

Maths Key end points – for end of year

Ready to progress criteria...

EYFS	
Number	
	Have a deep understanding of number to 10, including the composition of each number
	Subitise (recognise quantities without counting) up to 5.
	Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.
Numerical Patterns	
	Verbally count beyond 20, recognising the pattern of the counting system.
	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
Shape, Space and Measures	
	There are no early learning goals that directly relate to shape, space and measure objectives. However, children will have experienced rich opportunities to develop their spatial reasoning skills in shape, space and measure.

Year one	
Number and Place Value	
	Count within 100, forwards and backwards, starting with any number.
	Reason about the location of numbers to 20 within the linear number system, including comparing using $<$ $>$ and $=$.
Number Facts	
	Develop fluency in addition and subtraction facts within 10
	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.
Addition and Subtraction	
	Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers.
	Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.
Geometry	
	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.
	Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.

Year Two

Number and Place Value

Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning.

Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10.

Number Facts

Secure fluency in addition and subtraction facts within 10, through continued practice.

Addition and Subtraction

Add and subtract across 10..

Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more...?"

Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a two-digit number.

Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers.

Multiplication and Division

Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables

Relate grouping problems where the number of groups is unknown to multiplication or division equations with a missing factor.

Geometry

Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties