Coverage of mental calculations and maths facts by year group

	Counting and Place Value	Addition and Subtraction	Multiplication and Division	Other Facts
EYFS	• Count reliably with numbers from 1 to 20 • Recognise numbers from 1-20. • Read numbers from 1-20 in numerals. • Say which number is one more or one less than a given number	• Experience practical calculation opportunities using a wide variety of practical equipment, including counters, cubes etc.	• Count in steps of one, forwards and backwards	
Year 1	• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number • Count in multiples of twos, fives and tens • Read and write numbers to 100 in numerals • Read and write numbers from 1 to 20 in numerals and words • Given a number, identify one more and one less	• Represent and use number bonds and related subtraction facts within 20	• Count in multiples of twos, fives and tens • Recall and use doubles of all numbers to 10 and corresponding halves	• Tell the time to the hour and half past the hour • Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles • Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres
Year 2	• 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 • Find 1 or 10 more or less than a given number • Round numbers to at least 100 to the nearest 10	• Recall and use addition and subtraction facts to 20 fluently • Derive and use related facts up to 100	• Count in steps of 2, 3 and 5 from 0 • Recall and use multiplication facts for the 2, 5 and 10 multiplication tables • Derive and use doubles of simple two-digit numbers (numbers in which the ones total less than 10) • Derive and use halves of simple two-digit even numbers (numbers in which the tens are even) • Recognise odd and even numbers	• Tell and write the time to five minutes, including quarter past/to the hour • Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line • Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces

Year 3	• Count from 0 in multiples of 4, 8, 50 and 100 • Count up and down in tenths • Read and write numbers up to 1000 in numerals and in words • Read and write numbers with one decimal place • Find 1, 10 or 100 more or less than a given number • Round numbers to at least 1000 to the nearest 10 or 100	• Recall and use addition and subtraction facts for 100 (multiples of 5 and 10) • Derive and use addition and subtraction facts for 100 • Derive and use addition and subtraction facts for multiples of 100 that total 1000	• Count in multiples of 4, 8, 50 and 100 • Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables • Derive and use doubles of all numbers to 100 and corresponding halves • Derive and use doubles of all multiples of 50 to 500	• Tell and write the time from an analogue clock, including using Roman numerals, 12-hour and 24- hour clocks • Identify horizontal and vertical lines and pairs of perpendicular and parallel
Year 4	• Count in multiples of 6, 7, 9, 25 and 1000 • Count backwards through zero to include negative numbers • Count up and down in hundredths • Read and write numbers to at least 10 000 • Read and write numbers with up to two decimal places • Round any number to the nearest 10, 100 or 1000 • Round decimals with one decimal place to the nearest whole number	• Recall and use addition and subtraction facts for 100 • Recall and use addition and subtraction facts for multiples of 100 that total 1000 • Derive and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place)	• Count in multiples of 6, 7, 9, 25 and 1000 • Recall multiplication and division facts for multiplication tables up to 12 x 12 • Use partitioning to double or halve any number, including decimals to one decimal place • Recognise and use factor pairs	• Convert between different units of measure (e.g. kilometre to metre; hour to minute) • Read, write and convert time between analogue and digital 12 and 24-hour clocks • Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
Year 5	• Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 • Count forwards and backwards in decimal steps • Read and write numbers to at least 1 000 000 Read and write numbers with up to three decimal places • Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 • Round decimals with two decimal places to the nearest whole number and to one decimal place	• Recall and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place) • Derive and use addition and subtraction facts for 1 (with decimal numbers to two decimal places)	• Recall related tables facts for multiples of 10 (70 x 6 = 420 because 7 x 6 = 42) • Using times tables, identify related unit fractions, e.g. 7 x 9 = 63 so one-ninth of 63 is 7 and one-seventh of 63 is 9 • Use partitioning to double or halve any number, including decimals to two decimal places • Recall prime numbers up to 19 • Recall square (^{2}) numbers up to 12 x 12 • Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000	• Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) • Continue to read, write and convert time between analogue and digital 12 and 24-hour clocks • Distinguish between regular and irregular polygons based on reasoning about equal sides and angles • Identify 3-D shapes, including cubes and other cuboids, from 2-D representations

Year 6	• Count forwards or backwards in steps of integers, decimals or powers of 10 for any number • Read and write numbers up to 10 000 000 • Round any whole number to a required degree of accuracy • Round decimals with three decimal places to the nearest whole number or one or two decimal places	• Recall and use addition and subtraction facts for 1 (with decimal numbers to two decimal places)	• Recall related tables facts decimal numbers (0.7 x 6 = 4.2 because 7 x 6 = 42) • Use partitioning to double or halve any number • Recall prime numbers up to 100 • Recall squares of the corresponding multiples of 10 (i.e. 40^2 is 1600) • Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places • Find simple percentages of amounts	• Convert between standard units, converting measurements of length, mass, volume and time using decimal notation to three decimal places • Use, read and write standard units of time • Compare and classify geometric shapes based on their properties and sizes • Name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius