



**Maths Progression Map for Number and Place Value,**

	<b>Nursery</b>	<b>Reception</b>	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Counting</b>			<p>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</p> <p>count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens</p> <p>given a number, identify one more and one less</p>	<p>count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward</p>	<p>count from 0 in multiples of 4, 8, 50 and 100;</p> <p>find 10 or 100 more or less than a given number</p>	<p>count backwards through zero to include negative numbers</p> <p>count in multiples of 6, 7, 9, 25 and 1000</p> <p>find 1000 more or less than a given number</p>	<p>interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero</p> <p>count forwards or backwards in steps of powers of 10 for any given number up to 1000 000</p>	<p>use negative numbers in context, and calculate intervals across zero</p>
<b>Comparing Numbers</b>			<p>use the language of: equal to, more than, less than (fewer), most, least</p>	<p>compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</p>	<p>compare and order numbers up to 1000</p>	<p>order and compare numbers beyond 1000</p>	<p>read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit</p>	<p>read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</p>



						compare numbers with the same number of decimal places up to two decimal places		
<b>Identifying, Representing and Estimating numbers</b>			identify and represent numbers using objects and pictorial representations including the number line	identify and represent numbers using objects and pictorial representations including the number line	identify, represent and estimate numbers using different representations	identify, represent and estimate numbers using different representations		
<b>Reading and Writing Numbers (Including Roman Numerals)</b>			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	read and write numbers up to 1 000 in numerals and in words  tell and write the time from an analogue clock, including using Roman numerals from I to XII,	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 1 000 (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



					and 12-hour and 24-hour clocks			
<b>Understanding Place Value</b>			recognise the place value of each digit in a two-digit number (tens, ones)	recognise the place value of each digit in a two-digit number (tens, ones)	recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)  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 units, tenths and hundredths  round any number to the nearest 10, 100 or 1 000  round decimals with one decimal place to the nearest whole number	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit  recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents  round any number up to 1 000 000 to the nearest 10, 100, 1 000, 10 000 and 100 000 round decimals with two decimal places to the nearest whole number and to one decimal place	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit  identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1 000 where the answers are up to three decimal places  round any whole number to a required degree of accuracy  solve problems which require answers to be rounded to specified degrees of accuracy



<b>Problem Solving</b>			use place value and number facts to solve problems	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