



## Maths Progression of Skills

	Y3	Y4	Y5	Y6	KS3
Number and Place Value	<p>count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number</p> <p>recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</p> <p>compare and order numbers up to 1000</p> <p>identify, represent and estimate numbers using different representations</p> <p>read and write numbers up to 1000 in numerals</p> <p>read and write numbers up to 1000 in numerals in words</p> <p>solve number problems and practical problems involving these ideas</p>	<p>count in multiples of 6, 7, 9, 25 and 1000</p> <p>find 1000 more or less than a given number</p> <p>count backwards through zero to include negative numbers</p> <p>recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones)</p> <p>order and compare numbers beyond 1000</p> <p>identify, represent and estimate numbers using different representations including measures</p> <p>round any number to the nearest 10, 100 or 1000</p> <p>solve number and practical problems that involve all of the above and with increasingly large positive numbers</p> <p>read roman numerals to 100 (I-C) and know that over time, the</p>	<p>read, write, order and compare numbers to at least 1000000 and determine the value of each digit</p> <p>count forwards or backwards in steps of powers of 10 for any given number up to 1000000</p> <p>interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero</p> <p>round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000</p> <p>solve number problems and practical problems that involve ordering and comparing numbers to 1000000, counting forwards or backwards in steps, interpreting negative numbers and rounding</p> <p>read Roman numeral to 1000 (M) and recognise years written in Roman numerals</p>	<p>Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit. E.g. Find the difference between the largest and smallest whole numbers that can be made of three digits.</p> <p>Round any whole number to a required degree of accuracy.</p> <p>Use negative numbers in context and calculate intervals across zero.</p> <p>Solve number and practical problems that involve ordering and comparing numbers to 10 000 000</p> <p>rounding to a required degree of accuracy, using negative numbers and calculating</p>	<p>understand and use place value for decimals, measures and integers of any size</p> <p>order positive and negative integers, decimals and fractions; use the number line as a model for ordering of the real numbers; use the symbols =, ≠, &lt;, &gt;, ≤, ≥</p> <p>use the concepts and vocabulary of prime numbers, factors (or divisors), multiples, common factors, common multiples, highest common factor, lowest common multiple, prime factorisation, including using product notation and the unique factorisation property</p> <p>use the four operations, including formal written methods, applied to integers, decimals, proper and improper fractions, and mixed numbers, all both positive and negative</p> <p>use conventional notation for the priority of operations, including brackets, powers, roots and reciprocals</p> <p>recognise and use relationships between operations including inverse operations</p> <p>use integer powers and associated real roots (square, cube and higher), recognise powers of 2, 3, 4, 5 and distinguish between exact representations of roots and their decimal approximations</p> <p>interpret and compare numbers in standard form <math>A \times 10^n</math> <math>1 \leq A &lt; 10</math>, where n is a positive or negative integer or zero</p> <p>work interchangeably with terminating decimals and their corresponding fractions (such as 3.5 and 27 or 0.375 and 83)</p> <p>define percentage as 'number of parts per hundred', interpret percentages and percentage changes as a fraction or a decimal, interpret these multiplicatively, express one quantity as a percentage of another, compare two quantities using percentages, and work with percentages greater than 100%</p> <p>interpret fractions and percentages as operators</p> <p>Mathematics – key stage 36</p> <p>use standard units of mass, length, time, money and other measures, including with decimal quantities</p> <p>round numbers and measures to an appropriate degree of accuracy [for example, to a number of decimal places or significant figures]</p> <p>use approximation through rounding to estimate answers and calculate possible resulting errors expressed using inequality notation <math>a &lt; x \leq b</math></p> <p>use a calculator and other technologies to calculate results accurately and then interpret them appropriately</p> <p>appreciate the infinite nature of the sets of integers, real and rational numbers.</p>

