## Town End Junior School

using < > and =

## National Curriculum 2014 and Ready to Progress Criteria

## Strand: Number and Place Value

Objectives in black are National Curriculum statutory requirements; objectives in blue are non-statutory ready to progress criteria.



• Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward.  • Recognise the place value of each digit in a two-digit number (tens, ones).  2NPV-1 Recognise the place value of each digit in two-digit numbers, and compose and decompose	Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number.  Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).  3NPV-1 Know that 10 tens	Count in multiples of 6, 7, 9, 25 and 1000.  Find 1000 more or less than a given number.  Count backwards through zero to include negative numbers.  Recognise the place value	Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit.      NPV-1 Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths	Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit.      Read, write, order and the value of each digit.      Read, write, order and the value of each digit.      Read, write, order and the value of each digit.      Read, write, order and the value of each digit.      Read, write, order and compare the value of the value of each digit.      Read, write, order and compare the value of
of each digit in a two-digit number (tens, ones).  2NPV-1 Recognise the place value of each digit in two-digit numbers, and	of each digit in a three-digit number (hundreds, tens, ones).  3NPV-1 Know that 10 tens	Count backwards through zero to include negative numbers.	are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths	relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100,
two-digit numbers using standard and non-standard partitioning.	are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.	of each digit in a four-digit number (THTU, HTU, TU, and U). 4NPV-1 Know that 10	are equivalent to 1 one, and that 1 is 100 times the size of 0.01.  Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01.	1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000).  6NPV–2 Recognise the place value of each digit in numbers up to 10 million.
Identify, represent and estimate numbers using different representations, ncluding the number line.  Compare and order	3NPV-2 Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using	thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.	5NPV-2 Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using	including decimal fractions, and compose and decompose numbers up to 10 million using standard and non-standard partitioning.
use <, > and = signs.	partitioning.	4NPV-2 Recognise the place value of each digit in	standard and non-standard partitioning.	to a required degree of accuracy.
Read and write numbers to at least 100 in numerals and n words.  Use place value and number facts to solve	Compare and order numbers up to 1000 .      Identify, represent and estimate numbers using different representations.	four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning.	Count forwards or backwards in steps of powers of 10 for any number up to 1 000 000.	Use negative numbers in context, and calculate intervals across zero.      Solve number and practical problems that involve all of
2NPV-2 Reason about the location of any two-digit number in the linear number system, including identifying	Read and write numbers up to 1000 in numerals and in words.  Solve number problems	4NPV-3 Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100,	Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero.	the above.  6NPV-3 Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round
est dinn	andard and non-standard artitioning.  Identify, represent and stimate numbers using fferent representations, cluding the number line.  Compare and order umbers from 0 up to 100; se <, > and = signs.  Read and write numbers to least 100 in numerals and words.  Use place value and umber facts to solve roblems.  NPV-2 Reason about the cation of any two-digit umber in the linear number	size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.  3NPV-2 Recognise the place value of each digit in three-digit numbers, and compose and decompose and and non-standard partitioning.  Read and write numbers to least 100 in numerals and words.  NPV-2 Reason about the cation of any two-digit umber in the linear number vetem, including identifying e previous and next  size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.  3NPV-2 Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning.  • Compare and order numbers up to 1000 .  • Identify, represent and estimate numbers up to 1000 in numerals and in words.  • Read and write numbers up to 1000 in numerals and in words.	size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.  3NPV-2 Recognise the place value of each digit in three-digit numbers using standard and non-standard compose and decompose three-digit numbers using standard and non-standard partitioning.  3NPV-2 Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning.  4NPV-2 Recognise the place value of each digit in three-digit numbers using standard and non-standard partitioning.  4NPV-2 Recognise the place value of each digit in three-digit numbers using standard and non-standard partitioning.  4NPV-2 Recognise the place value of each digit in four-digit multiples of 100.  4NPV-2 Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning.  4NPV-3 Reason about the location of any four-digit number suppose and decompose four-digit numbers using standard and non-standard partitioning.  4NPV-3 Reason about the location of any four-digit number in the linear number suppose and decompose four-digit numbers using standard and non-standard partitioning.  4NPV-3 Reason about the location of any four-digit number in the linear number suppose and decompose four-digit numbers using standard and non-standard partitioning.  4NPV-3 Reason about the location of any four-digit number in the linear number suppose four-digit number in the linear number suppose four-digit numbers using standard and non-standard partitioning.  5NPV-2 Reason about the location of any four-digit number in the linear number suppose four-digit numbers up to 1000 in numerals and in words.  5NPV-2 Reason about the location of any four-digit number suppose four-digit number suppose four-digit numbers up to 1000 in numerals and in words.  5NPV-3 Reason about the location of any four-digit number suppose four-digit number suppose four-digit number suppose four-digit num	size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10.  3NPV-2 Recognise the place value of each digit in three-digit numbers using standard and non-standard partitioning.  3NPV-2 Recognise the place value of each digit in three-digit numbers using standard and non-standard partitioning.  Compare and order umbers to least 100 in numerals and words.  Read and write numbers to least 100 in numerals and words.  NPV-2 Reason about the cation of any two-digit umbers in the linear number ristem, including identifying e previous and next  NPV-2 Reason about the cation of any two-digit umber in the linear number ristem, including identifying e previous and next  Size of 10; apply this to identify and work out how many 10s there are in other three-digit numbers to thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit mumbers with up to 2 decimal places, and compose and decompose four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning.  4NPV-2 Recognise the place value of each digit in four-digit numbers using standard and non-standard partitioning.  4NPV-2 Recognise the place value of each digit in four-digit numbers using standard and non-standard partitioning.  4NPV-2 Recognise the place value of each digit in four-digit numbers using standard and non-standard partitioning.  4NPV-3 Reason about the location of any four-digit numbers using standard and non-standard partitioning.  4NPV-3 Reason about the location of any four-digit numbers using standard and non-standard partitioning.  4NPV-3 Reason about the location of any four-digit numbers using standard and non-standard partit

