

# Wildmoor Heath School

## NC 2014 Mathematics Curriculum and Assessment

### Curriculum:

The national curriculum for mathematics aims to ensure that all pupils:

- become **fluent in the fundamentals of mathematics**, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately;
- **reason mathematically** by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language;
- can **solve problems** by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

The Programmes of study for mathematics are set out year by year for Key Stages 1 and 2. Schools are, however, only required to teach the relevant PoS by the end of the key stage. Within each key stage, schools therefore have the flexibility to introduce content earlier or later than set out in the PoS.

### Attainment Targets:



By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant PoS.

At Wildmoor Heath, we have divided the key stages into three phases: Milestone 1 (Years 1 and 2), Milestone 2 (Years 3 and 4) and Milestone 3 (Years 5 and 6). Children will be assessed as working at 'expected' levels if they know, apply and understand the mathematics at each Milestone (in Years 2, 4 and 6) and the interim years (Years 1, 3 and 5).

In between these summative assessment points, teachers will use their professional judgement as to whether they are 'emerging', 'expected' or 'exceeding' when compared to age related expectations.

The PoS for Years 7-8 have been included to illustrate the expectations for the end of Key Stage 3.



See also **ABACUS Schemes of Work and Calculations Policy**

Mathematics: Numbers			
	A Unique Child: observing what a child is learning	Positive Relationships: what adults could do	Enabling Environments: what adults could provide
 30-50 months	<ul style="list-style-type: none"> <li>• Uses some number names and number language spontaneously.</li> <li>• Uses some number names accurately in play.</li> <li>• Recites numbers in order to 10.</li> <li>• Knows that numbers identify how many objects are in a set.</li> <li>• Beginning to represent numbers using fingers, marks on paper or pictures.</li> <li>• Sometimes matches numeral and quantity correctly.</li> <li>• Shows curiosity about numbers by offering comments or asking questions.</li> <li>• Compares two groups of objects, saying when they have the same number.</li> <li>• Shows an interest in number problems.</li> <li>• Separates a group of three or four objects in different ways, beginning to recognise that the total is still the same.</li> <li>• Shows an interest in numerals in the environment.</li> <li>• Shows an interest in representing numbers.</li> <li>• Realises not only objects, but anything can be counted, including steps, claps or jumps.</li> </ul>	<ul style="list-style-type: none"> <li>• Use number language, e.g. 'one', 'two', 'three', 'lots', 'fewer', 'hundreds', 'how many?' and 'count' in a variety of situations.</li> <li>• Support children's developing understanding of abstraction by counting things that are not objects, such as hops, jumps, clicks or claps.</li> <li>• Model counting of objects in a random layout, showing the result is always the same as long as each object is only counted once.</li> <li>• Model and encourage use of mathematical language e.g. asking questions such as 'How many saucepans will fit on the shelf?'</li> <li>• Help children to understand that one thing can be shared by number of pieces, e.g. a pizza.</li> <li>• As you read number stories or rhymes, ask e.g. 'When one more frog jumps in, how many will there be in the pool altogether?'</li> <li>• Use pictures and objects to illustrate counting songs, rhymes and number stories.</li> <li>• Encourage children to use mark-making to support their thinking about numbers and simple problems.</li> <li>• Talk with children about the strategies they are using, e.g. to work out a solution to a simple problem by using fingers or counting aloud.</li> </ul>	<ul style="list-style-type: none"> <li>• Give children a reason to count, e.g. by asking them to select enough wrist bands for three friends to play with the puppets.</li> <li>• Enable children to note the 'missing set', e.g. 'There are none left' when sharing things out.</li> <li>• Provide number labels for children to use, e.g. by putting a number label on each bike and a corresponding number on each parking space.</li> <li>• Include counting money and change in role-play games.</li> <li>• Create opportunities for children to separate objects into unequal groups as well as equal groups.</li> <li>• Provide story props that children can use in their play, e.g. varieties of fruit and several baskets like Handa's in the story <i>Handa's Surprise</i> by Eileen Browne.</li> </ul>
 40-60+ months	<ul style="list-style-type: none"> <li>• Recognise some numerals of personal significance.</li> <li>• Recognises numerals 1 to 5.</li> <li>• Counts up to three or four objects by saying one number name for each item.</li> <li>• Counts actions or objects which cannot be moved.</li> <li>• Counts objects to 10, and beginning to count beyond 10.</li> <li>• Counts out up to six objects from a larger group.</li> </ul>	<ul style="list-style-type: none"> <li>• Encourage estimation, e.g. estimate how many sandwiches to make for the picnic.</li> <li>• Encourage use of mathematical language, e.g. number names to ten: 'Have you got enough to give me three?'</li> <li>• Ensure that children are involved in making displays, e.g. making their own pictograms of lunch choices. Develop this as a 3D representation using bricks and discuss the most popular choices.</li> <li>• Add numerals to all areas of learning and development, e.g. to a display of a favourite story, such as 'The Three Billy Goats Gruff'.</li> </ul>	<ul style="list-style-type: none"> <li>• Provide collections of interesting things for children to sort, order, count and label in their play.</li> <li>• Display numerals in purposeful contexts, e.g. a sign showing how many children can play on a number track.</li> <li>• Use tactile numeral cards made from sandpaper, velvet or string.</li> <li>• Create opportunities for children to experiment with a number of objects, the written numeral and the written number word. Develop this through matching activities with a range of numbers, numerals and a selection of objects.</li> </ul>

