



MATHEMATICS END POINTS



R	<ul style="list-style-type: none">• Have a deep understanding of number to 10, including the composition of each number• Subitise (recognise quantities without counting) up to 5• 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• Verbally count beyond 20, recognising the pattern of the counting system• Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity• Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally
1	<ul style="list-style-type: none">• Count to and across 100, forwards & backwards from any number• Read and write numbers to 20 in numerals & words• Read and write numbers to 100 in numerals• Say 1 more/1 less to 100• Count in multiples of 2, 5 & 10• Use bonds and subtraction facts to 20• Add & subtract 1 digit & 2 digit numbers to 20, including zero• Solve one-step multiplication and division using objects, pictorial representation and arrays• Recognise half and quarter of object, shape or quantity• Sequence events in chronological order• Use language of day, week, month and year• Tell time to hour & half past
2	<p>Compare and order numbers up to 100 and use $< > =$</p> <ul style="list-style-type: none">• Read and write all numbers to 100 in digits & words• Say 10 more/less than any number to 100• Count in steps of 2, 3 & 5 from zero and in 10s from any number (forwards and backwards)• Recall and use multiplication & division facts for 2, 5 & 10 tables• Recall and use +/- facts to 20• Derive and use related facts to 100• Recognise place value of any 2-digit number• Add & subtract: 2-digit & ones, 2-digit & tens, Two 2-digit, Three 1-digit• Recognise and use inverse (+/-)• Calculate and write multiplication & division calculations using multiplication tables• Recognise, find, name and write $\frac{1}{3}$; $\frac{1}{4}$; $\frac{2}{4}$; $\frac{3}{4}$• Write and recognise equivalence of simple fractions• Tell time to five minutes, including quarter past/to
3	<p>Compare & order numbers up to 1000</p> <ul style="list-style-type: none">• Read & write all numbers to 1000 in digits and words• Find 10 or 100 more/less than a given number• Count from 0 in multiples of 4, 8, 50 and 100• Recall & use multiplication & division facts for 3, 4, 8 tables• Recognise place value of any 3-digit number• Add and subtract: 3-digit and ones, 3-digit and tens, 3-digit and hundreds• Add and subtract: Numbers with up to 3-digits using written column method• Estimate and use inverse to check• Multiply: o 2-digit by 1-digit• Count up/down in tenths• Compare and order fractions with same denominator• Add and subtract fractions with same denominator with whole• Tell time using 12 and 24 hour clocks; and using Roman numerals• Tell time to nearest minute• Know number of days in each month and number of seconds in a minute

4	<ul style="list-style-type: none"> • Count backwards through zero to include negative numbers • Compare and order numbers beyond 1,000 • Compare and order numbers with up to 2 decimal places • Read Roman numerals to 100 • Find 1,000 more/less than a given number • Count in multiples of 6, 7, 9, 25 and 1000 • Recall and use multiplication and division facts all tables to 12x12 • Recognise PV of any 4-digit number • Round any number to the nearest 10, 100 or 1,000 • Round decimals with 1dp to nearest whole number • Add and subtract numbers with up to 4-digits using written column method • Multiply: 2-digit by 1-digit, 3-digit by 1-digit • Count up/down in hundredths • Recognise and write equivalent fractions • Add and subtract fractions with same denominator • Read, write and convert time between analogue and digital 12 and 24 hour clocks
5	<p>Count forwards and backward with positive and negative numbers through zero</p> <ul style="list-style-type: none"> • Count forwards/backwards in steps of powers of 10 for any given number up to 1,000,000 • Compare and order numbers up to 1,000,000 • Compare and order numbers with 3 decimal places • Read Roman numerals to 1,000 • Identify all multiples and factors, including finding all factor pairs • Use known tables to derive other number facts • Recall prime numbers up to 19 • Recognise and use square numbers and cube numbers • Recognise place value of any number up to 1,000,000 • Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 or 100,000 • Round decimals with 2 decimal places to nearest whole number and 1 decimal place • Add and subtract numbers with more than 4-digits using formal written method • Use rounding to check answers • Multiply 4-digits by 1-digit/ 2-digit • Divide up to 4-digits by 1-digit • Multiply & divide whole numbers & decimals by 10, 100 and 1,000 • Recognise and use thousandths • Recognise mixed numbers and improper fractions and convert from one to another • Multiply proper fractions and mixed numbers by whole numbers • Identify and write equivalent fractions • Solve time problems using timetables and converting between different units of time
6	<p>Use negative numbers in context and calculate intervals across zero</p> <ul style="list-style-type: none"> • Compare and order numbers up to 10,000,000 • Identify common factors, common multiples and prime numbers • Round any whole number to a required degree of accuracy • Identify the value of each digit to 3 decimal places • Use knowledge of order of operations to carry out calculations involving four operations • Multiply 4-digit by 2-digit • Divide 4-digit by 2-digit • Recognise the relationship between fractions, decimals and percentages, finding equivalences • Add and subtract fractions with different denominators and mixed numbers • Multiply simple pairs of proper fractions, writing the answer in the simplest form • Divide proper fractions by whole numbers • Calculate percentage of whole number • Solve simple algebraic problems • Calculate with measures • Use mathematical reasoning to find missing angles