		numerical system changed to include the concept of zero and place value		intervals across zero Demonstrate an understanding of place value including decimals e.g. $28.13 = 28 + ? + 0.03$ Demonstrate an understanding of place value including decimals e.g. $28.13 = 28 + ? + 0.03$	
Addition and Subtraction	add and subtract numbers mentally, including a threedigit number and ones add numbers with up to three digits using the formal method of columnar addition subtract numbers with up to three digits using the formal method of columnar subtraction add and subtract numbers mentally, including a three digit number and tens add and subtract numbers mentally, including a three digit number and hundreds estimate the answer to a calculation and use inverse	add numbers with up to four digits using the formal method of columnar addition subtract numbers with up to four digits using the formal method of columnar subtraction estimate and use inverse operations to check answers to a calculation solve addition and subtraction to – step problems in contexts deciding which operations and methods to use and why	add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) add and subtract numbers mentally with increasingly large numbers use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy solve addition and subtraction multi-step problems in contexts deciding which operations and methods to use and why	Perform mental calculations with mixed operations to carry out calculations involving the four operations. Solve multi-step problems in contexts, deciding which operations and methods to use and why e.g. find the change from £20 for three items that cost £1.24, £7.2 and £2.55; a roll of material is 6m long: how much is left when 5 pieces of 1.15m are cut from the roll?; a bottle of drink is 1.5 litres, how many cups of	

	<p>operations to check answers solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</p>			<p>1275ml can be filled from the bottle, and how much drink is left? Solve problems involving addition and subtraction. Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy</p>	
<p>Multiplication and Division</p>	<p>recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables write and calculate mathematical statements for multiplication and division using the multiplication tables that he/she knows, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods solve problems, including missing number problems, involving multiplication and division, including positive integer</p>	<p>recall multiplication and division facts for multiplication tables up to 12 x 12 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 recognise and use factor pairs and commutativity in mental calculations multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p>	<p>identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers establish whether a number up to 100 is prime and recall prime numbers up to 19 multiply numbers up to 4 digits by a one- or two-digit number including a formal written method, including long multiplication for two-digit numbers multiply and divide numbers mentally drawing upon know facts divide numbers up to 4 digits by a one-digit number using the formal</p>	<p>Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication. Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context.  Divide numbers up to 4 digits by</p>	

	<p>scaling problems and correspondence problems in which n objects are connected to m objects</p>	<p>solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit. integer scaling problems and harder correspondence problems such as n objects are connected to m objects</p>	<p>written method of short division and interpret remainders appropriately for the context multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 recognise and use square numbers and the notation for squared (2) recognise and use cube numbers and the notation for cubed (3) solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes solve problems involving addition, subtractions, multiplication and division and a combination of these, including understanding the meaning of the equals sign solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates</p>	<p>a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context.</p> <p>Perform mental calculations, including with mixed operations and large numbers. Use formal written methods to solve multi-step problems. Identify common factors, common multiples and prime numbers. Use his/her knowledge of the order of operations to carry out calculations involving the four operations</p> <p>Solve addition and subtraction multi-step problems in contexts, deciding which operation and methods to use and why.</p>	
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<p>Fractions. Decimals, Proportion and Ratio</p>	<p>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</p> <p>recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</p> <p>recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</p> <p>recognise and show, using diagrams, equivalent fractions with small denominators</p> <p>add fractions with the same denominator within</p>	<p>recognise and show, using diagrams, families of common equivalent fractions</p> <p>count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten</p> <p>solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number</p> <p>add and subtract fractions with the same denominator</p>	<p>compare and order fractions whose denominators are all multiples of the same number</p> <p>identify and name equivalent fractions of a given fraction, represented visually, including tenths and hundredths</p> <p>write equivalent fractions, represented visually, including tenths and hundredths</p> <p>recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements <math>&gt; 1</math> as a mixed number e.g. <math>2/5 + 4/5 = 6/5 = 1 \frac{1}{5}</math></p> <p>add and subtract fractions with the same denominator and denominators that are multiples of the same number</p>	<p>Use common factors to simplify fractions; use common multiples to express fractions in the same denomination</p> <p>Read and write decimal numbers as fractions e.g. <math>0.71 = 71/100</math></p> <p><math>8.09 = 8</math> and <math>9/10</math>?</p> <p>Compare and order fractions, including fractions <math>&gt; 1</math></p> <p>Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</p> <p>Multiply simple pairs of proper</p>	<p>change freely between related standard units [for example time, length, area, volume/capacity, mass]</p> <p>use scale factors, scale diagrams and maps</p> <p>express one quantity as a fraction of another, where the fraction is less than 1 and greater than 1</p> <p>use ratio notation, including reduction to simplest form</p> <p>divide a given quantity into two parts in a given part:part or part:whole ratio; express the division of a quantity into two parts as a ratio</p> <p>understand that a multiplicative relationship between two quantities can be expressed as a ratio or a fraction</p> <p>relate the language of ratios and the associated calculations to the arithmetic of fractions and to linear functions</p> <p>solve problems involving percentage change, including: percentage increase, decrease and original value problems and simple interest in financial mathematics</p> <p>solve problems involving direct and inverse proportion, including graphical and algebraic representations</p> <p>use compound units such as speed, unit pricing and density to solve problems.</p>