## Mathematics: Numbers

	A Unique Child: observing what a child is learning	Positive Relationships: what adults could do	Enabling Environments: what adults could provide
	<ul style="list-style-type: none"> <li>• Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.</li> <li>• Counts an irregular arrangement of up to ten objects.</li> <li>• Estimates how many objects they can see and checks by counting them.</li> <li>• Uses the language of 'more' and 'fewer' to compare two sets of objects.</li> <li>• Finds the total number of items in two groups by counting all of them.</li> <li>• Says the number that is one more than a given number.</li> <li>• Finds one more or one less from a group of up to five objects, then ten objects.</li> <li>• In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.</li> <li>• Records, using marks that they can interpret and explain.</li> <li>• Begins to identify own mathematical problems based on own interests and fascinations.</li> </ul> <p><b>Early Learning Goal</b>  <b>Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.</b></p>	<ul style="list-style-type: none"> <li>• Make books about numbers that have meaning for the child such as favourite numbers, birth dates or telephone numbers.</li> <li>• Use rhymes, songs and stories involving counting on and counting back in ones, twos, fives and tens.</li> <li>• Emphasise the empty set and introduce the concept of nothing or zero.</li> <li>• Show interest in how children solve problems and value their different solutions.</li> <li>• Make sure children are secure about the order of numbers before asking what comes after or before each number.</li> <li>• Discuss with children how problems relate to others they have met, and their different solutions.</li> <li>• Talk about the methods children use to answer a problem they have posed, e.g. 'Get one more, and then we will both have two.'</li> <li>• Encourage children to make up their own story problems for other children to solve.</li> <li>• Encourage children to extend problems, e.g. "Suppose there were three people to share the bricks between instead of two".</li> <li>• Use mathematical vocabulary and demonstrate methods of recording, using standard notation where appropriate.</li> <li>• Give children learning English as additional language opportunities to work in their home language to ensure accurate understanding of concepts.</li> </ul>	<ul style="list-style-type: none"> <li>• Use a 100 square to show number patterns.</li> <li>• Encourage children to count the things they see and talk about and use numbers beyond ten</li> <li>• Make number games readily available and teach children how to use them.</li> <li>• Display interesting books about number.</li> <li>• Play games such as hide and seek that involve counting.</li> <li>• Encourage children to record what they have done, e.g. by drawing or tallying.</li> <li>• Use number staircases to show a starting point and how you arrive at another point when something is added or taken away.</li> <li>• Provide a wide range of number resources and encourage children to be creative in identifying and devising problems and solutions in all areas of learning.</li> <li>• Make number lines available for reference and encourage children to use them in their own play.</li> <li>• Big number lines may be more appropriate than counters for children with physical impairments.</li> <li>• Help children to understand that five fingers on each hand make a total of ten fingers altogether, or that two rows of three eggs in the box make six eggs altogether.</li> </ul>

