known facts. 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 (non- prime) numbers. Establish whether a number up to 100 is prime and recall	Perform mental calculations, including mixed operations and large numbers Identify common factors, common multiples and prime numbers. Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.

EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
					prime numbers up to 19. Recognise and use square numbers and cube numbers, and the notation for squared (²) and cubed (³).	
		Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs.	Write 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.	Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.	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,	Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal 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

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
						100 and 1000.	appropriate, interpreting remainders according to the context. Perform mental calculations, including with mixed operations and large Numbers.
Problem Solving		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.	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	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.	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.	Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.	Solve problems involving addition, subtraction, multiplication and division.
Combined						solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the	Use their knowledge of the order of operations to carry out calculations involving the four operations.

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
						meaning of the equals sign.	
			Fractions, Deci	mals and Percentage	s		
		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.	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.	Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.	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 form to the other and write mathematical statements > 1 as a mixed number (for example, 2/5 + 4/5 = 6/5 = 1 1/5).	
Fractions: Compare			Recognise the equivalence of 2/4 and ½.	Recognise and show, using diagrams, equivalent fractions with small denominators.	Recognise and show, using diagrams, families of common equivalent fractions.	Compare and order fractions whose denominators are all multiples of the same number.	Use common factors to simplify fractions; use common multiples to express

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
				Compare and order unit fractions, and fractions with the same denominators.			fractions in the same denomination. Compare and order fractions, including fractions > 1.
			Write simple fractions for example, ½ of 6 = 3.	Add and subtract fractions with the same denominator within one whole (for example, 5/7 + 1/7 = 6/7).	Add and subtract fractions with the same denominator.	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.	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 (for example, 1/4 × ½ = 1/8). Divide proper fractions by whole numbers (for example, 1/3 ÷ 2 = 1/6).
Fractions: Solve Problems				Solve problems that involve all of the above.	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.		

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
Decimals					Recognise and write decimal equivalents of any number of tenths or hundredths. Recognise and write decimal equivalents to 1/4 , 1/2 , ¾. 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.	Read and write decimal numbers as fractions (for example, 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 three decimal places improve them.	Identify the value of each digit in numbers given to three decimal places.
Fractions, Decimals and Percentages						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. Solve problems which require knowing	Associate a fraction with division and calculate decimal fraction equivalents (for example, 0.375) for a simple fraction (for example, 3/8). Recall and use equivalences between simple fractions, decimals and percentages,

EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
					percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25.	including in different contexts.
		Ration	and 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/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.

EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6				
Algebra										
	Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = -9.	Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	Solve problems, including missing number problems.			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.				
		Mea	asurement							
Early Learning Goal (Mathematics): Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantities.	Compare, describe and solve practical problems for: • lengths and heights • mass/weight • capacity and volume • time	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,	Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (I/mI).	Convert between different units of measure [for example, kilometre to metre; hour to minute]. Estimate, compare and calculate different measures.	Convert between different units of metric measure. Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.	Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3dp where appropriate. Use, read, write and convert between				

EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
Early Learning Goal (Physical Development): Demonstrate strength, balance and coordination when playing.	Measure and begin to record the following: Iengths and heights mass/weight capacity and volume time (hours, minutes, seconds)	using rulers, scales, thermometers and measuring vessels. Compare and order lengths, mass, volume/capacity and record the results using >, < and =.			Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.	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 3dp. Convert between miles and kilometres.
	Recognise and know the value of different denominations of coins and notes.	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.	Add and subtract amounts of money to give change, using both £ and p in practical contexts.	Estimate, compare and calculate different measures, including money in pounds and pence.	Use all four operations to solve problems involving measure [for example, money].	

EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
			Measure the perimeter of simple 2-D shapes.	Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. Find the area of rectilinear shapes by counting squares.	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 [for example, using blocks to build cuboids] and capacity [for example, using water].	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.
		G	eometry			
Early Learning Goals (Expressive Arts and Design): Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design,	Recognise and name common 2- D shapes [for example, rectangles (including squares), circles and triangles].	Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify 2-D shapes on the surface of 3-D	Draw 2-D shapes.	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.	Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Use the properties of rectangles to deduce related facts and find	Draw 2-D shapes using given dimensions and angles. Compare and classify geometric shapes based on their properties and sizes.

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
	texture, form and function.		shapes, [for example, a circle on a cylinder and a triangle on a pyramid]. Compare and sort common 2-D shapes and everyday objects.		Identify lines of symmetry in 2-D shapes presented in different orientations.	missing lengths and angles.	Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.
	Early Learning Goals (Expressive Arts and Design): Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Recognise and name common 3- D shapes [for example, cuboids (including cubes), pyramids and spheres].	Recognise and name common 3- D shapes [for example, cuboids (including cubes), pyramids and spheres]. Compare and sort common 3-D shapes and everyday objects.	Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.		Identify 3-D shapes, including cubes and other cuboids, from 2-D representations.	Recognise, describe and build simple 3-D shapes, including making nets.
Angles				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; identify whether angles are greater than or less than a right angle.	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.	Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles. Draw given angles, and measure them in degrees. Identify:	Find unknown angles in any triangles, quadrilaterals, and regular polygons. Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6	
				Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.		 angles at a point and one whole turn (total 360°) angles at a point on a straight line and ½ a turn (total 180°) other multiples of 90° 		
	Early Learning Goals (Communication and Language): Make comments about what they have heard and ask questions to clarify their understanding.	Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	Order and arrange combinations 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 anticlockwise).		Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements 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, 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.	Describe positions on the full coordinate grid (all four quadrants). Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.	
Statistics								

	EYFS	Year 1	Year 2	Year3	Year4	Year 5	Year 6
Present and Interpret Data			Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.	Interpret and present data using bar charts, pictograms and tables.	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.	Complete, read and interpret information in tables, including timetables.	Interpret and construct pie charts and line graphs and use these to solve problems.
Solve Statistical Problems			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.	Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.	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.	Calculate and interpret the mean as an average.