

Number and place value

	COUNTING					
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To count forwards and backwards to 20.	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
To be confident in counting and be able to stop and to then continue. To be accurate when counting amounts.	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 1 000	count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000	
To be able to accurately count a number of objects.	given a number, identify one more and one less		find 10 or 100 more or less than a given number	find 1 000 more or less than a given number		
To be able to subitise numbers up to 5 accurately and spot the patterns within the numbers.						
Have a deep understanding of the composition of each number up to 10.						
EYFS	COMPARING NUMBERS					
To be able to compare numbers. Identifying	use the language of: equal to, more than,		compare and order numbers up to 1 000	order and compare numbers beyond 1 000	read, write, order and compare numbers to at	read, write, order and compare numbers up to

<p>the biggest and smallest and also looking at the language or more, fewer and equal to.</p> <p>To be able to find one more and one less of a number.</p>	<p>less than (fewer), most, least</p>	<p>compare and order numbers from 0 up to 100; use <, > and = signs</p>		<p>compare numbers with the same number of decimal places up to two decimal places (copied from Fractions)</p>	<p>least 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)</p>	<p>10 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)</p>
EYFS	IDENTIFYING, REPRESENTING AND ESTIMATING NUMBERS					
<p>To be able to identify numbers and match the numbers to a given amount. For example. Knowing that 4 objects matches the number 4.</p> <p>To identify odd and even numbers and spot patterns with these numbers.</p>	<p>identify and represent numbers using objects and pictorial representations including the number line</p>	<p>identify, represent and estimate numbers using different representations, including the number line</p>	<p>identify, represent and estimate numbers using different representations</p>	<p>identify, represent and estimate numbers using different representations</p>		

	READING AND WRITING NUMBERS (including Roman Numerals)					
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>To be able to read the numbers to 20.</p> <p>To write the numerals 0-9 accurately and be able to use these to make other numbers.</p>	<p>read and write numbers from 1 to 20 in numerals and words.</p>	<p>read and write numbers to at least 100 in numerals and in words</p>	<p>read and write numbers up to 1 000 in numerals and in words</p>		<p>read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit (appears also in Comparing Numbers)</p>	<p>read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</p>

			<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 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 1 000 (M) and recognise years written in Roman numerals.	(appears also in Understanding Place Value)
EYFS	UNDERSTANDING PLACE VALUE					
To be able to split up numbers and recognise how numbers are structured, using the part whole model and the tens frame.		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)	<i>recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents</i> (copied from Fractions)	<i>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</i> (copied from Fractions)

	ROUNDING					
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
				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					
To solve problems using missing numbers in the part-whole model.		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