

Number: Number and Place Value

COUNTING						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Subitise (recognise quantities without counting) up to 5. Recognise the pattern of the counting system.</p> <p>Verbally count beyond 20, recognising the pattern of the counting system.</p>	count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number			count backwards through zero to include negative numbers	interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	use negative numbers in context, and calculate intervals across zero
Children will begin to conceptually subitise numbers up to 10	count, read and write numbers to 100 in numerals; 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 or backward	count from 0 in multiples of 4, 8, 50 and 100;	count in multiples of 6, 7, 9, 25 and 1000	count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000	
Compare quantities up to 10. Recognise when a quantity is greater than, less than or the same as the other quantity. Find 1 more and 1 less.	given a number, identify one more and one less		find 10 or 100 more or less than a given number	find 1000 more or less than a given number		
COMPARING NUMBERS						
ordinal numbers and will use the language of 1st, 2nd, 3rd in their play	use the language of: equal to, more than, less than (fewer), most, least	compare and order numbers from 0 up to 100; use <, > and = signs	compare and order numbers up to 1000	order and compare numbers beyond 1000	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)
use the language of 'greater than', 'less than', 'equal to', 'same as'. Children				<i>compare numbers with the same number of decimal places up to two decimal places</i>		

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begin to recognise that when the amount is rearranged the total stays the same.				(copied from Fractions)		
IDENTIFYING, REPRESENTING AND ESTIMATING NUMBERS						
Represent their playful counting using marks, objects and pictorial representations.	identify and represent numbers using objects and pictorial representations including the number line	identify, represent and estimate numbers using different representations, including the number line	identify, represent and estimate numbers using different representations	identify, represent and estimate numbers using different representations		

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READING AND WRITING NUMBERS (including Roman Numerals)						
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make clearly recognisable attempts at forming all the numbers 0-9	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 1000 in numerals and in words	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 (appears also in Comparing Numbers)	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Understanding Place Value)
			<i>tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</i> (copied from Measurement)		read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	
UNDERSTANDING PLACE VALUE						
Introduced to teen numbers through Ten Town representations and 10 frames	Begin to see the value of digits through visual representations using ten frames.	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)	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)
				<i>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</i> (copied from Fractions)		



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ROUNDING						
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				round any number to the nearest 10, 100 or 1 000	round any number up to 1 000 000 to the nearest 10, 100, 1 000, 10 000 and 100 000	round any whole number to a required degree of accuracy
				<i>round decimals with one decimal place to the nearest whole number</i> (copied from Fractions)	<i>round decimals with two decimal places to the nearest whole number and to one decimal place</i> (copied from Fractions)	<i>solve problems which require answers to be rounded to specified degrees of accuracy</i> (copied from Fractions)
PROBLEM SOLVING						
		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