## St Oswald's Catholic Primary School - Progression Map2023-2024

## Number: Number and Place Value

| COUNTING |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| To recite numbers in order to 10. To realise not only objects, but anything can be counted including steps, claps or jumps. | Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number 1NPV-1 |  |  | 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 count up to three or four objects by saying one number name for each item. <br> To count out up to six objects from a larger group. <br> To count actions or objects which cannot be moved. To count objects to 10 and beginning to count beyond 10 . | Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens and count forwards and backwards through the odd numbers 1NF-2 | 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 000000 |  |

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| To count an irregular arrangement of up to ten objects. <br> To estimate how many objects they can see and check by counting them. |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| To count reliably with numbers from one to 20. | 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 |  |  |  |  |  |
| To compare two groups of objects, saying when they have the same number. | 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 000000 and determine the value | Read, write, order and compare numbers up to 10 000000 and determine the value |
| To use the language of 'more' and 'fewer' to compare two sets of objects. |  |  |  |  | (appears also in Reading and Writing Numbers) | also in Reading and Writing Numbers) |
| To place numbers one to 20 in order. |  |  |  |  |  |  |

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|  |  |  |  | Compare numbers with the same number of decimal places up to two decimal places (also in Fractions) |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Reason about the location of numbers to 20 within the linear number system, including comparing using < > and $=1 \mathrm{NPV}-2$ | Reason about the location of any two digit number in the linear number system, including identifying the previous and next multiple of 10. <br> 2NPV-2 | Reason about the location of any three digit number in the linear number system, including identifying the previous and next multiple of 100 and 10 3NPV-3 | Reason about the location of any four digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each. 4NPV- 3 | Reason about the location of any number with up to 2 decimals places in the linear number <br> system, <br> 5NPV-3 | Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, 6NPV- 3 |
|  | IDENTIFYING, REPRESENTING AND ESTIMATING NUMBERS |  |  |  |  |  |
| To say the number that is one more than a given number. <br> To find one more or one less from a group of up to five objects, then ten objects. | 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) |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| To show an interest in numerals in the environment. <br> To use some number names accurately in play. | 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, write, order and compare numbers to at least 1000000 and determine the value of each digit (appears also in Comparing Numbers) | Read, write, order and compare numbers up to 10000000 and determine the value of each digit (appears also in Understanding Place Value) |
| To recognise some numerals of personal significance. <br> To recognise numerals 1 to 5. |  |  | Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12 -hour and 24 -hour clocks (also in 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 1000 (M) and recognise years written in Roman numerals. |  |

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| To show curiosity about numbers by offering comments or asking questions. | Recognise the place value of each digit in a two-digit number (tens, ones) and compose and decompose two-digit numbers using standard and nonstandard partitioning. 2NPV-1 | Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) and decompose threedigit numbers using standard and nonstandard partitioning 3NPV-2 | Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) and compose and decompose four-digit numbers using standard and nonstandard partitioning. 4NPV-2 | Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and nonstandard partitioning. 5NPV-2 | Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and nonstandard partitioning. 6NPV-2 |
| :---: | :---: | :---: | :---: | :---: | :---: |

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## Number: Number and Place Value


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Number: Number and Place Value

|  |  |  | Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10 ; apply this to identify and work out how many 10s there are in other three digit multiples of 10. <br> 3NPV-1 | Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 4NPV-1 | Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. <br> Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01 . <br> Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01 . 5NPV-1 | Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10 , 100 and 1,000). 6NPV-1 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | 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 (also in Fractions) | Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents (also in Fractions) | Identify the value of each digit to three decimal places and multiply and divide numbers by 10 , 100 and 1000 where the answers are up to three decimal places (also in Fractions) |

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|  |  |  | Divide 100 into $2,4,5$ and 10 equal parts, and read scales/number lines marked in multiples of 100 with $2,4,5$ and 10 equal parts. 3NPV-4 | Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with $2,4,5$ and 10 equal parts. 4NPV-4 | Divide 1 into 2, 4,5 and 10 equal parts, and read scales/number lines marked in units of 1 with $2,4,5$ and 10 equal parts. 5NPV-4 | Divide powers of 10, from 1 hundredth to 10 million, into $2,4,5$ and 10 equal parts, and read scales/number lines with labelled intervals divided into 2,4 , 5 and 10 equal parts. 6NPV-4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |

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## Number: Number and Place Value

|  | ROUNDING |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|  |  |  |  | Round any number to the nearest 10, 100 or 1000 | Round any number up to 1000000 to the nearest $10,100,1000$, 10000 and 100000 | Round any whole number to a required degree of accuracy 6NPV-3 |
|  |  |  |  | Round decimals with one decimal place to the nearest whole number (also in Fractions) | Round decimals with two decimal places to the nearest whole number and to one decimal place (also in Fractions) <br> Identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each. 5NPV - 3 | Solve problems which require answers to be rounded to specified degrees of accuracy (also in Fractions) |
| PROBLEM SOLVING |  |  |  |  |  |  |
| To show an interest in number problems. <br> To begin to identify own mathematical problems based on |  | 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 |


| own interests and <br> fascinations. |  |  |  |  |
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