## Mathematics: Shape, space and measure

	A Unique Child: observing what a child is learning	Positive Relationships: what adults could do	Enabling Environments: what adults could provide
 <div style="background-color: yellow; padding: 2px; text-align: center;">30-50 months</div>	<ul style="list-style-type: none"> <li>• Shows an interest in shape and space by playing with shapes or making arrangements with objects.</li> <li>• Shows awareness of similarities of shapes in the environment.</li> <li>• Uses positional language.</li> <li>• Shows interest in shape by sustained construction activity or by talking about shapes or arrangements.</li> <li>• Shows interest in shapes in the environment.</li> <li>• Uses shapes appropriately for tasks.</li> <li>• Beginning to talk about the shapes of everyday objects, e.g. 'round' and 'tall'.</li> </ul>	<ul style="list-style-type: none"> <li>• Demonstrate the language for shape, position and measures in discussions, e.g. 'sphere', 'shape', 'box', 'in', 'on', 'inside', 'under', long, longer', 'longest', 'short', shorter', 'shortest', 'heavy', 'light', 'full' and 'empty'.</li> <li>• Find out and use equivalent terms for these in home languages.</li> <li>• Encourage children to talk about the shapes they see and use and how they are arranged and used in constructions.</li> <li>• Value children's constructions, e.g. helping to display them or taking photographs of them.</li> </ul>	<ul style="list-style-type: none"> <li>• Measure for a purpose, such as finding out whether a teddy will fit in a bed.</li> <li>• Organise the environment to foster shape matching, e.g. pictures of different bricks on containers to show where they are kept.</li> <li>• Have large and small blocks and boxes available for construction both indoors and outdoors.</li> <li>• Play games involving children positioning themselves <i>inside, behind, on top</i> and so on.</li> <li>• Provide rich and varied opportunities for comparing length, weight, capacity and time.</li> <li>• Use stories such as <i>Rosie's Walk</i> by Pat Hutchins to talk about distance and stimulate discussion about non-standard units and the need for standard units.</li> <li>• Show pictures that have symmetry or pattern and talk to children about them.</li> </ul>
 <div style="background-color: yellow; padding: 2px; text-align: center;">40-60+ months</div>	<ul style="list-style-type: none"> <li>• Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes.</li> <li>• Selects a particular named shape.</li> <li>• Can describe their relative position such as 'behind' or 'next to'.</li> <li>• Orders two or three items by length or height.</li> <li>• Orders two items by weight or capacity.</li> <li>• Uses familiar objects and common shapes to create and recreate patterns and build models.</li> <li>• Uses everyday language related to time.</li> <li>• Beginning to use everyday language related to money.</li> <li>• Orders and sequences familiar events.</li> <li>• Measures short periods of time in simple ways.</li> </ul> <p><b>Early Learning Goal</b>  <b>Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.</b></p>	<ul style="list-style-type: none"> <li>• Ask 'silly' questions, e.g. show a tiny box and ask if there is a bicycle in it.</li> <li>• Play peek-a-boo, revealing shapes a little at a time and at different angles, asking children to say what they think the shape is, what else it could be or what it could not be.</li> <li>• Be a robot and ask children to give you instructions to get to somewhere. Let them have a turn at being the robot for you to instruct.</li> <li>• Introduce children to the use of mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and the mathematical terms to describe shapes.</li> <li>• Encourage children to use everyday words to describe position, e.g. when following pathways or playing with outdoor apparatus.</li> </ul>	<ul style="list-style-type: none"> <li>• Make books about shape, time and measure: shapes found in the environment; long and short things; things of a specific length; and ones about patterns, or comparing things that are heavier or lighter.</li> <li>• Have areas where children can explore the properties of objects and where they can weigh and measure, such as a cookery station or a building area.</li> <li>• Plan opportunities for children to describe and compare shapes, measures and distance.</li> <li>• Provide materials and resources for children to observe and describe patterns in the indoor and outdoor environment and in daily routines.</li> <li>• Provide a range of natural materials for children to arrange, compare and order.</li> </ul>



## Year 1 & 2 Mathematics Assessment (NC 2014)

		<b>Year 1 &amp; 2 Mathematics Assessment (NC 2014)</b>			
<p><b>At the end of the year, pupils working at EXPECTED levels should be able to:</b></p> <p><b>Year 1</b></p> <p><b>Range: 1c-1a</b></p>	<b>Number and place value</b>	<b>Addition and subtraction</b>	<b>Multiplication and division</b>	<b>Fractions, Decimals &amp; Percentages</b>	
	<ul style="list-style-type: none"> <li>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens</li> <li>given a number, identify one more and one less</li> <li>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</li> <li>read and write numbers from 1 to 20 in numerals and words.</li> </ul>	<ul style="list-style-type: none"> <li>read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</li> <li>represent and use number bonds and related subtraction facts within 20</li> <li>add and subtract one-digit and two-digit numbers to 20, including zero</li> <li>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = \square - 9</math>.</li> </ul>	<ul style="list-style-type: none"> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>recognise, find and name a half as one of two equal parts of an object, shape or quantity</li> <li>recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</li> </ul>	
