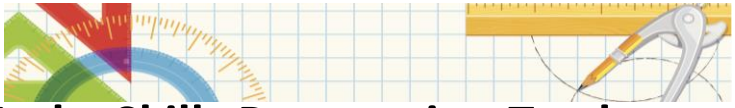
Linaker Primary School



Maths Skills Progression Tracker:

Essential Skills	Early Learning Goal	Year 1 and 2	Year 3 and 4	Year 5 and 6
Number	• Count actions or objects. • Estimate how many objects can be seen, and check by counting them. • Recognise numerals 1-5. • Find the total number of items in 2 groups by counting all of them. • Begin to use the vocabulary involved in adding and subtracting in practical activities. • Record, using marks that can be interpreted or explained. • Become to identify own mathematical problems based on interests. • Solve problems involving doubling, halving and sharing.	• Compare and order numbers. • Solve simple problems in a practical context involving addition and subtraction of money in the same unit, including giving change.	• Count backwards through zero to include negative numbers. • Solve one step and two step problems. • Identify, represent and estimate numbers using different representations. • Order and compare numbers beyond 1000. • Read Roman Numerals up to 100.	• Solve problems involving the relative sizes of two quantities where missing values can be found by using multiplication and division facts. • Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling. • Solve number and practical problems. • Solve problems involving addition and subtraction, multiplication and division and a combination of these including understanding the meaning of the equals sign. • Solve number and practical problems involving ordering numbers and the addition of data. • Calculate and interpret the mean as an average.
Measure	• Use everyday language related to time. • Begin to use everyday language related to money. • Order and sequence familiar events. • Measure short periods of time in simple ways.	• Compare, describe and solve practical problems for a range of different measures. • Measure and begin to record lengths and heights, capacity and volume. • Choose and use appropriate standard units to estimate and	• Use and apply measures to a range of different contexts. • Measure, compare, add and subtract lengths. • Convert between different units of measures. • Estimate, compare and calculate different measures,	• Use and apply measures to increasingly complex contexts. • Use, read, write and convert between standard units. • Measure, compare, add and subtract mass (Kg/g). • Convert between different units of metric measure (e.g. gram and

	• Order 2 or 3 items by length or height. • Order 2 items by weight or capacity.	measure length/height (m/cm). • Compare, describe and solve practical problems for lengths and heights, mass/weight, capacity, volume and time. • Recognise and know the value of different denominations of coins and notes. • Compare and sequence intervals of time and begin to understand time difference between another country and our own, using appropriate mathematical vocabulary. • Sequence events in chronological order using language. • Recognise and use language relating to dates, including days of the week, weeks, months and years.	including money in pounds and pence. • Add and subtract amounts of money to give change (£ and p). • Solve simple measure and money problems involving fractions and decimals to two decimal places. • Tell and write the time from an analogue clock– 12 hour and 24-hour clocks. • Compare duration of events. • Continue to compare and sequence intervals of time. • Read, write and convert time between analogue and digital 12- and 24- hour clocks.	kilogram). • Use all four operations to solve problems involving measure using decimal notation, including scaling. • Solve problems involving converting between units of time. • Solve number problems and practical problems involving money • Continue to read, write and convert tune between analogue and digital 12- and 24- hour clocks. • Solve problems involving converting between units of time.
Shape	• Describe relative positions (such as behind or next to). • Use familiar objects and common shapes to create and recreate patterns and build models. • Begin to use mathematical names for 'solid; 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes. • Select a particular named shape.	• Identify the properties of 2D shapes including number of sides and lines of symmetry. • Order and arrange combinations of mathematic objects in patterns and sequences.	• Use the properties of shapes and angles in complex and practical contexts. • Order and arrange combinations of mathematic objects in increasingly difficult patterns and sequences. • Describe positions on a 2-D grid coordinates in the first quadrant. • Describe movements between positions as translations of a given unit to the left/right and up/down. • Complete a simple symmetrical pattern with a specific line of symmetry.	• Draw given angles and measure them in degrees. • 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 co-ordinates grid. • Plot and read coordinates of simple shapes on the coordinate plane in all 4 quadrants.

Data Handling		• Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. • Ask and answer questions about totalling and comparing categorical data.	• Interpret and present data using bar charts, pictograms and tables. • Solve one step and two step problems using information presented in scaled bar charts, pictograms and tables.	• Gather, read and interpret data in tables and graphs. • Interpret and construct pie charts and line graphs and use these to solve problems.