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 |
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| Counts up to three or four objects by saying one number name for each item. <br> 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. <br> 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 000000. |  |
| 10. <br> Counts out up to six objects from a larger group. | 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. |  |  |
| Counts an irregular arrangement of up to ten objects. |  |  |  |  |  |  |


| Can count a <br> number of things in two groups and recognise that when recombined these still make the same total. <br> Says the number that is one more than a given number. <br> Finds one more or one less from a group of up to five objects, then ten objects. <br> ELG: Count reliably with numbers from one to 20 and say which number is one more or one less than a given number. |  |  |  |  |  |  |
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| Recognise some numerals of personal significance. <br> Uses the language of | 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 1 000 <br> Compare numbers with the same number of decimal | Read, write, order and compare numbers to at least 1000000 and determine the value of each digit. | Read, write, order and compare numbers up to 10000000 and determine the value of each 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). |
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| 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. <br> Records, using marks that they can interpret and explain. <br> Subitise: recognise how many things are in a small group (up to 5) without having to count them (including irregular arrangements). | 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. |  |  |
| Recognises numerals 1 to 5 <br> Selects the correct numeral | 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 | Read, write, order and compare numbers up to 10000000 and determine the value |


| to represent 1 to 5 , then 1 to 10 objects. <br> ELG: Children count reliably with numbers from one to 20 , place them in order. |  |  |  |  | the value of each digit <br> (appears also in Comparing Numbers) | of each digit (appears also in Understanding Place Value). |
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|  |  |  | Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12hour 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). <br> 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 1000000 and determine the value of each digit. <br> (Appears also in Reading and Writing Numbers). <br> Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents | Read, write, order and compare numbers up to 10000000 and determine the value of each digit (appears also in Reading and Writing Numbers). <br> 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). |
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|  |  |  | Round any number to the nearest 10 , 100 or 1000 . | Round any number up to 1 000000 to the nearest 10, 100, 1 000,10000 and 100000. | Round any whole number to a required degree of accuracy. |
|  |  |  | Round decimals with one decimal place to the nearest whole number. <br> (Fractions NC Objective). | Round decimals with two decimal places to the nearest whole number and to one decimal place. <br> (Fractions NC Objective). | Solve problems which require answers to be rounded to specified degrees of accuracy. (Fractions NC Objective). |

