St John's Catholic Primary School

"Let Your Light Shine."

Maths Long Term Progression Overview 2025 – 2026

This overview sets out the essential mathematical knowledge and skills pupils develop from the Early Years to Year 6. It is based on the DfE (2020) Ready-to-Progress criteria and the White Rose Maths curriculum. The document highlights conceptual progression across strands so that all pupils can build fluency, reasoning and problem-solving confidence in line with our school vision: "Let your light shine."

Strand	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number & Place Value	Subitise to 5; count beyond 20; compare quantities using more / fewer / equal to.	Count within 100; recognise numerals; identify one more / less; understand tens and ones.	Recognise place value of 2-digit numbers; use <, >, = to compare; locate numbers on a number line.	Understand hundreds; place value of 3-digit numbers; round to nearest 10/100; read simple scales.	Recognise thousands; place value of 4-digit numbers; round to 10/100/1000; interpret scales.	Read, write and order numbers to 1 000 000 (incl. decimals to 2 dp); understand powers of 10; convert between units.	Read and order numbers to 10 000 000 and three-decimal places; use negative numbers in context; round appropriately.
Addition & Subtraction	Explore part-whole relationships; combine groups to find totals to 10.	Represent add/sub with objects and pictures; use + − = signs; number bonds to 10.	Add and subtract two-digit numbers using mental methods and structured equipment.	Use formal column methods for 3-digit numbers; estimate and check answers.	Apply formal written methods for 4-digit numbers; use inverse operations to check.	Add / subtract large numbers and decimals; use rounding to check accuracy.	Solve multi-step problems in context; choose efficient strategies and justify methods.
Multiplication & Division	Share and group objects in play contexts (halve, double).	Count in 2s, 5s and 10s; make equal groups; relate to × and ÷ symbols.	Recall × / ÷ facts for 2, 5 and 10; recognise odd/even; link arrays to equations.	Recall × / ÷ facts for 3, 4 and 8; use mental strategies; model with arrays and bar models.	Recall all × / ÷ facts to 12×12; use written methods for 2- and 3-digit × 1-digit; solve correspondence problems.	Use factors, multiples, squares and cubes; multiply up to 4-digit × 2-digit numbers; divide 4-digit ÷ 1-digit with remainders.	Use long multiplication and division for multi-digit numbers; interpret remainders; apply ratio and scaling relationships.

Fractions, Decimals & Percentages	Recognise half and whole in practical contexts (e.g. sharing snacks).	Recognise half and quarter of a shape or quantity.	Find $\frac{1}{3}$ and $\frac{1}{4}$ of a set of objects; identify simple equivalents.	Find unit fractions of quantities; add/subtract fractions with same denominator.	Convert between improper fractions and mixed numbers; add/subtract fractions with like denominators.	Find non-unit fractions of quantities; understand decimals and percent as part of a whole; use equivalents.	Compare, order and simplify fractions; use common denominators; link fractions, decimals and percentages in calculations.
Measurement	Compare lengths, weight and capacity using informal language; sequence daily events.	Measure using standard units; recognise coins and notes; tell time to hour and half hour.	Use rulers and scales to measure to nearest unit; compare length, mass and capacity; tell time to 5 minutes.	Convert between m/cm and kg/g; calculate perimeter of rectilinear shapes; read time to minute.	Find area of rectangles; estimate volume and capacity; use £ and p in context.	Convert between metric units; use imperial approximations; calculate area and volume of composite shapes.	Use formulae for area and volume of triangles and parallelograms; convert between miles and kilometres.
Geometry (Position & Shape)	Explore 2D and 3D shapes in play; use shape names and positional language.	Recognise common 2D/3D shapes; describe position, direction and movement.	Identify 2D / 3D properties; right angles and lines of symmetry.	Identify acute/obtuse angles; classify polygons; translate on grids.	Measure and draw angles; calculate perimeter and area; identify symmetry.	Use protractors to measure angles; distinguish regular and irregular polygons; reflect and translate shapes.	Draw 2D shapes using given dimensions and angles; use coordinates in four quadrants; recognise relationships in circles.
Statistics & Algebra	Talk about daily patterns (e.g. weather, routine).	Sort objects and tally results.	Draw and interpret simple charts and pictograms.	Use bar charts and tables to compare data.	Interpret time graphs and tables; recognise simple number patterns.	Complete line graphs and two-way tables; describe relationships using rules.	Interpret pie charts and line graphs; use simple formulae and expressions to generalise patterns.