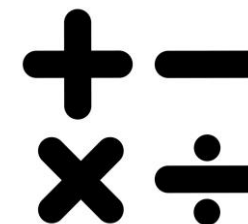


Aims of the Maths curriculum at Inspire Education Trust:

- To promote enjoyment of mathematical learning through practical activity, exploration and mathematical discussion
- To inspire a curiosity about mathematics both in the world today and in the future
- To develop fluency in number and in calculations
- To build mathematical reasoning over time through a range of real-life contexts
- To apply their mathematical knowledge to simple and complex problems
- To develop confidence, perseverance and problem-solving skills

**Progression Strand Tracker:**

Core Skill:	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 6+
Number and Place Value	<ul style="list-style-type: none"> • Recite numbers past five • Show numbers to 5 using concrete resources • Match numeral and quantity to 5 • Count to 5 with 1:1 correspondence • Quickly recognise up to three objects without counting 	<ul style="list-style-type: none"> • Recite numbers to 20 knowing the teen numbers • Show how numbers to 10 are made up using different models e.g. part-part-whole; tens frame • Match numeral and quantity within 10 • Count to 10 with 1:1 correspondence • Say one more or one less than number within 10 • Begin to identify odd and even numbers (linked to sharing) • Quickly recognise up to five objects 	<ul style="list-style-type: none"> • Count to & across 100, forwards & backwards beginning with 0 or 1, from any given number • Count, read & write numbers to 100 in numerals • Count in multiples of 2, 5 and 10 • Identify 1 more or 1 less when given a number • Identify & represent numbers using objects and pictorial representations, including the number line • Use the language of <i>'equal to, more than, less than (fewer), most and least</i> 	<ul style="list-style-type: none"> • Count in steps of 2, 3 and 5 from 0, and in tens from any number, forwards & backwards • Recognise the place value of each digit in a two-digit number (tens & ones) • Identify, represent & estimate numbers using different representations, including the number line • Compare and order numbers from 0 up to 100, using $<$, $>$ & $=$ signs • Read & write numbers to at least 100 in numerals and words 	<ul style="list-style-type: none"> • 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 3-digit number (100s, 10s, 1s) • Compare and order numbers up to 1000 • Identify, represent & estimate numbers using different representations • Read & write numbers up to 1000 in numerals and in words • Solve number problems & practical problems involving these ideas 	<ul style="list-style-type: none"> • Count in multiples of 6, 7, 9, 25 & 1000 (plus counting in multiples of all other numbers 1-12) • Find 1000 more or less than a given number • Count backwards through zero to include negative numbers • Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens & ones) • Order & compare numbers beyond 1000 • Identify, represent & estimate numbers using 	<ul style="list-style-type: none"> • Read, write, order & compare numbers to at least 1,000,000 & determine the value of each digit • Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000 • Interpret negative numbers in context, count forwards & backwards with positive & negative whole numbers, including through 0 • Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10 000 & 100,000 	<ul style="list-style-type: none"> • Read, write, order & compare numbers to 10,000,000 & determine the value of each digit • Round any whole number to a required degree of accuracy • Use negative numbers in context, & calculate intervals across 0 • Solve number & practical problems that involve all of the above 	<ul style="list-style-type: none"> •

		<p>without counting</p> <p>ELG:</p> <ul style="list-style-type: none"> Have a deep understanding of numbers to 10, including the composition of each number Subitise up to 5 Verbally count beyond 20, recognising the pattern of the counting system Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity 	<ul style="list-style-type: none"> Read & write numbers from 1-20 in numerals & in words 	<ul style="list-style-type: none"> Use place value and number facts to solve problems 		<p>different representations</p> <ul style="list-style-type: none"> Round any number to the nearest 10, 100 or 1000 Solve number & practical problems that involve all of the above & with increasingly large positive numbers Read Roman numerals to 100 (I to C) & know that over time, the numeral system changed to include the concept of zero & place value 	<ul style="list-style-type: none"> Solve number & practical problems that involve all of the above Read Roman numerals to 1000 (M) & recognise years written in Roman numerals 		
<p>Addition & Subtraction</p>	<ul style="list-style-type: none"> Know that the last number said when counting a small group of objects is the total Solve simple one-step problems with numbers to 5 	<ul style="list-style-type: none"> Recall all number bonds to 5 and some to 10 Match some subtraction facts to number bonds within 10 Solve simple one-step problems with numbers to 10 <p>ELG:</p> <ul style="list-style-type: none"> Automatically recall (without reference to rhymes, counting or 	<ul style="list-style-type: none"> Read, write & interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs Represent and use number bonds and related subtraction facts within 20 Add and subtract one-digit and two-digit numbers 	<ul style="list-style-type: none"> Use concrete objects and pictorial representations, including those involving numbers, quantities and measures Apply increasing knowledge of mental and written methods Recall and use addition and subtraction facts to 20 fluently, & 	<ul style="list-style-type: none"> Add and subtract numbers mentally including <ul style="list-style-type: none"> 3-digit number and ones 3-digit number and tens 3-digit number and 100s Add and subtract numbers with up to 3 digits, using formal written 	<ul style="list-style-type: none"> Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate Estimate and use inverse operations to check answers to a calculation Solve addition and subtraction two-step 	<ul style="list-style-type: none"> Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition & subtraction) Add and subtract numbers mentally with increasingly large numbers Use rounding to check answers to 	<ul style="list-style-type: none"> Perform mental calculations, including with mixed operations and large numbers Use knowledge of the order of operations to carry out calculations involving the 4 operations Solve addition and subtraction multi-step problems in contexts, deciding which operations and 	<ul style="list-style-type: none">

