

<b>Key:</b>		Working Within	Mastery	Greater Depth	
Date the box to show what level each child has achieved at the end of each objective					
Children can demonstrate their methods for solving mathematical problems using concrete apparatus or pictorial representations.					
<b>Number</b>	<b>1 KPI</b>	Recall multiplication and division facts for multiplication tables up to $12 \times 12$ .			
	<b>2 KPI</b>	Recognise the place value of each digit in a four-digit number, and order and compare numbers beyond 1000. (thousands, hundreds, tens, and ones)			
	<b>3 KPI</b>	Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.			
	<b>4 KPI</b>	Recognise and show families of common equivalent fractions and know decimal equivalents of tenths, hundredths, quarter half and three quarters.			
	<b>5 KPI</b>	Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.			
	<b>6</b>	Count in multiples of 6, 7, 9, 25 and 1000 and use these to recognise and use factor pairs.			
	<b>7</b>	Count backwards through zero to include negative numbers.			
	<b>8</b>	Find 1000 more or less than a given number and round any number to the nearest 10, 100 or 1000.			
	<b>9</b>	Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.			
	<b>10</b>	Solve calculation problems involving two-step addition, subtraction, multiplication and division in contexts, deciding which operations to use and why, and estimate and use inverse operations to check answers to a calculation.			
	<b>11</b>	Solve problems; involving increasingly harder fractions to calculate quantities or divide quantities; of measure involving fractions and decimals to two decimal places.			
	<b>12</b>	Count up and down in hundredths; recognise that hundredths arise when dividing an object or a one-digit number by one hundred and dividing tenths by ten.			
	<b>13</b>	Add and subtract fractions with the same denominator, within and beyond one whole one.			
	<b>14</b>	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 ones, tenths and hundredths.			
	<b>15</b>	Round decimals with one decimal place to the nearest whole number and compare numbers with the same number of decimal places up to two decimal places.			
	<b>16</b>	Read and write Roman Numerals to 100 (I to C).			
<b>Measure</b>	<b>17</b>	Convert between different units of measure (for example, kilometre to metre; hour to minute; minutes to seconds; years to months).			
	<b>18</b>	Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres and area of a rectilinear shape by counting squares.			
	<b>19</b>	Estimate, compare and calculate different measures, including money in pounds and pence.			
	<b>20</b>	Read, write and convert time between analogue and digital 12- and 24-hour clocks and solve problems duration problems.			
<b>Geometry</b>	<b>21</b>	Compare and classify geometric shapes, including quadrilaterals and all types of triangles, based on their properties and sizes, and identify and compare acute and obtuse angles up to 180 degrees within shapes.			
	<b>22</b>	Identify lines of symmetry in 2-D shapes presented in different orientations and complete a simple symmetrical figure with respect to a line of symmetry.			
	<b>23</b>	Use coordinates in first quadrant and plot points and draw sides to complete a given polygon.			
	<b>24</b>	Describe positions and translate left/right, up/down movements on a 2-D grid as coordinates.			
<b>S</b>	<b>25</b>	Present, interpret and solve problems involving discrete and continuous data using appropriate graphical methods, including bar charts, pictograms, tables, time and other graphs.			