<p><b>At the end of the year, pupils working at EXPECTED levels should be able to:</b></p> <p><b>Year 2</b></p> <p><b>Range: 1a-2b</b></p>	<b>Measurement</b>	<b>Geometry - Properties of Shapes</b>	<b>Geometry - Position and Direction</b>	<b>Statistics</b>	
	<ul style="list-style-type: none"> <li>compare, describe and solve practical problems for:                             <ul style="list-style-type: none"> <li>lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</li> <li>mass/weight [for example, heavy/light, heavier than, lighter than]</li> <li>capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]</li> <li>time [for example, quicker, slower, earlier, later]</li> </ul> </li> <li>measure and begin to record the following:                             <ul style="list-style-type: none"> <li>lengths and heights</li> <li>mass/weight</li> <li>capacity and volume</li> <li>time (hours, minutes, seconds)</li> </ul> </li> <li>recognise and know the value of different denominations of coins and notes</li> <li>sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</li> <li>recognise and use language relating to dates, including days of the week, weeks, months and years</li> <li>tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> </ul>	<ul style="list-style-type: none"> <li>recognise and name common 2-D and 3-D shapes, including:                             <ul style="list-style-type: none"> <li>2-D shapes [for example, rectangles (including squares), circles and triangles]</li> <li>3-D shapes [for example, cuboids (including cubes), pyramids and spheres].</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>describe, position, direction and movement including whole, half, quarter and three quarter turns.</li> </ul>		
<p><b>At the end of the year, pupils working at EXPECTED levels should be able to:</b></p> <p><b>Year 2</b></p> <p><b>Range: 1a-2b</b></p>	<b>Number and place value</b>	<b>Addition and subtraction</b>	<b>Multiplication and division</b>	<b>Fractions, Decimals &amp; Percentages</b>	
	<ul style="list-style-type: none"> <li>count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward</li> <li>recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>identify, represent and estimate numbers using different representations, including the number line</li> <li>compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>read and write numbers to at least 100 in numerals and in words</li> <li>use place value and number facts to solve problems.</li> </ul>	<ul style="list-style-type: none"> <li>solve problems with addition and subtraction:                             <ul style="list-style-type: none"> <li>using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>applying their increasing knowledge of mental and written methods</li> </ul> </li> <li>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</li> <li>add and subtract numbers using concrete objects, pictorial representations, and mentally, including:                             <ul style="list-style-type: none"> <li>a two-digit number and ones</li> <li>a two-digit number and tens</li> <li>two two-digit numbers</li> <li>adding three one-digit numbers</li> </ul> </li> <li>show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</li> <li>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.</li> </ul>	<ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</li> <li>calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs</li> <li>show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> <li>solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</li> </ul>	<ul style="list-style-type: none"> <li>recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math>, <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</li> <li>write simple fractions for example, <math>\frac{1}{2}</math> of <math>6 = 3</math> and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math>.</li> </ul>	
<p><b>At the end of the year, pupils working at EXPECTED levels should be able to:</b></p> <p><b>Year 2</b></p> <p><b>Range: 1a-2b</b></p>	<b>Measurement</b>	<b>Geometry - Properties of Shapes</b>	<b>Geometry - Position and Direction</b>	<b>Statistics</b>	
	<ul style="list-style-type: none"> <li>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</li> <li>compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</li> <li>recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li>find different combinations of coins that equal the same amounts of money</li> <li>solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li>compare and sequence intervals of time</li> <li>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</li> <li>know the number of minutes in an hour and the number of hours in a day.</li> </ul>	<ul style="list-style-type: none"> <li>identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</li> <li>identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</li> <li>compare and sort common 2-D and 3-D shapes and everyday objects.</li> </ul>	<ul style="list-style-type: none"> <li>order and arrange combinations of mathematical objects in patterns and sequences</li> <li>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).</li> </ul>	<ul style="list-style-type: none"> <li>interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> <li>ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>ask and answer questions about totalling and comparing categorical data.</li> </ul>	

