



National Curriculum End of Year Learning Priorities

SUBJECT: MATHS

Abbey Gates Primary School

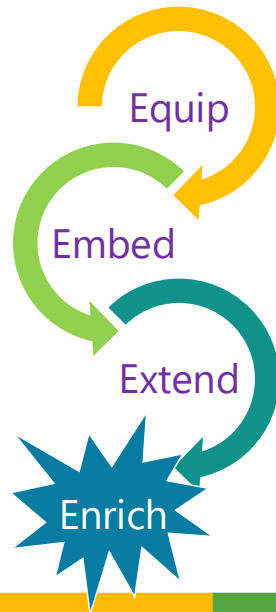
LEARNING TOGETHER & MAKING A DIFFERENCE | FROM EARLY YEARS TO YEAR 6

Our Vision for Excellence

Equipping all pupils with key skills and knowledge. Providing precision intervention through early identification of learning needs, **supporting and challenging all**.

Embedding skills and knowledge, through the implementation of a sequentially designed broad and balanced curriculum that excites, engages, and challenges all pupils through high quality teaching and learning provision.

Extending pupils' thinking through challenge, depth and breadth for all. Aiming High from pupils' starting points and maximizing learning opportunities.



'Learning Together and Making a Difference'

In mathematics, our core end of year learning priorities focus on the essential skills children need to build confidence and make progress – such as number facts, place value, and problem-solving strategies. These priorities act as strong foundations for future learning, and we will work with you to support your child in achieving them.

Fluency in the areas outlined below in each year group is essential so that the children keep up, and don't need to catch up as well as learning the curriculum for their year group.

Speak to your child's class teacher to find out how you can support your child to embed core learning in their long-term memory, gaining fluency and freeing their minds to concentrate on mastering abstract mathematical concepts to solve problems.

For more information, head to our school website curriculum pages and check out the mathematics pages. [Click here](#) to find out more.

Foundation 1 – End of Year Maths Expectations

- Develop fast recognition of up to 3 objects, without having to count them individually -‘subitising’.
- Recite numbers past 5.
- Say one number for each item in order: 1,2,3,4,5.
- Know that the last number reached when counting a small set of objects tells you how many there are in total -‘cardinal principle’.
- Show ‘finger numbers’ up to 5.
- Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.
- Experiment with their own symbols and marks as well as numerals.
- Solve real world mathematical problems with numbers up to 5.
- Compare quantities using language: ‘more than’, ‘fewer than’.
- Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: ‘sides’, ‘corners’; ‘straight’, ‘flat’, ‘round’.
- Understand position through words alone – for example, “The bag is *under* the table,” – with no pointing.
- Describe a familiar route.
- Discuss routes and locations, using words like ‘in front of’ and ‘behind’.
- Make comparisons between objects relating to size, length, weight and capacity.
- Select shapes appropriately: flat surfaces for building, triangular prism for a roof, etc.
- Combine shapes to make new ones – an arch, a bigger triangle, etc.



Foundation 2 – End of Year Maths Expectations

These are the core learning goals for your child by the end of F2, in line with the EYFS Early Learning Goals. Supporting your child at home with these key areas will help ensure steady progress.

Know Their Numbers to 10 Inside and Out

- Understand numbers up to 10 deeply — not just count them but know how they are made (e.g. 6 is $5 + 1$, $3 + 3$, etc.).
- Build and break apart numbers confidently in different ways.

"See" Numbers to 5 Without Counting

- Quickly recognise small quantities (like 1–5 objects) without needing to count — this is called *subitising*.

Example: Seeing 4 dots and instantly knowing it's 4.

Recall Number Bonds Up to 5

- *Automatically* recall number facts for numbers up to 5, including subtraction facts. (e.g. $2 + 3 = 5$, $5 - 2 = 3$).
- Begin to know some number bonds to 10, especially doubles (like $5 + 5$ or $4 + 4$).

Count Beyond 20 — and Understand the Pattern

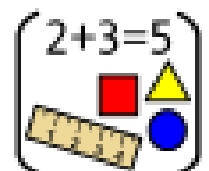
- Count past 20 and notice the repeating pattern in the number system (e.g. twenty-one, twenty-two...).

Compare Quantities up to 10

- Compare two groups of objects (up to 10) and say which is more, less or the same using everyday objects, pictures, or numbers.

Recognise and Use Number Patterns

- Explore and notice patterns in numbers up to 10:
 - Evens and odds
 - Doubles
 - Sharing and grouping items equally



Year 1 – End of Year Maths Expectations

This is core learning for Y1, in line with White Rose scheme and DfE's Ready to Progress. Supporting with these key areas will help ensure expected progress.

Number and Place Value (NPV)

- Count forwards and backwards to 100, starting at any number.
- Use the number line confidently to compare, order and estimate numbers to 20.
- Understand the value of each digit in a two-digit number.

Number Facts (NF)

- Develop addition and subtraction facts within 10.
- Count in 2s, 5s and 10s
- Identify odd/even numbers.



Addition and Subtraction (AS)

- Partition numbers up to 10 and understand number bonds.
- Read and write number sentences using +, – and = symbols.
- Solve simple one-step problems using pictures, objects, or mental strategies.

Multiplication and Division (MD)

- Understand equal groups and repeated addition.
- Begin to solve multiplication and division problems using arrays and number lines.

Fractions (F)

- Recognise and find $\frac{1}{2}$ and $\frac{1}{4}$ of a shape, object or quantity.

Measurement and Geometry (MG)

- Compare, measure and record lengths, weights, capacities and time.
- Recognise and name common 2D and 3D shapes.

Telling the time (Measurement)

- Tell the time to the hour and half past.

Year 2 – End of Year Maths Expectations

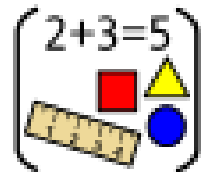
This is core learning for Y2, in line with White Rose scheme and DfE's Ready to Progress. Supporting with these key areas will help ensure expected progress.

Number and Place Value (NPV)

- Recognise place value in two-digit numbers (tens and ones).
- Order and compare numbers up to 100.

Number Facts (NF)

- Recall number bonds to 10 and 20 fluently.
- Secure in addition and subtraction facts within 10.
- Count in multiples of 2, 5 and 10.
- Understand odd/even numbers.



Addition and Subtraction (AS)

- Add and subtract two-digit numbers using mental and written methods.
- Solve problems including missing number problems.

Multiplication and Division (MD)

- Recognise multiplication as repeated addition.
- Learn the 2-, 5-, and 10-times tables and related division facts.

Fractions (F)

- Recognise, find and name $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of shapes or quantities.
- Understand equivalence of $\frac{1}{2}$ and $\frac{2}{4}$.

Measurement and Geometry (MG)

- Work with money – counting, comparing and giving change.
- Identify and describe 2D and 3D shapes.

Telling the time (Measurement)

- Tell the time to the nearest 5 minutes (using past and to).

Year 3 – End of Year Maths Expectations

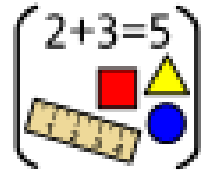
This is core learning for Y3, in line with White Rose scheme and DfE's Ready to Progress. Supporting with these key areas will help ensure expected progress.

Number and Place Value (NPV)

- Understand place value in numbers up to 1,000.
- Reason about the position of numbers on number lines.

Number Facts (NF)

- Recall and use multiplication/division facts for the 10-, 5-, 2-, 4-, 8-, 3- and 11-times tables.



Addition and Subtraction (AS)

- Add and subtract numbers mentally and add and subtract up to 3-digit numbers using column methods.
- Use inverse (opposite) operations to check answers.

Multiplication and Division (MD)

- Use known facts to solve multiplication and division problems.
- Multiply and divide using formal written methods.

Fractions (F)

- Write proper fractions to represent 1.
- Recognise and use unit and non-unit fractions.
- Add and subtract fractions with the same denominator.
- Find unit fractions of an amount (using know times tables).

Measurement and Geometry (MG)

- Measure length, mass and volume and solve related problems.
- Identify right angles.
- Draw polygons by joining marked points.
- Identify parallel and perpendicular lines.

Telling the time (Measurement)

- Tell the time to the nearest 5 minutes confidently and begin to the nearest minute (using past and to).
- Tell the time using 12 and 24-hour clocks.