100 000.

3NPV-3 Reason about the	<ul> <li>Order and compare</li> </ul>	<ul> <li>Solve number problems</li> </ul>	6NPV-4 Divide powers of
location of any three-digit	numbers beyond 1000.	and practical problems that	10, from 1 hundredth to 10
number in the linear number		involve all of the above.	million, into 2, 4, 5 and 10
system, including identifying	<ul> <li>Identify, represent and</li> </ul>		equal parts, and read
the previous and next	estimate numbers using	5NPV-3 Reason about the	scales/number lines with
multiple of 100 and 10.	different representations.	location of any number with	labelled intervals divided into
		up to 2 decimals places in	2, 4, 5 and 10 equal parts.
<b>3NPV-4</b> Divide 100 into 2, 4,	<ul> <li>Round any number to the</li> </ul>	the linear number system,	
5 and 10 equal parts, and	nearest 10, 100 or 1000.	including identifying the	
read scales/number lines		previous and next multiple of	
marked in multiples of 100	<ul> <li>Solve number and practical</li> </ul>	1 and 0.1 and rounding to	
with 2, 4, 5 and 10 equal	problems that involve all of	the nearest of each.	
parts.	the above and with		
	increasingly large positive	5NPV-4 Divide 1 into 2, 4, 5	
	numbers.	and 10 equal parts, and read	
		scales/number lines marked	
	4NPV-4 Divide 1,000 into 2,	in units of 1 with 2, 4, 5 and	
	4, 5 and 10 equal parts, and	10 equal parts.	
	read scales/number lines	511P14 5 0	
	marked in multiples of 1,000	5NPV-5 Convert between	
	with 2, 4, 5 and 10 equal	units of measure, including	
	parts.	using common decimals and	
		fractions.	
	<ul> <li>Read Roman numerals to</li> </ul>	5 15	
	100 (I to C) and know that	Read Roman numerals to	
	over time, the numeral	1000 (M) and recognise	
	system changed to include	years written in Roman	
	the concept of zero and	numerals.	
	place value.		