Maths Concepts						
1	2	3	4	5	6	7
Estimation	Reasoning	Equivalence	Number line and place value	Basic number facts	Patterns & sequencing	Algebra

	Number : Place value
Stepping Stones (Sliding scale)	• Show an awareness of number activities and counting • Demonstrate that they are aware of contrasting quantities (for example 'one' and 'lots' by making groups of one or lots of food items on a plates) • Can join in rote counting beyond the number 10 • Can join in rote counting up to five • Can count reliably to three – make sets of up to three objects and use numbers to three in familiar activities/games • Demonstrate an understanding of the concept of 'more' • Join in rote counting to 10 • Can count at least 5 objects reliably • Recognise numerals from one to five • Understand that each number up to 5 represents a constant number or amount (putting correct number of objects into containers) • Demonstrate an understanding of 'less' • Join in rote counting to beyond 10 • Continue to rote count onwards from a small given number • Recognise differences in quantity • Recognise numerals from one to nine and relate them to sets of objects
Oakwood 1	• Count to and across 20, forwards and backwards, beginning with 0 or 1, or from any given number • Count numbers to 100 in numerals: count in multiples of tens • Identify and represent numbers using objects and pictorial representations • Read and write numbers from 1 to 20 in numerals • Given a number, identify one more or one less
Oakwood 1 concepts	Maths Concepts 1 2 3 4 5 6 7 × × × × ×

Oakwood 2	• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number • Count numbers to 100 in numerals: count in multiples of twos, fives and tens • Read and write numbers to 100 in numerals • Count in steps of 2,3, and 5 from 0, and in tens from any number, forward and backward • Read and write numbers to at least 100 in numerals and in words • Identify, represent and estimate numbers using different representations, including the number line • Recognise the place value of each digit in a two-digit number (tens, ones) • Compare and order numbers from 0 up to 100; use <, > and = signs
Oakwood 2 Concepts	Maths Concepts 1 2 3 4 5 6 7 x x x x x x
Oakwood 3	• 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 up to 1000 in numerals and in words • Recognise the place value of each digit in a three-digit number • (hundreds, tens and ones) • Compare and order numbers up to 1000 • Solve number problems and practical problems involving these
Oakwood 3 Concepts	Maths Concepts 1 2 3 4 5 6 7 x x x x x x x

Oakwood 4	• Count in multiples of 6, 7, 9, 25 and 1000 • Count backwards through zero to include negative numbers • Identify, represent and estimate numbers using different representations • Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of zero and place value • Find 1000 more or less than a given number • Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones) • Order and compare numbers beyond 1000 • Round any number to the nearest 10, 100 or 1000 • Solve number and practical problems that involve all of the above

Oakwood 4 concepts	Maths Concepts 1 2 3 4 5 6 7 x x x x x x x
Oakwood 5	• Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 • Count forwards and backwards with positive and negative whole numbers, including through zero • Read, write, (order and compare) numbers to at least 1 000 000 and determine the value of each digit • Read Roman numerals to 1000 and recognise years written in Roman Numerals • Read, write, 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 up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 Solve number problems and practical problems that involve all of
Oakwood 5 concepts	Maths Concepts 1 2 3 4 5 6 7 x x x x x x
Oakwood 6	• Read, write, (order and compare) numbers up to 10 000 000 and determine the value of each digit • Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit • Round any whole number to a required degree of accuracy • Use negative numbers in context, and calculate intervals across zero
Oakwood 6 concepts	Maths Concepts 1 2 3 4 5 6 7 x x x x x x