Key Performance Indicators

Maths

Year 1 Maths:	10 KPIs
1	Count, read and write numbers to 100 in numerals; count in multiples of 2, 5 and 10.
2	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
3	Read and write numbers from 1 to 20 in numerals and words.
4	Add and subtract one-digit and two-digit numbers to 20, including zero.
5	Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems. e.g. 7 = ? - 9
6	Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays, with support.
7	Recognise and create repeating patterns with objects and shapes.
8	Recall and reason with bonds up to 20 in several forms. (e.g. 9 + 7 = 16; 16 – 7 = 9; 7 = 16 – 9)
9	Recognise, find and name a half and quarter as equal parts of an object, shape or quantity.
10	Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

Key Performance Indicators

Year 2 Maths:	10 KPIs
1	To partition two-digit numbers into different combinations of tens and ones.
2	Add any 2 two-digit numbers using an efficient strategy, explaining their method verbally, in pictures or using apparatus.
3	Subtract any 2 two-digit numbers using an efficient strategy, explaining their method verbally, in pictures or using apparatus.
4	Recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20. (e.g. if 7+3=10, then 17+3=20)
5	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables to solve simple problems, demonstrating an understanding of commutativity as necessary.
6	Identify 1/3, 1/4, 1/2, 2/4, 3/4 of shapes and numbers, and know all parts must be equal parts of the whole.
7	To use different coins to make the same amount.
8	Read scales in divisions of ones, twos, fives and tens in a practical situation where all numbers on the scale are given.
9	To read the time on the clock to the nearest 15 minutes.
10	Name and describe the properties of 2D and 3D shapes, including symmetry.

Key Performance Indicators

Year 3 Maths:	10 KPIs
1	Place Value: Read, write, order and compare numbers up to four digits
2	Times-tables: Know 2, 3, 4, 5, 8 and 10 times tables, including associated division facts (e.g. 3 x 8 = 24 so 24 ÷ 8 = 3).
3	Addition and subtraction: Use standard Column Addition and subtraction methods for 3-digit numbers
4	Multiplication: Apply multiplication knowledge using the Grid Method TU x U
5	Division: Apply written methods for division using chunking up to TU ÷ U (with and without remainders)
6	Fractions and Decimals: Calculate unit fractions of quantities e.g. finding ⅓ of 24
7	Checking answers: Check answers using written methods, using the inverse operation (e.g. 100 – 63 = 37 so 37 + 63 = 100)
8	Shape and Space: Find the perimeter of 2D shapes and recognise properties of 3D shapes
9	Times and Measures: Tell the time in 12 and 24-hour clock to the nearest 5 minutes
10	Statistics: Interpret and present data using bar charts, pictograms and tables

Key Performance Indicators

Year 4 Maths:	10 KPIs
1	Apply Times-Tables knowledge up to 12 x 12, including associated division facts
2	Recognise, compare and order place value in a four-digit number. Round to the nearest 10, 100 or 1000.
3	Solve problems using standard written methods for column addition and subtraction up to ThHTU, including decimals
4	Apply multiplication knowledge using the Grid Method and/or standard method up to HTU x U
5	Apply written methods for division (including Bus Shelter method) up to HTU ÷ U
6	Calculate and compare unit and non-unit fractions of quantities e.g. finding ¾ of 32; Compare and order decimals to hundredths.
7	Apply written methods and estimation to check answers using inverse operations
8	Identify 2D shapes by their properties and plot shapes on grids using co-ordinates; solve area/perimeter problems
9	Tell the time using the 12 hour and 24-hour clock; understand and convert units of time and length.
10	Interpret and present discrete and continuous data in charts and graphs.

Key Performance Indicators

Year 5 Maths:	10 KPIs
1	Add and subtract whole numbers (positive and negative) and decimals.
2	Perform column multiplication (3 by 2 digit whole numbers) and short division (with decimal answers).
3	Recall fraction, percentage and decimal equivalents.
4	Add and subtract fractions and mixed numbers with common denominators, expressing the answer in its simplest terms.
5	Recall, convert, add and subtract units of mass, distance and time.
6	Interpret line graphs and timetables.
7	Identify, measure and transform 2D shapes using a coordinate grid; identify and measure 3D shapes.
8	Explain, using mathematical language, the approach used to solve a worded problem and why the answer is correct.
9	Achieve at least 20/40 consistently in a Key Stage 2 arithmetic assessment.
10	Achieve at least 50% consistently in a Key Stage 2 reasoning assessment.

Key Performance Indicators

Year 6 Maths:	10 KPIs
1	Understand place value to 10,000,000 and to three decimal places.
2	Perform column multiplication with decimal numbers and long division with decimal answers.
3	Multiply fractions and mixed numbers; divide fractions by whole numbers.
4	Add and subtract fractions and mixed numbers.
5	Find a percentage of a whole number; express proportion using ratio.
6	Solve linear algebraic equations and describe linear sequences.
7	Interpret line graphs, timetables and pie charts, and find the mean.
8	Explain, using mathematical language, why an answer to a worded problem is correct, using PEE (Point, Evidence, Explain).
9	Achieve at least 30/40 consistently in a Key Stage 2 arithmetic assessment.
10	Achieve at least 60% consistently in a Key Stage 2 reasoning assessment.