Year 4 – End of Year Maths Expectations

This is core learning for Y4, in line with White Rose scheme and DfE's Ready to Progress. Supporting with these key areas will help ensure expected progress.

Number and Place Value (NPV)

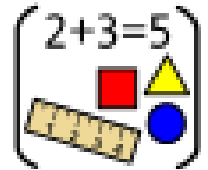
- Recognise the place value of each digit in four-digit numbers.
- Round numbers to the nearest 10, 100 and 1,000.

Number Facts (NF)

- Recall all multiplication and division facts up to 12×12 .

Addition and Subtraction (AS)

- Solve two-step problems
- Use column methods for addition and subtraction.
- Understand and use the inverse (opposite) relationship.



Multiplication and Division (MD)

- Multiply and divide using formal written layout.
- Divide and multiply whole numbers by 10 and 100.

Fractions (F)

- Add and subtract fractions (including improper fractions and mixed numbers) with the same denominator.
- Convert between mixed numbers and improper fractions.
- Locate mixed numbers on a number line.

Measurement and Geometry (MG)

- Calculate perimeter and area of rectilinear shapes.
- Use coordinates and translate shapes on a grid.
- Identify angles and lines of symmetry.
- Draw polygons using given coordinates.

Telling the time (Measurement)

- Tell the time to the nearest minute confidently (using past and to).
- Confidently tell the time using 12 and 24-hour clocks.

Year 5 – End of Year Maths Expectations

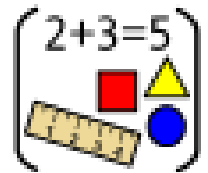
This is core learning for Y5, in line with White Rose scheme and DfE's Ready to Progress. Supporting with these key areas will help ensure expected progress.

Number and Place Value (NPV)

- Understand numbers up to 1,000,000 and read Roman numerals.
- Round numbers and use negative numbers in context.
- Recognise the place value of each digit in numbers up to 2 decimal places.

Number Facts (NF)

- Secure fluency with multiplication/division facts.
- Apply place value to decimals and scaling problems.



Addition and Subtraction (AS)

- Solve multi-step problems using formal methods.
- Use estimation and inverse to check results.

Multiplication and Division (MD)

- Multiply 4-digit numbers by 1- or 2-digit numbers.
- Divide 4-digit numbers by 1-digit numbers and interpret remainders.
- Divide and multiply by 10, 100 and 1000.
- Find factors and multiples.

Fractions (F)

- Add and subtract fractions with different denominators.
- Convert between fractions, decimals and percentages.
- Find non-unit fractions of an amount.
- Find equivalent fractions.

Measurement and Geometry (MG)

- Convert between metric and imperial units.
- Calculate perimeter and area.
- Use coordinates in the first quadrant.
- Compare angles, estimate and measure. Draw angles of a given size.

Telling the time (Measurement)

- Confidently tell the time using 12 and 24-hour clocks.
- Solve time duration problems and convert between units and measurements of time.

Year 6 – End of Year Maths Expectations

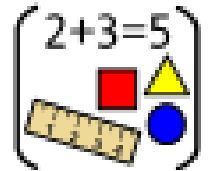
This is core learning for Y6, in line with White Rose scheme and DfE's Ready to Progress. Supporting with these key areas will help ensure expected progress.

Number and Place Value (NPV)

- Read, write and compare numbers up to 10 million.
- Use negative numbers and calculate across zero.

Number Facts (NF)

- Use known facts to derive related calculations.
- Reason with scaling and number properties.



The 4 operations

- Confidently use long multiplication and long division (when multiply or dividing a 4-digit number by a 2-digit number).
- Solve complex problems using formal written methods effectively.
- Multiply and divide whole and decimal numbers.
- Use brackets and order of operations.
- Solve multi-step problems including ratio and proportion.
- Solve problem with two unknowns.

Fractions (F)

- Simplify fractions and find common denominators.
- Multiply and divide fractions.
- Convert between decimals, fractions and percentages.

Measurement and Geometry (MG)

- Solve problems with area, perimeter and volume.
- Calculate with metric measures.
- Use all four quadrants in coordinate geometry.

Telling the time (Measurement)

- Efficiently solve time duration problems and convert between units and measurements of time.