



NUMBER & PLACE VALUE - KNOWLEDGE & SKILLS PROGRESSION

KEY STAGE 1

LOWER KEY STAGE 2

UPPER KEY STAGE 2

YEAR 1

YEAR 2

YEAR 3

YEAR 4

YEAR 5

YEAR 6

COUNTING

1.1	count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number			4.1	count backwards through zero to include negative numbers	5.1	interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero	6.1	use negative numbers in context, and calculate intervals across zero
1.2	count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens	2.2	count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward	3.2	count from 0 in multiples of 2, 5, 10 and 100,	4.2	count in multiples of 10, 100, 1000, 10,000, 100,000, 1,000,000 and 1,000,000,000	5.2	count forwards or backwards in steps of powers of 10 for any given number up to 1000 000
1.3	given a number, identify one more and one less			3.3	find 10 or 100 more or less than a given number	4.3	find 1000 more or less than a given number		

COMPARING NUMBERS

1.4	use the language of: equal to, more than, less than (fewer), most, least	2.4	compare and order numbers from 0 up to 100; use <, > and = signs	3.4	compare and order numbers up to 1000	4.4	order and compare numbers beyond 1 000 000	5.4	read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit	6.4	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit
						4.5	compare numbers with the same number of decimal places up to two decimal places				

IDENTIFYING, REPRESENTING & ESTIMATING NUMBERS

1.6	identify and represent numbers using objects and pictorial representations including the number line	2.6	identify, represent and estimate numbers using different representations, including the number line	3.6	identify, represent and estimate numbers using different representations	4.6	identify, represent and estimate numbers using different representations				
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READING & WRITING NUMBERS

1.7	read and write numbers from 1 to 20 in numerals and words.	2.7	read and write numbers to at least 100 in numerals and in words	3.7	read and write numbers up to 1000 in numerals and in words			5.7	read, write, order and compare numbers to at least 1 000 000 and	6.7	read, write, order and compare numbers up to
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					determine the value of each digit	10 000 000 and determine the value of each digit
			3.8 tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks	4.8 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.	5.8 read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	
UNDERSTANDING PLACE VALUE		2.9 recognise the place value of each digit in a two-digit number (tens, ones)	3.9 recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	4.9 recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)	5.9 read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit	6.9 read, write, order and compare numbers up to 10 000 000 and determine the value of each digit
				4.10 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	5.10 recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	6.10 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
ROUNDING				4.11 round any number to the nearest 10, 100 or 1000	5.11 round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000	6.11 round any whole number to a required degree of accuracy
				4.12 round decimals with one decimal place to the nearest whole number	5.12 round decimals with two decimal places to the nearest whole number and to one decimal place	6.12 solve problems which require answers to be rounded to specified degrees of accuracy

PROBLEM SOLVING

	2.13 use place value and number facts to solve problems	3.13 solve number problems and practical problems involving these ideas.	4.13 solve number and practical problems that involve all of the above and with increasingly large positive numbers	5.13 solve number problems and practical problems that involve all of the above	6.13 solve number and practical problems that involve all of the above
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