St Aloysius Key Stage 1 and 2
Maths Ready to Progress Assessment Criteria

Name of child:

Year 1 teacher	
Year 2 teacher	
Year 3 teacher	
Year 4 teacher	
Year 5 teacher	
Year 6 teacher	

St Aloysius Key Stage 1 and 2
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	Main Strands
	Number Place Value (NPV)
	Number Facts (NF)
	Addition and Subtraction (AS)
	Multiplication and Division (MD)
	Fractions (F)
	Geometry (G)
	Other

Year Group	**ONLY** use this colour to highlight (even if you are highlighting criteria from a previous year)
Year 1	
Year 2	
Year 3	
Year 4	
Year 5	
Year 6	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
NPV Number Place Value	**1NPV -1** Count within 100, forwards and backwards, starting with any number.		**3NPV - 1** Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.	**4NPV - 1** Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.	**5NPV - 1** Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01.	**6NPV - 1** Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000).
		2NPV - 1 Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning.	**3NPV - 2** Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning.	**4NPV - 2** Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning.	**5NPV - 2** Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and non-standard partitioning.	**6NPV - 2** Recognise the place value of each digit up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and non-standard partitioning.

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
NPV Number Place Value	**1NPV -1** Reason about the location of numbers to 20 within the linear number system, including comparing using < > and =	**2NPV - 2** Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10.	**3NPV - 3** Reason about the location of any three-digit number in the linear number system, including identifying the previous and next multiple of 100 and 10.	**4NPV - 3** Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each.	**5NPV - 3 -** Reason about the location of any number with up to 2 decimal places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each.	**6NPV - 3** Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round numbers, as appropriate, including in contexts.
			3NPV - 4 Divide 100 into 2,4,5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2,4,5 and 10 equal parts.	**4NPV - 4** Divide 1,000 into 2,4,5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2,4,5, and 10 equal parts.	**5NPV - 4** Divide 1 into 2,4,5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2,4,5 and 10 equal parts.	**6NPV - 4** Divide powers of 10, from 1 hundredth to 10 million, into 2,4,5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2,4,5 & 10 equal parts.
					5NPV - 5 Convert between units of measure, including using common decimals and fractions.	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
NF Number Facts	**1NF - 1** Develop fluency in addition and subtraction facts within 10.	**2NF - 1** Secure fluency in addition and subtraction facts within 10, through continued practice.	**3NF - 1** Secure fluency in addition and subtraction facts that bridge 10, through continues practice.			
	1NF - 2 Count forwards and backwards in multiples of 2,5, and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.	**2NF - 2 -** Recall multiplication facts and corresponding division facts in the 10, 2 and 5 multiplication tables.	**3NF - 2** Recall multiplication facts and corresponding division facts in the 10,2,5,3,4, and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number.	**4NF - 1** Recall multiplication and division facts up to 12x12, and recognise products in multiplication tables as multiples of the corresponding number.	**5NF - 1** Secure fluency in multiplication table facts, and corresponding division facts, through continued practice.	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
NF Number Facts				**4NF - 2** Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders approximately according to the context.		
			3NF - 3 - Apply place value knowledge to known additive & multiplicative number facts (scaling facts by 10).	**4NF - 3** Apply place value knowledge to known additive & multiplicative number facts (scaling facts by 100).	**5NF - 2** Apply place value knowledge to known additive & multiplicative number facts (scaling facts by 1 tenth or 1 hundredth).	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
AS Addition and Subtraction	**1AS - 1** Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.	**2AS - 1** Add and subtract across 10.	**3AS - 1** Calculate complements to 100.			**6AS/MD - 1** Understand that 2 numbers can be related additively or multiplicatively , and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number)
	1AS - 2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbol, and relate additive expressions and equations to real-life contexts.	**2AS - 2** Recognise the subtraction structure of 'difference' and answer questions in the form of "How many more…?".	**3AS - 2** Add and subtract up to three-digit numbers using columnar methods.			**6AS/MD - 2 U**se a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships and place-value understanding.

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AS Addition and Subtraction		**2AS - 3** Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only only tens to/from a two-digit number.	**3AS - 3** Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction and how both relate to the part-part-whole structure. Understand and use the commutative property of addition and understand the related property for subtraction.			**6AS/MD - 3** Solve problems involving ratio relationships.
		2AS - 4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract and 2 two-digit numbers.				**6AS/MD - 4** Solve problems with 2 unknowns.

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MD Multiplication and Division		**2MD - 1** Recognise repeated addition contexts, representing them with multiplication equations and calculating the product within the 2, 5 and 10 multiplication tables.	**3MD - 1** Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division.	**4MD - 1** Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.	**5MD - 1** Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size.	For Year 6, ready to progress criteria are combined with AS criteria.
		2MD - 2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division)		**4MD - 2** Manipulate multiplication and division equations and understand and apply the commutative property of multiplication.	**5MD - 2** Find factors and multiples of positive whole numbers, including common factors and common multiples and express a given number as a product of 2 or 3 factors	

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MD Multiplication and Division				**4MD - 3** Understand and apply the distributive property of multiplication.	**5MD - 3** Multiply any whole number with up to 4 digits by any one-digit number using a formal written method.	
					5MD - 4 Divide a number with up to 4 digits by a one-digit number using a formal written method and interpret remainders appropriately for the context.	

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
F Fractions			**3F - 1** Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts.			**6F - 1** Recognise when fractions can be simplified and use common factors to simplify fractions.
			3F - 2 Find unit fractions of quantities using known division facts (multiplication tables and fluency).		**5F - 1** Find non-unit fractions of quantities.	**6F - 2** Express fractions in a common denomination in value and use this to compare fractions that are similar.

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F Fractions			**3F - 3** Reason about the location of any fraction within 1 in the linear number system.	**4F - 1** Reason about the location of mixed numbers in the linear number system.		**6F - 3** Compare fractions with different denominators, including fractions greater than 1, using reasoning and choose between reasoning and common denomination as a comparison strategy.
				4F - 2 Convert mixed numbers to improper fractions and vice versa.	**5F - 2** Find equivalent fractions and understand they have the same value and same position in the linear number system.	
			3F - 4 Add and subtract fractions with the same denominator, within 1.	**4F - 3** Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.	**5F - 3** Recall decimal fraction equivalents for ½ , ¼, ⅕ and 1/10 and for multiples of these proper fractions.	

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G Geometry	**1G - 1** Recognise common 2D and 3D shapes presented in different orientations and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.	**2G - 1** Use precise language to describe the properties of 2D and 3D shapes and compare shapes by reasoning about similarities and differences in properties.	**3G - 1** Recognise right angles as a property of shape or a description of a turn and identify right angles in 2D shapes presented in different orientations.		**5G - 1** Compare angles, estimate and measure angles in degrees and draw angles of a given shape.	
					5G - 2 Compare areas and calculate the area of rectangles (including squares) using standard units.	
	1G - 2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.		**3G - 2** Draw polygons by joining marked points and identify parallel and perpendicular sides.	**4G - 1** Draw polygons specified by coordinates in the first quadrant and translate within the first quadrant.		**6G - 1** Draw, compose and decompose shapes according to given properties, including dimensions, angles and area and solve related problems.

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
G Geometry				**4G - 2** Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.		
				4G - 3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.		