	<p>one whole e.g. <math>5/7 + 1/7 = 6/7</math>  subtract fractions with the same denominator within one whole e.g. <math>6/7 - 1/7 = 5/7</math>  compare and order unit fractions, and fractions with the same denominators  solve fraction problems</p>	<p>recognise and write decimal equivalents of any number of tenths and hundredths  recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math> and <math>\frac{3}{4}</math>.  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  round decimals with one decimal place to the nearest whole number  compare numbers with the same number of decimal places up to two decimal places</p>	<p>multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams  read and write decimal numbers as fractions e.g. <math>0.71 = 71/100</math>  recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents  round decimals with two decimal places to the nearest whole number and to one decimal place  read, write, order and compare numbers with up to three decimal places  solve problems involving number up to three decimal places  recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fractions with denominator 100, and as a decimal  solve problems which require knowing percentage and decimal equivalents of <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>1/5</math>, <math>2/5</math>, <math>4/5</math> and those fractions with a denominator of a multiple of 10 or 25  solve simple measures and money problems involving fractions and decimals to two decimal places</p>	<p>fractions, writing the answer in its simplest form  e.g. <math>\frac{1}{4} \times \frac{1}{2} = 1/8</math>.  Divide proper fractions by whole numbers  e.g. <math>1/3 \div 2 = 1/6</math>  Associate a fraction with division and calculate decimal fraction equivalents e.g. know that 7 divided by 21 is the same as <math>7/21</math> and that this is equal to <math>1/3</math> and e.g. 0.375 is equivalent to <math>3/8</math></p> <p>Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places.</p> <p>Multiply one-digit numbers with up to two decimal places by whole numbers.  Use written division methods in cases where the answer has</p>	
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				<p>up to two decimal places. Solve problems which require answers to be rounded to specified degrees of accuracy.</p> <p>Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts e.g. one piece of cake that has been cut into 5 equal slices can be expressed as <math>\frac{1}{5}</math> or 0.2 or 20% of the whole cake. Recognise the relationship between fractions, decimals and percentages and can express them as equivalent quantities. Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication</p>	
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				<p>and division facts e.g. find <math>\frac{7}{9}</math> of 108</p> <p>Solve problems involving the calculation of percentages e.g. of measures, and such as 15% of 360 and the use of percentages for comparison</p> <p>Solve problems involving similar shapes where the scale factor is known or can be found</p> <p>Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples</p>	
Algebra				<p>Use simple formulae e.g. perimeter of a rectangle or area of a triangle</p> <p>Generate and describe linear number sequences</p> <p>Express missing number problems algebraically</p>	<p>use and interpret algebraic notation, including:  <math>ab</math> in place of <math>a \times b</math>  <math>3y</math> in place of <math>y + y + y</math> and <math>3 \times y</math></p> <p>coefficients written as fractions rather than as decimals</p> <p>brackets</p> <p>substitute numerical values into formulae and expressions, including scientific formulae</p> <p>understand and use the concepts and vocabulary of expressions, equations, inequalities, terms and factors</p> <p>simplify and manipulate algebraic expressions to maintain equivalence by:</p> <ul style="list-style-type: none"> <li>collecting like terms</li> <li>multiplying a single term over a bracket</li> <li>taking out common factors</li> <li>expanding products of two or more binomials</li> </ul> <p>understand and use standard mathematical formulae; rearrange formulae to change the subject</p> <p>model situations or procedures by translating them into algebraic expressions or</p>

