## Number: Place Value Progression Map

| COUNTING |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS |  |  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| FS1 | FS2 | ELG |  |  |  |  |  |  |
| Recite numbers past 5 | Count beyond ten | Verbally count beyond 20, recognising the pattern of the Counting system | 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 |
| Know that the last number reached when counting a small Set of objects tells you how many there are in total ('cardinal Principle') | Count <br> objects, <br> actions <br> and <br> sounds |  | 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 1000000 |  |
| Say one number name for each item in order: 1, 2, 3, 4, 5 |  |  | 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 |  |  |

Heather Garth
Primary Academy
Stars Aiming High

## Number: Place Value Progression Map

| COMPARING NUMBERS |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS |  |  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| FS1 | FS2 | ELG |  |  |  |  |  |  |
| Compare quantities using | Compare numbers | Compare quantities up to 10 in | Use the language of: equal to, more than, less than | Compare and order numbers from 0 up to 100; use <, > and | Compare and order numbers up to 1000 | Order and compare numbers beyond 1 000 | Read, write, order and compare | Read, write, order and compare |
| language: 'more than', 'fewer than' |  | different contexts, recognising when one quantity is greater than, less than or the same as the Other quantity | (fewer), most, least | = signs |  | Compare numbers with the same number of decimal places up to two decimal places (copied from Fractions) | numbers to at least 1000000 and determine the value of each digit (appears also in Reading and Writing Numbers) | numbers up to 10000000 and determine the value of each digit (appears also in Reading and Writing Numbers) |

Heather Garth
Primary Academy
Stars Aiming High

Number: Place Value Progression Map
IDENTIFYING, REPRESENTING AND ESTIMATING NUMBERS


## Number: Place Value Progression Map

| READING AND WRITING NUMBERS (including Roman Numerals) |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS |  |  | Year 1 | Year 2 | S (including Roman N | Year 4 | Year 5 | Year 6 |
| FS1 | FS2 | ELG |  |  |  |  |  |  |
| Link numerals and amounts: for example, showing the right Number of objects to match the numeral, up to 5 | Link the number symbol (numeral) with its cardinal number value |  | 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 1 000 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) |
| Experiment with their own symbols and marks as well as numerals |  |  |  |  | Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12hour and 24-hour clocks (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. |  |

Heather Garth
Primary Academy
Stars Aiming High

## Number: Place Value Progression Map

| UNDERSTANDING PLACE VALUE |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS |  |  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| FS1 | FS2 | ELG |  |  |  |  |  |  |
|  | Understand the 'one more than/one less than' relationship between consecutive numbers | Have a deep understanding of numbers to 10, including the composition of each number |  | 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 1000000 and determine the value of each digit <br> (appears also in | Read, write, order and compare numbers up to 10000000 and determine the value of each digit (appears also in Reading and Writing Numbers) |
|  | Explore the composition of numbers to 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 (copied from Fractions) | Reading and Writing Numbers) <br> Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents (copied from 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 (copied from Fractions) |

Heather Garth
Primary Academy
Stars Aiming High

## Number: Place Value Progression Map

| 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 |
|  |  |  |  |  |  | Round decimals with one decimal place to the nearest whole number (copied from Fractions) | Round decimals with two decimal places to the nearest whole number and to one decimal place (copied from Fractions) | Solve problems which require answers to be rounded to specified degrees of accuracy (copied from Fractions) |
| PROBLEM SOLVING |  |  |  |  |  |  |  |  |
| EYFS |  |  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| FS1 | FS2 | ELG |  |  |  |  |  |  |
| Solve real <br> world <br> mathematical <br> problems <br> with <br> numbers up to 5 |  |  |  | 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 |

