



MATHS CURRICULUM- NUMBER AND PLACE VALUE

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Counting	Recognise some numerals of personal significance. Recognises numerals 1 to 5. Counts up to three or four objects by saying one number name for each item. Counts actions or objects which cannot be moved. Counts objects to 10, and beginning to count beyond 10. Counts out up to six objects from a larger group. Selects the correct numeral to represent 1 to 5, then 1 to 10 objects. Counts an irregular arrangement of up to ten objects. Estimates how many objects they can see and checks by counting them.	Count to 100 forwards and backwards, beginning with 0 or 1, or from any given number. Count in multiples of twos, fives and tens	Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	Count from 0 in multiples of 4, 8, 50 and 100 Count up and down in tenths	Count in multiples of 6, 7, 9, 25 and 1000 Count backwards through zero to include negative numbers Count up and down in hundredths	Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 Count forwards and backwards in decimal steps	Count forwards or backwards in steps of integers, decimals or powers of 10 for any number	
Comparing and Ordering		Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and one less	Compare and order numbers from 0 up to 100; use <, > and = signs. Find 1 or 10 more or less than a given number	Compare and order numbers up to 1000 Compare and order numbers with one decimal place Find 1, 10 or 100 more or less than a given number	Order and compare numbers beyond 1000 Order and compare numbers with the same number of decimal places up to two decimal places Find 0.1, 1, 10, 100 or 1000 more or less than a given number	Order and compare numbers to at least 1 000 000 Order and compare numbers with up to three decimal places Find 0.01, 0.1, 1, 10, 100, 1000 and other powers of 10 more or less than a given number	Find 0.01, 0.1, 1, 10, 100, 1000 and other powers of 10 more or less than a given number Order and compare numbers including integers, decimals and negative numbers Find 0.001, 0.01, 0.1, 1, 10 and powers of 10 more or less than a given number	order positive and negative integers, decimals and fractions; use the number line as a model for ordering of the real numbers; use the symbols =, ≠, <, >, ≤, ≥
Place Value		Read and write numbers from 1 to 100 in numerals and words Begin to recognise the place value of numbers beyond 100 (tens and ones) Identify and represent numbers using objects and pictorial representations including the number line	Read and write numbers to at least 100 in numerals and in words (<i>phonetically plausible attempts</i>) Recognise the place value of each digit in a two-digit number (tens, ones) Partition numbers in different ways (for example, 23 = 20 + 3 and 23 = 10 + 13) Identify, represent and estimate numbers using different representations, including the number line	Read and write numbers up to 1000 in numerals and in words Read and write numbers with one decimal place Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) Identify the value of each digit to one decimal place Partition numbers in different ways (for example, 146 = 100 + 40 + 6 & 146 = 130 + 16) Identify, represent and estimate numbers using different representations, including the number line	Read and write numbers to at least 10 000 Read and write numbers with up to two decimal places Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) Identify the value of each digit to two decimal places Partition numbers in different ways (for example, 2.3 = 2 + 0.3 and 2.3 = 1 + 1.3) Identify, represent and estimate numbers using different representations, including the number line	Read and write numbers to at least 1 000 000 Read and write numbers with up to three decimal places Determine the value of each digit in numbers to at least 1 000 000 Identify the value of each digit to three decimal places Identify, represent and estimate numbers using the number line	Read and write numbers up to 10 000 000 Determine the value of each digit in numbers up to 10 000 000 Identify the value of each digit to three decimal places Identify, represent and estimate numbers using the number line	understand and use place value for decimals, measures and integers of any size
Rounding, approximation and estimation	Estimates how many objects they can see and checks by counting them.		Round numbers to at least 100 to the nearest 10 Understand the connection between the 10 multiplication table and place value	Round numbers to at least 1000 to the nearest 10 or 100 Find the effect of multiplying a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer	Round any number to the nearest 10, 100 or 1000 Round decimals with one decimal place to the nearest whole number Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths	Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 Round decimals with two decimal places to the nearest whole number and to one decimal place Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	Round any whole number to a required degree of accuracy Round decimals with three decimal places to the nearest whole number or one or two decimal places Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places	Round numbers and measures to an appropriate degree of accuracy [for example, to a number of decimal places or significant figures]
Multiplying/dividing by powers of ten								
Negative Numbers					Count backwards through	Interpret negative numbers	Use negative numbers in	



MATHS CURRICULUM- NUMBER AND PLACE VALUE

					zero to include negative numbers (see counting)	in context, count forwards and backwards with positive and negative whole numbers through zero	context, and calculate intervals across zero	
Sequences and patterns	Uses familiar objects and common shapes to create and recreate patterns and build models.	Recognise and create repeating patterns with numbers, objects and shapes Identify odd and even numbers linked to counting in twos from 0 and 1	Describe and extend simple sequences involving counting on or back in different steps	Describe and extend number sequences involving counting on or back in different steps	Describe and extend number sequences involving counting on or back in different steps, including sequences with multiplication and division steps	Describe and extend number sequences including those with multiplication and division steps and those where the step size is a decimal	Describe and extend number sequences including those with multiplication and division steps, inconsistent steps, alternating steps and those where the step size is a decimal	
Roman Numerals				Read Roman numerals from I to XII (see time)	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 Roman numerals to 1000 (M) and recognise years written in Roman numerals		
Solving Number Problems	Begins to identify own mathematical problems based on own interests and fascinations.	Solve problems and practical problems involving all of the above	Use place value and number facts to solve problems	Solve number problems and practical problems involving these ideas	Solve number and practical problems that involve all of the above and with increasingly large positive numbers.	Solve number problems and practical problems that involve all of the above	Solve number and practical problems that involve all of the above	