

Place Value

		Counting	Representing Number	Using PV and comparing	Rounding and Problem Solving
Development Matters	0 - 3	Develop counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence. Count in everyday contexts, sometimes skipping numbers – ‘1-2-3-5’.	Take part in finger rhymes with numbers.	React to changes of amount in a group of up to three items. Compare amounts, saying ‘lots’, ‘more’ or ‘same’.	
	3 - 4	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’).	Experiment with their own symbols and marks as well as numerals. 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.	Compare quantities using language: ‘more than’, ‘fewer than’.	Solve real world mathematical problems with numbers up to 5.
	FS2	Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value. Count beyond ten. Understand the ‘one more than/one less than’ relationship between consecutive numbers.	Subitise to 5 Explore the composition of numbers to 10.	Compare numbers.	
White Rose	Y1	Count to and across 100, forwards and backwards, from any given number. Count numbers to 100 in numerals. Count in multiples of twos fives and tens Identify one more and one less of a given number.	Identify and represent numbers using objects and pictorial representations. Read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words.		
	Y2	Count in steps of 2,3 and 5 from 0 and in tens from any number forwards and backwards.	Read and write numbers to 100 in numerals and words. Identify, represent and estimate numbers using different	Recognise the place value of each digit in a two-digit number. Compare and order numbers from 0 to 100.	Use place value and number facts to solve problems.

			representations including a number line.		
Y3	Count from 0 in multiples of 4,8,50 and 100 Find 10 or 100 more or less than a given number.	Identify, represent and estimate numbers using different representations. Read and write numbers to 1000 in numerals and words.	Recognise the place value of each digit in a three-digit number. Compare and order numbers to 1000.	Solve number problems and practical problems involving these ideas.	
Y4	Count in multiples of 6, 7, 9, 25 and 1000. Count backwards through zero including negative numbers.	Identify and estimate numbers using different representations. Read Roman numerals to 100.	Find 1000 more or less than a given number. Recognise the place value of each digit in a four-digit number. Order and compare numbers beyond 1000.	Round any number to the nearest 10,100 or 1000. Solve number problems and practical problems involving these ideas with increasingly large positive numbers.	
Y5	Count forwards or backwards in steps of powers of 10 for any given number. Count forwards and backwards with positive and negative numbers including through zero.	Read, write, order and compare numbers to 1,000,000 and determine the value of each digit. Read Roman numerals to 1000 and recognise years written in Roman numerals. Order and compare numbers to at least 1,000,000 and determine the value of each digit.	Order and compare numbers to at least 1,000,000 and determine the value of each digit.	Interpret negative numbers in context. Round any number to the nearest 10, 100, 1000, 10,000 and 100,000. Solve number and practical problems involving all of these ideas.	
Y6		Read, write, order and compare numbers to 10,000,000 and determine the value of each digit.	Order and compare numbers to at least 10,000,000 and determine the value of each digit.	Round any whole number to the required degree of accuracy. Use negative numbers in context and calculate intervals across zero. Solve number and practical problems involving all of these ideas.	
KS3			Order, sort and interpret any number (including decimals and negatives).	Round any number to any specified degree of accuracy, including decimals and measures.	