## Requirements for Using Mathematics

Across the curriculum, at a level appropriate to their ability, pupils should be enabled to:

- choose the appropriate materials, equipment and mathematics to use in a particular situation;
use mathematical knowledge and concepts accurately
- work systematically and check their work;
- use mathematics to solve problems and make decisions;
- develop methods and strategies, including mental mathematics;
- explore ideas, make and test predictions and think creatively;
- identify and collect information
read, interpret, organise and present information in mathematical formats;
- use mathematical understanding and language to ask and answer questions, talk about and discuss ideas and explain ways of working:
- develop financial capability;
- use ICT to solve problems and/or present their work;
using their Knowledge and Understanding of:



## Measures

Shape and Space

Levels of Progression in USING MATHEMATICS across the curriculum: Primary (Levels 1-5)
The colours used in this document provide a means by which progression in the Requirements may be tracked across the levels. For First Use $2012 / 13$

## Level 1

In structured activities, in familiar and accessible contexts, pupils can:

- talk about and use the materials and equipment provided to carry out an activity;
- use some mathematical notation;
- show some organisation in their practical work
talk about ways to solve simple everyday problems:
- use counting strategies when carrying out activities
- look for and talk about patterns:
- talk about and collect information required
- represent their work using pictures and objects;
- use appropriate mathematical language to respond to questions about their work;


In structured activities, in familiar and accessible contexts, pupils can:

- talk about how to approach an activity;
- select and use the materials, equipment and mathematics required
- use appropriate mathematical notation;
- organise their practical work and check what they have done;
- use mental strategies to carry out calculations when solving problems/carrying out activities
- recognise patterns and relationships and make predictions
- discuss the information required and how it can be collected; - present the information appropriately and talk about their findings;
- use appropriate mathematical language to talk about their work and respond to questions;


## - use, estimate, add and subtract numbers up to at least 10 ;

- understand conservation of number;
- create and describe repeating patterns using objects, numbers or pits
- recognise and use coins
everyday language associated with describe, compare and orderited with leng
- sequence familiar events
- know the days of the week and their sequence;
recognise 'special' times on the clock;
- sort 2-D and 3-D shapes and make and describe 2-D and 3-D constructions use language and follow instructions, in practical situations, for position and movement
- read, write and order whole numbers up to at least 100 ;
- understand that the place of the digit indicates its value
- use quick recall of number facts up to 10 ;
- add and subtract mentally within 20 and in written form
use addition and subtraction patterns within 20 to explore the relationship between addition and subtraction;
- understand that addition is c
- add and subtract within 100 ;
add and subtract within 100;
- understand the use of a symbol to stand for
understand and use halves and quarters:
understand relationships between all coins up to $£ 1$ and use this knowledge to carry out shopping activities;
- identify and use non-standard units to measure lenoth, 'weight', capacity
and area;
- understand the need for standard units and know the most commonly us
units in length, 'weight', capacity and time;
name and order days of the week, months of the year and seasons
- name and order days of the week, months of the
- read simple digital and analogue clock displays;
- recognise and name common 2-D and 3-D shapes;
sort 2-D and $3-\mathrm{D}$ shapes, giving reasons for sorting;
use language and follow instructions, in practical situations, for turning movements;
- sort and classify objects for two criteria using Venn, Carroll and Tree diagrams;
information and record results using simple tables, block graphs, simple pictograms and diagrams
- discuss and interpret information.


## Level 5

In structured activities, in familiar and accessible contexts, pupils can:

- suggest different ways an activity might be approached;
- select and use the appropriate materials, equipment and mathematics required;
- use a range of appropriate mathematical notation;
- organise their work and know how to check its accuracy;
- use mathematics to solve simple two-stage problems;
- use a range of mental calculation strategies;
- identify and explain patterns and relationships and make predictions;
- identify, collect and record the information required;
- present their findings clearly using a range of appropriate mathematical formats;
- explain their findings;
- use appropriate mathematical language to discuss and describe their way of working
and respond to questions;


## Level 4

In activities with some structure, in familiar and some unfamiliar contexts and situations, pupils can:

- decide how an activity might be approached and compare their approaches with othe
- identify and use appropriately the materials, equipment and mathematics required;
- use a range of appropriate mathematical techniques and notation;
- organise their own work and work systematically;
- review their work and check for accuracy;
- use a range of problem-solving strategies:
- use a range of problem-solving strategies;
- investigate patterns and relationships, using their findings to make predictions;
- investigate general statements to see if they are true;
- find, organise and interpret relevant information
- present information clearly,
- compare methods of presentation;
- use appropriate mathematical language to discuss their work and explain their thinking;

In activities with some structure, in familiar and some unfamiliar contexts and situations, pupils can:

- plan and decide how an activity might be approached;
- identify and use efficiently the materials, equipment, mathematics and strategies required;
- use a range of appropriate mathematical tec
- review their work, considering if their findings are reasonable and making changes where appropriate;
- use a range of problem-solving strategies, suggesting and trying out different approaches when difficulties arise;
- make and test predictions;
- make general statements based on findings and test using new examples
- summarise their findings:
- identify, obtain, process and interpret information appropriate and sufficient for the activity
- present information accurately and appropriately including the use of mathematical language, symbols and diagrams;
- use appropriate mathematical language to express and communicate ideas accurately;
- understand place value to two decimal places:
- approximate within 10000 to the nearest 10,100 and 1000 ,
- estimate answers to calculations and approximate by rounding;
- add, subtract, multiply and divide whole numbers using a range of mental, written and calculator methods,
- add and subtract numbers with up to two decimal places;
- use the relationship between addition and subtraction to check calculations;
- know multiplication facts up to $10 \times 10$ and derive associated division facts;
- know multiplication facts up to $10 \times 10$ and derive associated division facts;
- understand and use multiples and factors;
- use fractions to describe quantities;
- use fractions to describe quantities;
- understand equivalence of fractions;
- understand and use simple percentages;
- interpret and apply simple rules expressess in words;
- interpret a calculator display when solving money problems;
- make choices about spending and value for money;
ds can be made:
- estimate and measure length, 'weight'/mass, time and temperature, working to an appropriate
degree of accuracy:
relationship between metric units;
- add and subtract common measures; , estimate area and volume of shapes by counting squares/cubes;
- work out perimeters of simple shapes;
- understand and use digital and analogue clock displays, using am, pm and 24-hour notation;
- explore the properties of common 2-D and 3-D shapes;
- explore the relationship between 2-D and 3-D shapes
- recognise and draw lines of symmetry in a variety of $2-D$ shapes
- know the eight points of the compass;
- understand and use the language of line, angle and location;
- collect, group, record and present data with given class intervals;
- present and interpret data using a range of graphs, tables, diagrams, spreadsheets and databases;
- understand and use the language of probability.
- read, write and order whole numbers of any size
- use knowledge of place value to multiply and divide numbers by 10,100 and 1000 ;
- understand place value to three decimal places;
- round decimals to the nearest whole number;
- multiply and divide numbers with up to two decimal
- check calculations by applying inverse operations; - understand and use negative numbers in practical contexts:
- understand and use negative numbers in practical cont
- understand the relationship between common fractions, decimals and percentages;
- calculate fractions and percentages of quantities, including money;
- use understanding of equivalence to add and subtract fractions;
- devise and use rules for generating sequences in words and/or
- express and use formulae in words and/or symbolic form;
- make informed choices about personal budgeting and spending;

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[^0]:    - convert from one metric unit to another;
    - use the four one metrations to solitve problems related to measures;
    use the four operations to solve problems related to measures;
    calculate areas of squares, rectangles and right-angled triangles
    - calculuate e ereas of sqeers of a range rect of shapes:
    - understand and use scale in the context of simple maps and drawings;
    - read and interpret timetables;
    describe the properties of regular and irregular 2-D shapes in terms of sides, angles, symmetry and tessellations;
    - reflect 2-D shapes in a line
    - describe the properties of 3 - $D$ shapes in terms of faces, edges and vertices
    - draw nets of 3-D shapes;
    - collect, organise, record and represent data;
    - design and use a data collection sheet;
    - construct, label and interpret a range of graphs, tables, diagrams, spreadsheets and databases;
    - understand, calculate and use mean and range;
    - place events in order of likelihood.