### Milestone 1

## Year 3 & 4 Mathematics Assessment (NC 2014)

Year 3 & 4 Mathematics Assessment (NC 2014)				
<p><b>Year 3</b></p> <p><b>Range:</b> 2a-3c</p>	<p><b>Number and place value</b></p>	<p><b>Addition and subtraction</b></p>	<p><b>Multiplication and division</b></p>	<p><b>Fractions, Decimals &amp; Percentages</b></p>
	<ul style="list-style-type: none"> <li>count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number</li> <li>recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</li> <li>compare and order numbers up to 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers up to 1000 in numerals and in words</li> <li>solve number problems and practical problems involving these ideas.</li> </ul>	<ul style="list-style-type: none"> <li>add and subtract numbers mentally, including:                             <ul style="list-style-type: none"> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul> </li> <li>add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction</li> <li>estimate the answer to a calculation and use inverse operations to check answers</li> <li>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.</li> </ul>	<ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</li> <li>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</li> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>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</li> <li>recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</li> <li>recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</li> <li>recognise and show, using diagrams, equivalent fractions with small denominators</li> <li>add and subtract fractions with the same denominator within one whole [for example, <math>\frac{7}{7} + \frac{1}{7} = \frac{6}{7}</math>]</li> <li>compare and order unit fractions, and fractions with the same denominators</li> <li>solve problems that involve all of the above.</li> </ul>
<p><b>Year 4</b></p> <p><b>Range:</b> 3c-3b</p>	<p><b>Measurement</b></p>	<p><b>Geometry - Properties of Shapes</b></p>	<p><b>Geometry - Position and Direction</b></p>	<p><b>Statistics</b></p>
	<ul style="list-style-type: none"> <li>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</li> <li>measure the perimeter of simple 2-D shapes</li> <li>add and subtract amounts of money to give change, using both £ and p in practical contexts</li> <li>tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</li> <li>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, a.m./p.m., morning, afternoon, noon and midnight</li> <li>know the number of seconds in a minute and the number of days in each month, year and leap year</li> <li>compare durations of events [for example to calculate the time taken by particular events or tasks].</li> </ul>	<ul style="list-style-type: none"> <li>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</li> <li>recognise angles as a property of shape or a description of a turn</li> <li>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</li> <li>identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</li> </ul>	<ul style="list-style-type: none"> <li>interpret and present data using bar charts, pictograms and tables</li> <li>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.</li> </ul>	
<p><b>Year 4</b></p> <p><b>Range:</b> 3c-3b</p>	<p><b>Number and place value</b></p>	<p><b>Addition and subtraction</b></p>	<p><b>Multiplication and division</b></p>	<p><b>Fractions, Decimals &amp; Percentages</b></p>
	<p>Pupils should be taught to</p> <ul style="list-style-type: none"> <li>count in multiples of 6, 7, 9, 25 and 1000</li> <li>find 1000 more or less than a given number</li> <li>count backwards through zero to include negative numbers</li> <li>recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>order and compare numbers beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</li> <li>estimate and use inverse operations to check answers to a calculation</li> <li>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>	<ul style="list-style-type: none"> <li>recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></li> <li>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</li> <li>recognise and use factor pairs and commutativity in mental calculations</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>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.</li> </ul>	<ul style="list-style-type: none"> <li>recognise and show, using diagrams, families of common equivalent fractions</li> <li>count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li>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</li> <li>add and subtract fractions with the same denominator</li> <li>recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math></li> <li>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</li> <li>round decimals with one decimal place to the nearest whole number</li> <li>compare numbers with the same number of decimal places up to two decimal places</li> <li>solve simple measure and money problems involving fractions and decimals to two decimal places.</li> </ul>
<p><b>Year 4</b></p> <p><b>Range:</b> 3c-3b</p>	<p><b>Measurement</b></p>	<p><b>Geometry - Properties of Shapes</b></p>	<p><b>Geometry - Position and Direction</b></p>	<p><b>Statistics</b></p>
	<ul style="list-style-type: none"> <li>Convert between different units of measure [for example, kilometre to metre; hour to minute]</li> <li>measure and calculate the perimeter of rectilinear figure (including squares) in centimetres and metres</li> <li>find the area of rectilinear shapes by counting squares</li> <li>estimate, compare and calculate different measures, including money in pounds and Pence</li> <li>read, write and convert time between analogue and digital 12- and 24-hour clocks</li> <li>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> </ul>	<ul style="list-style-type: none"> <li>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>identify acute and obtuse angles and compare and order angles up to two right angles by size</li> <li>identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>complete a simple symmetric figure with respect to a specific line of symmetry.</li> </ul>	<ul style="list-style-type: none"> <li>describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>describe movements between positions as translations of a given unit to the left/right</li> <li>and up/down</li> <li>plot specified points and draw sides to complete a given polygon.</li> </ul>	<ul style="list-style-type: none"> <li>interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>

