Number: Number and Place Value

				COUNTING					
F1	**F2**	**Early Learning Goals**	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
Fast recognition of up to 3 objects, without having to count them individually (subitising)	Count objects, actions and sounds.	Have a deep understanding of numbers to 10, including the composition of each number	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
Say one number for each item in order 1,2,3,4,5	Subitise	Subitise to 5.	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	
Recite numbers past 5	Count beyond Ten	Verbally count to 20, recognizing the pattern of the counting system	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		
				COMPARING NUMBERS					
Compare quantities using language "more than" "fewer than"	Compare numbers Understand the one more than/one less than relationship between consecutive numbers	Compare quantities up to 10 in different contexts, recognizing when one quantity is greater than, less than or the same as the	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 1000 _compare numbers with the same number of decimal places up to two decimal places (copied from Fractions)_	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)	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)

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		other quantity						
IDENTIFYING, REPRESENTING AND ESTIMATING NUMBERS								
Link numerals and amounts for example, showing the right number of objects to match the numeral, up to 5	Link the number symbol with its cardinal number value	Identify and represent numbers with objects and pictorial representations including introduction to a number line	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		
Show "finger numbers" up to 5								
Knows that the last number said when counting a small set of objects tells you how many there are in total (cardinal principle)								

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colspan READING AND WRITING NUMBERS (including Roman Numerals)								
F1	F2	Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Link numerals and amounts e.g. right number of objects to match numeral 5	Link the number symbol with its cardinal value	Practise reading and writing numbers from 1 to 10 in numerals and words	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 1 000 000 and determine the value of each digit (appears also in Comparing Numbers)	read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (appears also in Understanding Place Value)
Experiment with their own symbols and marks as well as numerals	Begin to represent number with own symbols				*tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour 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 1000 (M) and recognise years written in Roman numerals.	
UNDERSTANDING PLACE VALUE								
	Explore the composition of numbers to 10	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 1 000 000 and determine the value of each digit (appears also in Reading and Writing Numbers)	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)
		Verbally count beyond 20, recognizing the				*find the effect of dividing a one- or two-digit number by*	*recognise and use*	*identify the value of each digit to three decimal places and*

		pattern of the counting system				*10 and 100, identifying the value of the digits in the answer as units, tenths and hundredths (copied from Fractions)*	*thousandths and relate them to tenths, hundredths and decimal equivalents (copied from Fractions)*	*multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places (copied from Fractions)*

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ROUNDING								
F1	F2	Early Learning Goals	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
						round any number to the nearest 10, 100 or 1 000	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 (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								
			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