Rothersthorpe Primary School



Number and Place Value Progression Document

Key of Text Colours

EYFS Development Matters (DM) Objectives & NC Objectives

- Key concepts that create solid foundations in EYFS to build upon for the NC Objectives
- NC Objective appears elsewhere within the same topic progression document
- NC Objective also appears in another topic progression document

Reception 40-60+ mths	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Counts up to three or four objects by saying one number name for each item. Counts actions or objects which cannot	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.
be moved. Counts objects to 10, and beginning to count beyond	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 1 000 000.	
 10. Counts out up to six objects from a larger group. Counts an irregular arrangement of 	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.		
up to ten objects.						

Can count a						
number of						
things in two						
groups and recognise that						
when						
recombined						
these still make						
the same total.						
Says the						
number that is						
one more than						
a given number.						
Finds one more						
or one less from						
a group of up to						
five objects,						
then ten						
objects.						
ELG: Count						
reliably with						
numbers from						
one to 20 and						
say which						
number is one						
<mark>more or one</mark>						
<mark>less than a</mark>						
<mark>given number</mark> .						
Recognise some	Use the language of:	Compare and order	Compare and order	Order and compare	Read, write, order	Read, write, order
numerals of	equal to, more than,	numbers from 0 up	numbers up to 1000	numbers beyond 1	and compare	and compare
personal	less than (fewer),	to 100; use <, > and =		000	numbers to at	numbers up to
significance.	most, least	signs			least 1 000 000	10 000 000 and
				Compare numbers	and determine	determine the value
Uses the				with the same	the value of each	of each digit
language of				number of decimal	digit.	(Objective also

'more' and 'fewer' to compare two sets of objects.				places up to two decimal places (Fractions NC Objective).	(Objective also shown in Reading and Writing Numbers).	shown in Reading and Writing Numbers).
ELG: Place them in order and say which number is one more or one less than a						
given number.						
Estimates how many objects they can see and checks by counting them. Records, using marks that they can interpret	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.		
and explain.						
Subitise: recognise how many things are in a small group (up to 5) without having to count them (including						
irregular arrangements).						
Recognises numerals 1 to 5	Read and write numbers from 1 to 20 in numerals and	Read and write numbers to at least 100 in numerals and	Read and write numbers up to 1000 in numerals and in		Read, write, order and compare numbers to at	Read, write, order and compare numbers up to
Selects the correct numeral	words.	in words.	words .		least 1000000 and determine	10 000 000 and determine the value

to represent 1 to 5, then 1 to 10 objects. ELG: Children count reliably with numbers from one to 20, place them in order.					the value of each digit (appears also in Comparing Numbers)	of each digit (appears also in Understanding Place Value).
			Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12- hour and 24-hour clocks (Measurement NC Objective).	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.	
ELG: Children count reliably with numbers from one to 20, place them in order.	Recognise the place value of each digit in numbers 1-20 (tens, ones) (This is not statutory until Year 2 but as a school we have decided this step to be necessary in this year group to support conceptual understanding, fluency and progression in this domain).	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, and ones).	Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones). 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 (Fractions NC Objective).	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). Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents	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). 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

			(Fractions NC Objective).	(Fractions NC Objective).
		Round any number to the nearest 10, 100 or 1000.	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.
		Round decimals with one decimal place to the nearest whole number. (Fractions NC Objective).	Round decimals with two decimal places to the nearest whole number and to one decimal place. (Fractions NC Objective).	Solve problems which require answers to be rounded to specified degrees of accuracy. (Fractions NC Objective).