### Milestone 2

## Year 5 & 6 Mathematics Assessment (NC 2014)

		Number and place value	Addition and subtraction	Multiplication and division	Fractions, Decimals & Percentages
<p><b>At the end of the year, pupils working at EXPECTED levels should be able to:</b></p> <p><b>Year 5</b></p> <p><b>Range: 3a-4c</b></p>		<ul style="list-style-type: none"> <li>read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit</li> <li>count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000</li> <li>interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero</li> <li>round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000</li> <li>solve number problems and practical problems that involve all of the above</li> <li>read Roman numerals to 1000 (M) and recognise years written in Roman numerals.</li> </ul>	<ul style="list-style-type: none"> <li>add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)</li> <li>add and subtract numbers mentally with increasingly large numbers</li> <li>use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</li> <li>solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.</li> </ul>	<ul style="list-style-type: none"> <li>identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers</li> <li>Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers</li> <li>establish whether a number up to 100 is prime and recall prime numbers up to 19</li> <li>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</li> <li>multiply and divide numbers mentally drawing upon known facts</li> <li>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</li> <li>multiply and divide whole numbers and those involving decimals by 10, 100 and 1000</li> <li>recognise and use square numbers and cube numbers, and the notation for squared (<math>^2</math>) and cubed (<math>^3</math>)</li> <li>solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes</li> <li>solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign</li> <li>solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.</li> </ul>	<ul style="list-style-type: none"> <li>compare and order fractions whose denominators are all multiples of the same number</li> <li>identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths</li> <li>recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements <math>&gt; 1</math> as a mixed number [for example, <math>2/5 + 4/5 = 6/5 = 1 \frac{1}{5}</math>]</li> <li>add and subtract fractions with the same denominator and denominators that are multiples of the same number</li> <li>multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams</li> <li>read and write decimal numbers as fractions [for example, <math>0.71 = 71/100</math>]</li> <li>recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents</li> <li>round decimals with two decimal places to the nearest whole number and to one decimal place</li> <li>read, write, order and compare numbers with up to three decimal places</li> <li>solve problems involving number up to three decimal places</li> <li>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</li> <li>solve problems which require knowing percentage and decimal equivalents of <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>1/5</math>, <math>2/5</math>, <math>4/5</math> and those fractions with a denominator of a multiple of 10 or 25.</li> </ul>
		<p style="text-align: center;"><b>Measurement</b></p> <ul style="list-style-type: none"> <li>convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)</li> <li>understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints</li> <li>measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</li> <li>calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (<math>\text{cm}^2</math>) and square metres (<math>\text{m}^2</math>) and estimate the area of irregular shapes</li> <li>estimate volume [for example, using <math>1 \text{ cm}^3</math> blocks to build cuboids (including cubes)] and capacity [for example, using water]</li> <li>solve problems involving converting between units of time</li> <li>use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.</li> </ul>	<p style="text-align: center;"><b>Geometry - Properties of Shapes</b></p> <ul style="list-style-type: none"> <li>identify 3-D shapes, including cubes and other cuboids, from 2-D representations</li> <li>know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</li> <li>draw given angles, and measure them in degrees (<math>^\circ</math>)</li> <li>identify: <ul style="list-style-type: none"> <li>angles at a point and one whole turn (total <math>360^\circ</math>)</li> <li>angles at a point on a straight line and <math>1/2</math> a turn (total <math>180^\circ</math>)</li> <li>other multiples of <math>90^\circ</math></li> </ul> </li> <li>use the properties of rectangles to deduce related facts and find missing lengths and angles</li> <li>distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</li> </ul>	<p style="text-align: center;"><b>Geometry - Position and Direction</b></p> <ul style="list-style-type: none"> <li>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.</li> </ul>	<p style="text-align: center;"><b>Statistics</b></p> <ul style="list-style-type: none"> <li>solve comparison, sum and difference problems using information presented in a line graph</li> <li>complete, read and interpret information in tables, including timetables.</li> </ul>
		<p style="text-align: center;"><b>Number and place value</b></p> <ul style="list-style-type: none"> <li>read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</li> <li>round any whole number to a required degree of accuracy</li> <li>use negative numbers in context, and calculate intervals across zero</li> <li>solve number and practical problems that involve all of the above.</li> </ul>	<p style="text-align: center;"><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</li> <li>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</li> <li>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 the context</li> <li>perform mental calculations, including with mixed operations and large numbers</li> <li>identify common factors, common multiples and prime numbers</li> <li>use their knowledge of the order of operations to carry out calculations involving the four operations</li> <li>solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> </ul>	<p style="text-align: center;"><b>Multiplication and division</b></p>	<p style="text-align: center;"><b>Fractions, Decimals &amp; Percentages</b></p> <ul style="list-style-type: none"> <li>use common factors to simplify fractions; use common multiples to express fractions in the same denomination</li> <li>compare and order fractions, including fractions <math>&gt; 1</math></li> <li>add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</li> <li>multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, <math>\frac{1}{4} \times \frac{1}{2} = 1/8</math>]</li> <li>divide proper fractions by whole numbers</li> <li>associate a fraction with division and calculate decimal fraction equivalents [for example, <math>0.375</math>] for a simple fraction [for example, <math>3/8</math>]</li> <li>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</li> <li>multiply one-digit numbers with up to two decimal places by whole numbers</li> <li>use written division methods in cases where the answer has up to two decimal places</li> <li>solve problems which require answers to be rounded to specified degrees of accuracy</li> <li>recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.</li> </ul>
		<p style="text-align: center;"><b>Measurement</b></p> <ul style="list-style-type: none"> <li>solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</li> <li>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 up to three decimal places</li> <li>convert between miles and kilometres</li> <li>recognise that shapes with the same areas can have different perimeters and vice versa</li> <li>recognise when it is possible to use formulae for area and volume of shapes</li> <li>calculate the area of parallelograms and triangles</li> <li>calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (<math>\text{cm}^3</math>) and cubic metres (<math>\text{m}^3</math>), and extending to other units</li> </ul>	<p style="text-align: center;"><b>Geometry - Properties of Shapes</b></p> <ul style="list-style-type: none"> <li>draw 2-D shapes using given dimensions and angles</li> <li>recognise, describe and build simple 3-D shapes, including making nets</li> <li>compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</li> <li>illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</li> <li>recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.</li> </ul>	<p style="text-align: center;"><b>Geometry - Position and Direction</b></p> <ul style="list-style-type: none"> <li>describe positions on the full coordinate grid (all four quadrants)</li> <li>draw and translate simple shapes on the coordinate plane, and reflect them in the axes.</li> </ul> <p style="text-align: center;"><b>Ratio &amp; Proportion</b></p> <ul style="list-style-type: none"> <li>solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</li> <li>solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison</li> <li>solve problems involving similar shapes where the scale factor is known or can be found</li> <li>solve problems involving unequal sharing and grouping using knowledge of fractions and multiples</li> </ul>	<p style="text-align: center;"><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and construct pie charts and line graphs and use these to solve problems</li> <li>calculate and interpret the mean as an average.</li> </ul> <p style="text-align: center;"><b>Algebra</b></p> <ul style="list-style-type: none"> <li>use simple formulae</li> <li>generate and describe linear number sequences</li> <li>express missing number problems algebraically</li> <li>find pairs of numbers that satisfy an equation with two unknowns</li> <li>enumerate possibilities of combinations of two variables.</li> </ul>