				<p>Find pairs of numbers that satisfy an equation with two Unknowns</p> <p>Enumerate possibilities of combinations of two variables</p>	<p>formulae and by using graphs</p> <ul style="list-style-type: none"> <li>use algebraic methods to solve linear equations in one variable (including all forms that require rearrangement)</li> <li>work with coordinates in all four quadrants</li> <li>recognise, sketch and produce graphs of linear and quadratic functions of one variable with appropriate scaling, using equations in x and y and the Cartesian plane</li> <li>interpret mathematical relationships both algebraically and graphically</li> <li>reduce a given linear equation in two variables to the standard form <math>y = mx + c</math>;</li> <li>calculate and interpret gradients and intercepts of graphs of such linear equations numerically, graphically and algebraically</li> <li>use linear and quadratic graphs to estimate values of y for given values of x and vice versa and to find approximate solutions of simultaneous linear equations</li> <li>find approximate solutions to contextual problems from given graphs of a variety of functions, including piece-wise linear, exponential and reciprocal graphs</li> <li>generate terms of a sequence from either a term-to-term or a position-to-term rule</li> <li>recognise arithmetic sequences and find the nth term</li> <li>recognise geometric sequences and appreciate other sequences that arise.</li> </ul>
Measurement	<p>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</p> <p>measure the perimeter of simple 2-D shapes</p> <p>add and subtract amounts of money to give change, using both £ and p in practical contexts</p> <p>tell the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</p> <p>write the time using an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</p>	<p>convert between different units of measure e.g. kilometre to metre; hour to minute</p> <p>measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p> <p>find the area of rectilinear shapes by counting squares</p> <p>estimate, compare and calculate different measure, including money in pounds and pence</p> <p>read, write and convert time between analogue and digital 12-24-hour clocks</p> <p>solve problems involving</p>	<p>Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)</p> <p>understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints</p> <p>measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</p> <p>calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm<sup>2</sup>) and square metres (m<sup>2</sup>) and estimate the area of irregular shapes</p>	<p>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p> <p>Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places.</p>	<ul style="list-style-type: none"> <li>derive and apply formulae to calculate and solve problems involving: perimeter and area of triangles, parallelograms, trapezia, volume of cuboids (including cubes) and other prisms (including cylinders)</li> <li>calculate and solve problems involving: perimeters of 2-D shapes (including circles), areas of circles and composite shapes</li> <li>draw and measure line segments and angles in geometric figures, including interpreting scale drawings</li> <li>derive and use the standard ruler and compass constructions (perpendicular bisector of a line segment, constructing a perpendicular to a given line from/at a given point, bisecting a given angle); recognise and use the perpendicular distance from a point to a line as the shortest distance to the line</li> <li>describe, sketch and draw using conventional terms and notations: points, lines, parallel lines, perpendicular lines, right angles, regular polygons, and other polygons that are reflectively and rotationally symmetric</li> <li>use the standard conventions for labelling the sides and angles of triangle ABC, and know and use the criteria for congruence of triangles</li> <li>derive and illustrate properties of triangles, quadrilaterals, circles, and other plane figures [for example, equal lengths and angles] using appropriate language and technologies</li> <li>identify properties of, and describe the results of, translations, rotations and reflections applied to given figures</li> <li>identify and construct congruent triangles, and construct similar shapes by enlargement, with and without coordinate grids</li> <li>apply the properties of angles at a point, angles at a point on a straight line, vertically opposite angles</li> <li>understand and use the relationship between parallel lines and alternate and corresponding angles</li> <li>derive and use the sum of angles in a triangle and use it to deduce the angle sum in any polygon, and to derive properties of regular polygons</li> </ul>

