



'Let your light shine'...as a Mathematician!

Maths End Points

What do we want our young mathematicians to achieve at the end of each year?

EYFS	<p>Number:</p> <ul style="list-style-type: none"> Count and order numbers to 20. Match objects to numerals. Find one more and less than numbers to 20. Record with marks and numerals. Use language of more and less. Add by counting on and subtract by counting back. Double and half numbers to 20. <p>Measurement:</p> <ul style="list-style-type: none"> Order items by length, weight and capacity. Use distance, time and money language. Order and sequence things in terms of time. <p>Geometry:</p> <ul style="list-style-type: none"> Use shape in construction, create patterns and describe some properties of these shapes. Use correct language to describe 3D shapes.
Year 1	<p>Number:</p> <ul style="list-style-type: none"> Sort, count, order and represent numbers and objects. Understand 10s and 1s. Count, read and write forwards and backwards from any number between 0-100. Understand the language of greater than, less than and equals using the relevant symbols. Use a number line. Know number bonds to 10, use the '+' and '-' signs using varied language in addition and subtraction questions. Add by counting on, by making 10 and using number bonds. Subtract numbers crossing a 10. Derive simple related number facts in addition and subtraction. Count in 2s, 5s and 10s. Find 1 more and less than numbers up to 100. Make and add equal groups to introduce repeated addition as multiplication and sharing as division. Find a half and a quarter. Partition, order and compare numbers to 100. <p>Measurement:</p> <ul style="list-style-type: none"> Compare height and length, measure lengths with a ruler. Concepts of weight, mass, capacity and volume measuring capacity with different vessels and mass with cubes and other similar objects. Recognise and count with coins. Use before and after in terms of time, tell time to half hours. Read and write dates and times.



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	<p>Geometry:</p> <ul style="list-style-type: none"> ● Recognise and name and sort simple 2D and 3D shapes, making patterns with them. ● Describe turn and position with words such as top, left, middle, quarter turn etc.
Year 2	<p>Number:</p> <ul style="list-style-type: none"> ● Count objects to 100, read and write numbers to 100 in numeral and words. ● Compare and order numbers and objects. ● Count in 2s, 3s, 5s and 10s. ● Know numbers bonds to 20 and 100. ● Compare number sentences and related facts. ● Count 1 and 10 more and less. ● Up to 2-digit subtraction crossing a 10. ● Add 3 single digit numbers. ● Make and add equal groups. ● Use the 'x' symbol. ● Use pictures and arrays to perform multiplication. ● Know the 2, 5 and 10 times tables. ● Share into equal groups and divide by 2, 5 and 10. ● To understand odd and even numbers and know how to identify them. ● Recognise and find a half, quarter and a third. ● Work with unit and non-unit fractions, shading fractions of a shape or a whole. ● Know the equivalence of two quarters and one half, find three quarters and count in simple fractions. <p>Measurement:</p> <ul style="list-style-type: none"> ● Count money and know coin denominations. Find the total, difference and change using money. ● Measure and compare lengths in cm and m. ● Tell time to 5 minutes including terms such as o'clock, half past, quarter to and past. ● Know hours and days. ● Find and compare relevant durations. ● Measure in g and kg, ml and l and compare mass and capacity. ● Measure and know units of temperature. <p>Geometry:</p> <ul style="list-style-type: none"> ● Recognise simple 2D and 3D shapes, counting sides and vertices in 2D shapes and faces, edges and vertices in 3D shapes. ● Draw and sort simple 2D and 3D shapes. ● Find lines of symmetry. ● Makes patterns with 2D and 3D shapes. ● Describe movement and turns. <p>Statistics:</p> <ul style="list-style-type: none"> ● Know how to make a tally. ● Draw and interpret pictograms where there are 1, 5 and 10 representations.



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Year 3	<p>Number:</p> <ul style="list-style-type: none"> • Understand place value to 1000, compare and place numbers on a number line. • Count on in 1, 10, 50 and 100. • Add and subtract multiples of 100, add and subtract 1, 2 and 3 digit numbers crossing 10s and 100s. • To share into equal groupings and multiply and divide using 3, 4 and 8. • Understand related calculations in multiplication and division. • Multiply and divide 2 digits by 1 digit. • Understand scaling. • Systematically arrange permutations. • To identify equivalent fractions in diagrams, order fractions with the same denominator and add and subtract fractions with the same denominator. <p>Measurement:</p> <ul style="list-style-type: none"> • Convert between pounds and pence, calculate change and add and subtract with money. • Measure and compare lengths and identify equivalent lengths. • Measure and calculate perimeter. • To understand the structure of a year in terms of months, the number of hours in a day and use the 24 hour clock as well as AM and PM. • Tell the time to 5 min and 1 min intervals. • Find and compare durations of time, start times and end times. • To be able to measure time in seconds. • Measure and compare mass and capacity, add and subtract mass and capacity. <p>Geometry:</p> <ul style="list-style-type: none"> • To understand turn, such as half an quarter turn and the types of angle including right angle. • Understand the terms: horizontal, vertical, parallel and perpendicular. • Recognise and describe simple 2D and 3D shapes. • Draw accurately using a ruler. <p>Statistics:</p> <ul style="list-style-type: none"> • .Interpret and draw pictograms, bar charts and simple tables.
Year 4	<p>Number:</p> <ul style="list-style-type: none"> • To be able to round to the nearest 10, 100 and 1000 and count in 10, 25, 100 and 1000s from an integer. • Compare and order numbers to 1000 and be able to partition these numbers. • To know roman numerals to 100. • Count backwards through zero. • Add and subtract 4 digit numbers with exchanges, knowing how to estimate and check answers. • To multiply by 0, 1, 10 and 100. To divide by 1 and itself. • To know table and division facts (up to 12x12). • To multiply 3 numbers. • To find factor pairs. • To multiply and divide 2 and 3 digit numbers by 1 digit. • To understand what a fraction is and know some simple equivalent fractions and know that fractions can be greater than 1. • To be able to count in fractions, add fractions with the same denominator and subtract a fraction from 1.



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- To find simple fractions of an amount.
- To recognise tenths and hundredths as decimals and parts of a whole, on a place value grid. Place tenths on a number line.
- Divide 1 and 2 digits by 10 and 100.
- To make a whole number with 2 decimals, compare and round simple decimals and know halves and quarters.

Measurement:

- Conversion between km and m.
- Find perimeter on a grid with rectilinear shapes.
- Counting squares for area and compare shapes and areas.
- To know and use pounds and pence in problems, estimate with money and use the four operations with money.
- To know the units of time, hours, minutes, seconds, years, months, weeks and days.
- To be able to convert between digital and analogue time.

Geometry:

- Identify types of angles, triangles and quadrilaterals.
- To identify lines of symmetry and complete a symmetric figure.
- Describe position and movement on a grid.

Statistics:

- .To read line graphs, interpret charting including comparisons sum and difference.