**Milestone 3**

## Year 7 & 8 Mathematics Assessment (NC 2014)

	Number and place value	Algebra	Ratio, Proportion and Rate of Change	Geometry & Measure	
<p><b>t the end of the year, pupils working at EXPECTED levels should be able to:</b></p> <p><b>Year 7/8</b></p> <p><b>Range: 4a – 6a</b></p>	<ul style="list-style-type: none"> <li>• understand and use place value for decimals, measures and integers of any size</li> <li>• order positive and negative integers, decimals and fractions; use the number line as a model for ordering of the real numbers; use the symbols =, ≠, &lt;, &gt;, ≤, ≥</li> <li>• use the concepts and vocabulary of prime numbers, factors (or divisors), multiples, common factors, common multiples, highest common factor, lowest common multiple, prime factorisation, including using product notation and the unique factorisation property</li> <li>• use the four operations, including formal written methods, applied to integers, decimals, proper and improper fractions, and mixed numbers, all both positive and negative</li> <li>• use conventional notation for the priority of operations, including brackets, powers, roots and reciprocals</li> <li>• recognise and use relationships between operations including inverse operations</li> <li>• use integer powers and associated real roots (square, cube and higher), recognise powers of 2, 3, 4, 5 and distinguish between exact representations of roots and their decimal approximations</li> <li>• interpret and compare numbers in standard form <math>A \times 10^n</math> <math>1 \leq A &lt; 10</math>, where n is a positive or negative integer or zero</li> <li>• work interchangeably with terminating decimals and their corresponding fractions (such as 3.5 and 27 or 0.375 and <math>\frac{3}{8}</math>)</li> <li>• define percentage as 'number of parts per hundred', interpret percentages and percentage changes as a fraction or a decimal, interpret these multiplicatively, express one quantity as a percentage of another, compare two quantities using percentages, and work with percentages greater than 100%</li> <li>• interpret fractions and percentages as operators</li> <li>• use standard units of mass, length, time, money and other measures, including with decimal quantities</li> <li>• round numbers and measures to an appropriate degree of accuracy [for example, to a number of decimal places or significant figures]</li> <li>• use approximation through rounding to estimate answers and calculate possible resulting errors expressed using inequality notation <math>a &lt; x \leq b</math></li> <li>• use a calculator and other technologies to calculate results accurately and then interpret them appropriately</li> <li>• appreciate the infinite nature of the sets of integers, real and rational numbers.</li> </ul>	<ul style="list-style-type: none"> <li>• use and interpret algebraic notation, including:                             <ul style="list-style-type: none"> <li>○ ab in place of <math>a \times b</math></li> <li>○ <math>3y</math> in place of <math>y + y + y</math> and <math>3 \times y</math></li> <li>○ <math>a^2</math> in place of <math>a \times a</math>, <math>a^3</math> in place of <math>a \times a \times a</math>;</li> <li>○ <math>a^2b</math> in place of <math>a \times a \times b</math></li> <li>○ <math>a</math> in place of <math>a \div b</math></li> <li>○ coefficients written as fractions rather than as decimals</li> <li>○ brackets</li> </ul> </li> <li>• substitute numerical values into formulae and expressions, including scientific formulae</li> <li>• understand and use the concepts and vocabulary of expressions, equations, inequalities, terms and factors</li> <li>• simplify and manipulate algebraic expressions to maintain equivalence by:                             <ul style="list-style-type: none"> <li>○ collecting like terms</li> <li>○ multiplying a single term over a bracket</li> <li>○ taking out common factors</li> <li>○ expanding products of two or more binomials</li> </ul> </li> <li>• understand and use standard mathematical formulae; rearrange formulae to change the subject</li> <li>• model situations or procedures by translating them into algebraic expressions or formulae and by using graphs</li> <li>• use algebraic methods to solve linear equations in one variable (including all forms that require rearrangement)</li> <li>• work with coordinates in all four quadrants</li> <li>• recognise, sketch and produce graphs of linear and quadratic functions of one variable with appropriate scaling, using equations in x and y and the Cartesian plane</li> <li>• interpret mathematical relationships both algebraically and graphically</li> <li>• reduce a given linear equation in two variables to the standard form <math>y = mx + c</math>; calculate and interpret gradients and intercepts of graphs of such linear equations numerically, graphically and algebraically</li> <li>• use linear and quadratic graphs to estimate values of y for given values of x and vice versa and to find approximate solutions of simultaneous linear equations</li> <li>• find approximate solutions to contextual problems from given graphs of a variety of functions, including piece-wise linear, exponential and reciprocal graphs</li> <li>• generate terms of a sequence from either a term-to-term or a position-to-term rule</li> <li>• recognise arithmetic sequences and find the nth term</li> <li>• recognise geometric sequences and appreciate other sequences that arise.</li> </ul>	<ul style="list-style-type: none"> <li>• change freely between related standard units [for example time, length, area, volume/capacity, mass]</li> <li>• use scale factors, scale diagrams and maps</li> <li>• express one quantity as a fraction of another, where the fraction is less than 1 and greater than 1</li> <li>• use ratio notation, including reduction to simplest form</li> <li>• divide a given quantity into two parts in a given part:part or part:whole ratio; express the division of a quantity into two parts as a ratio</li> <li>• understand that a multiplicative relationship between two quantities can be expressed as a ratio or a fraction</li> <li>• relate the language of ratios and the associated calculations to the arithmetic of fractions and to linear functions</li> <li>• solve problems involving percentage change, including: percentage increase, decrease and original value problems and simple interest in financial mathematics</li> <li>• solve problems involving direct and inverse proportion, including graphical and algebraic representations</li> <li>• use compound units such as speed, unit pricing and density to solve problems.