	<p>estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight know the number of seconds in a minute and the number of days in each month, year and leap year compare durations of events e.g. to calculate the time taken by particular events or tasks</p>	<p>converting from hours to minutes; minutes to seconds; years to months; weeks to days</p>	<p>estimate volume e.g. using 1 cm<sup>3</sup> blocks to build cuboids (including cubes) and capacity e.g. using water solve problems involving converting between units of time use all four operations to solve problems involving measure e.g. length, mass, volume, money using decimal notation, including scaling</p>	<p>Convert between miles and kilometres Recognise that shapes with the same areas can have different perimeters and vice versa Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>, and extending to other units e.g. mm<sup>3</sup> and km<sup>3</sup></p>	<p>apply angle facts, triangle congruence, similarity and properties of quadrilaterals to derive results about angles and sides, including Pythagoras' Theorem, and use known results to obtain simple proofs use Pythagoras' Theorem and trigonometric ratios in similar triangles to solve problems involving right-angled triangles use the properties of faces, surfaces, edges and vertices of cubes, cuboids, prisms, cylinders, pyramids, cones and spheres to solve problems in 3-D interpret mathematical relationships both algebraically and geometrically.</p>
<p>Properties of Shape</p>	<p>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them recognise angles as a property of shape or a description of a turn identify right angles and identify whether other</p>	<p>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes identify acute and obtuse angles and compare and order angles up to two right angles by size identify lines of symmetry in 2-D</p>	<p>identify 3-D shapes, including cubes and other cuboids, from 2-D representations know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles draw given angles, and measure them in degrees (°). identify angles at a point and one whole turn (total 360°)</p>	<p>Draw 2-D shapes using given dimensions and angles Recognise, describe and build simple 3-D shapes, including making nets Compare and classify geometric shapes based on their properties</p>	

	<p>angles are greater or less than a right angle</p> <p>recognise that two right angles make a half turn, three make three quarters of a turn and four a complete turn</p> <p>identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p>	<p>shapes presented in different orientations</p> <p>complete a simple symmetric figure with respect to a specific line of symmetry</p> <p>begin to recognise where angles are greater than two right angles and know the term straight angle referring to two right angles together</p> <p>begin exploring line symmetry with two lines of symmetry</p>	<p>identify angles at a point on a straight line and <math>\frac{1}{2}</math> a turn (total <math>180^\circ</math>)</p> <p>identify other multiples of <math>90^\circ</math></p> <p>use the properties of rectangles to deduce related facts and find missing lengths and angles</p> <p>distinguish between regular and irregular polygons based on reasoning about equal sides and angles</p>	<p>and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</p> <p>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</p> <p>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite and find missing angles</p>	
Position and Direction		<p>describe positions on a 2-D grid as coordinates in the first quadrant</p> <p>describe movements between positions and translations of a given unit to the left/right and up/down</p> <p>plot specified points and draw sides to complete a given polygon</p>	<p>use the properties of rectangles to deduce related facts and find missing lengths and angles</p> <p>distinguish between regular and irregular polygons based on reasoning about equal sides and angles</p>	<p>Describe positions on the full coordinate grid (all four quadrants)</p> <p>Draw and translate simple shapes on the coordinate plane, and reflect them in the axis</p>	
Statistics	<p>interpret and present data using bar charts, pictograms and tables</p>	<p>interpret and present discrete and continuous data using appropriate graphical methods,</p>	<p>solve comparison, sum and difference problems using information presented in a line graph</p> <p>complete, read and interpret information in</p>	<p>Interpret and construct pie charts and line graphs and use these to solve problems</p>	<p>describe, interpret and compare observed distributions of a single variable through: appropriate graphical representation involving discrete, continuous and grouped data; and appropriate measures of central tendency (mean, mode, median) and spread (range, consideration of outliers)</p> <p>construct and interpret appropriate tables, charts, and diagrams, including frequency tables, bar charts, pie charts, and pictograms for categorical data, and vertical line (or</p>

	<p>solve one-step and two-step questions e.g. 'How many more?' and 'How many fewer?' using information presented in scaled bar charts and pictograms and tables</p>	<p>including bar charts and time graphs solve comparison, sum and difference problems using information presented in bar graphs, pictograms, tables and other graphs</p>	<p>tables, including timetables</p>	<p>Calculate and interpret the mean as an average</p>	<p>bar) charts for ungrouped and grouped numerical data describe simple mathematical relationships between two variables (bivariate data) in observational and experimental contexts and illustrate using scatter graphs.</p>
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