</li> </ul>	<ul style="list-style-type: none"> <li>• derive and apply formulae to calculate and solve problems involving: perimeter and area of triangles, parallelograms, trapezia, volume of cuboids (including cubes) and other prisms (including cylinders)</li> <li>• calculate and solve problems involving: perimeters of 2-D shapes (including circles), areas of circles and composite shapes</li> <li>• draw and measure line segments and angles in geometric figures, including interpreting scale drawings</li> <li>• derive and use the standard ruler and compass constructions (perpendicular bisector of a line segment, constructing a perpendicular to a given line from/at a given point, bisecting a given angle); recognise and use the perpendicular distance from a point to a line as the shortest distance to the line</li> <li>• describe, sketch and draw using conventional terms and notations: points, lines, parallel lines, perpendicular lines, right angles, regular polygons, and other polygons that are reflectively and rotationally symmetric</li> <li>• use the standard conventions for labelling the sides and angles of triangle ABC, and know and use the criteria for congruence of triangles</li> <li>• derive and illustrate properties of triangles, quadrilaterals, circles, and other plane figures [for example, equal lengths and angles] using appropriate language and technologies</li> <li>• identify properties of, and describe the results of, translations, rotations and reflections applied to given figures</li> <li>• identify and construct congruent triangles; construct similar shapes by enlargement, with and without coordinate grids</li> <li>• apply the properties of angles at a point, angles at a point on a straight line, vertically opposite angles</li> <li>• understand and use the relationship between parallel lines and alternate and corresponding angles</li> <li>• derive and use the sum of angles in a triangle and use it to deduce the angle sum in any polygon, and to derive properties of regular polygons</li> <li>• apply angle facts, triangle congruence, similarity and properties of quadrilaterals to derive results about angles and sides, including Pythagoras' Theorem, and use known results to obtain simple proofs</li> <li>• use Pythagoras' Theorem and trigonometric ratios in similar triangles to solve problems involving right-angled triangles</li> <li>• use the properties of faces, surfaces, edges and vertices of cubes, cuboids, prisms, cylinders, pyramids, cones and spheres to solve problems in 3-D</li> <li>• interpret mathematical relationships both algebraically and geometrically.</li> </ul>	
	<b>Probability</b>			<ul style="list-style-type: none"> <li>• record, describe and analyse the frequency of outcomes of simple probability experiments involving randomness, fairness, equality and unequally likely outcomes, using appropriate language and the 0-1 probability scale</li> <li>• understand that the probabilities of all possible outcomes sum to 1</li> <li>• enumerate sets and unions/intersections of sets systematically, using tables, grids and Venn diagrams</li> <li>• generate theoretical sample spaces for single and combined events with equally likely, mutually exclusive outcomes and use these to calculate theoretical probabilities.</li> </ul>	
		<b>Statistics</b>		<b>Work Mathematically</b>	
	<ul style="list-style-type: none"> <li>• describe, interpret and compare observed distributions of a single variable through: appropriate graphical representation involving discrete, continuous and grouped data; and appropriate measures of central tendency (mean, mode, median) and spread (range, consideration of outliers)</li> <li>• construct and interpret appropriate tables, charts, and diagrams, including frequency tables, bar charts, pie charts, and pictograms for categorical data, and vertical line (or bar) charts for ungrouped and grouped numerical data</li> <li>• describe simple mathematical relationships between two variables (bivariate data) in observational and experimental contexts and illustrate using scatter graphs.</li> </ul>	<p><b>Develop fluency</b></p> <ul style="list-style-type: none"> <li>• consolidate their numerical and mathematical capability from key stage 2 and extend their understanding of the number system and place value to include decimals, fractions, powers and roots</li> <li>• select and use appropriate calculation strategies to solve increasingly complex problems</li> <li>• use algebra to generalise the structure of arithmetic, including to formulate mathematical relationships</li> <li>• substitute values in expressions, rearrange and simplify expressions, and solve equations</li> <li>• move freely between different numerical, algebraic, graphical and diagrammatic representations [for example, equivalent fractions, fractions and decimals, and equations and graphs]</li> <li>• develop algebraic and graphical fluency, including understanding linear and simple quadratic functions</li> <li>• use language and properties precisely to analyse numbers, algebraic expressions, 2-D and 3-D shapes, probability and statistics.</li> </ul>	<p><b>Reason mathematically</b></p> <ul style="list-style-type: none"> <li>• extend their understanding of the number system; make connections between number relationships, and their algebraic and graphical representations</li> <li>• extend and formalise their knowledge of ratio and proportion in working with measures and geometry, and in formulating proportional relations algebraically</li> <li>• identify variables and express relations between variables algebraically and graphically</li> <li>• make and test conjectures about patterns and relationships; look for proofs or counter-examples</li> <li>• begin to reason deductively in geometry, number and algebra, including using geometrical constructions</li> <li>• interpret when the structure of a numerical problem requires additive, multiplicative or proportional reasoning</li> <li>• explore what can and cannot be inferred in statistical and probabilistic settings, and begin to express their arguments formally.</li> </ul>	<p><b>Solve problems</b></p> <ul style="list-style-type: none"> <li>• develop their mathematical knowledge, in part through solving problems and evaluating the outcomes, including multi-step problems</li> <li>• develop their use of formal mathematical knowledge to interpret and solve problems, including in financial mathematics</li> <li>• begin to model situations mathematically and express the results using a range of formal mathematical representations</li> <li>• select appropriate concepts, methods and techniques to apply to unfamiliar and non-routine problems.</li> </ul>	

### Milestone 4