		<p>other aids), number bonds up to 5 (including subtraction facts), and some number bonds to 10 including double facts</p>	<p>to 20, including 0</p> <ul style="list-style-type: none"> Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = _ - 9$ 	<p>derive and use related facts up to 100</p> <ul style="list-style-type: none"> Add and subtract numbers using concrete numbers, pictorial representations and mentally: <ul style="list-style-type: none"> 2-digit number and ones 2-digit number and tens Two 2-digit numbers Adding three 1-digit numbers Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot Recognise and use the inverse relationship between addition and subtraction and use this to check calculations & solve missing number problems 	<p>methods of columnar addition and subtraction</p> <ul style="list-style-type: none"> Estimate the answer to a calculation and use inverse operations to check answers Solve problems, including missing number problems using number facts, place value and more complex addition and subtraction 	<p>problems in contexts, deciding which operations and methods to use and why</p>	<p>calculations and determine, in the context of a problem, levels of accuracy</p> <ul style="list-style-type: none"> Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why 	<p>methods to use and why</p> <ul style="list-style-type: none"> Solve problems involving addition and subtraction Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy 	
Multiplication & Division	=	<ul style="list-style-type: none"> Recall some doubles facts within 10 	<ul style="list-style-type: none"> Solve one-step problems involving 	<ul style="list-style-type: none"> Recall and use multiplication and division 	<ul style="list-style-type: none"> Recall and use multiplication and division 	<ul style="list-style-type: none"> Recall multiplication and division 	<ul style="list-style-type: none"> Identify multiples and factors, 	<ul style="list-style-type: none"> Multiply multi-digit numbers up to 4 digits 	<ul style="list-style-type: none">

		<ul style="list-style-type: none"> Share a group of objects equally Begin to identify odd and even numbers (linked to sharing) <p>ELG:</p> <ul style="list-style-type: none"> Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally 	<p>multiplication, using concrete objects and pictorial representations and arrays, with the support of the teacher</p>	<p>facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</p> <ul style="list-style-type: none"> Calculate mathematical statements for multiplication and division within the multiplication tables and write them using multiplication (\times), division (\div), and equals ($=$) signs Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in context 	<p>facts for the 3, 4 and 8 multiplication tables</p> <ul style="list-style-type: none"> Write and calculate mathematical statements for multiplication and division using known multiplication tables, including for two-digit numbers times one-digit numbers, using mental, and progressing to formal written methods Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects 	<p>facts for multiplication tables up to 12×12</p> <ul style="list-style-type: none"> Use place value, known and derived facts to multiply and divide mentally, including <ul style="list-style-type: none"> Multiplying by 0 and 1 Dividing by 1 Multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations Multiply two-digit and three-digit numbers by a one-digit number using formal written method Solve problems involving multiplication and adding, including using the distributive law to multiply two-digit numbers by one-digit, integer scaling problems and harder correspondence problems 	<p>including finding all factor pairs of a number, and common factors of 2 numbers</p> <ul style="list-style-type: none"> Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers Establish whether a number up to 100 is prime and recall prime numbers up to 19 Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers Multiply and divide numbers mentally, drawing upon known facts Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders 	<p>by a two-digit whole number using the formal written method of long multiplication</p> <ul style="list-style-type: none"> Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context Perform mental calculations, including with mixed operations and large numbers Identify common factors, common multiples and prime numbers Use knowledge of the order of 	
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						<p>such as n objects are connected to m objects</p>	<p>appropriately for the context</p> <ul style="list-style-type: none"> • Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 • Recognise and use square numbers and cube numbers, and the notation for squared (²) and cubed (³) • Solve problems involving multiplication and division, including using their knowledge of factors and multiples, squares and cubes • Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign • Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates 	<p>operations to carry out calculations involving the four operations</p> <ul style="list-style-type: none"> • Solve problems involving multiplication and division • Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy 	
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Fractions	=	<ul style="list-style-type: none"> Share a group of objects equally 	<ul style="list-style-type: none"> Recognise, find and name a half as one of two equal parts of an object, shape or quantity Recognise, find and name a quarter as one of four equal parts, part of an object, shape or quantity 	<ul style="list-style-type: none"> Recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$, and $\frac{3}{4}$ of a length, shape, set of objects or quantity Write simple fractions, e.g. $\frac{1}{2}$ of 6 = 3, and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ 	<ul style="list-style-type: none"> Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators Recognise and use fractions as numbers: unit fractions and on-unit fractions with small denominators Recognise and show, using diagrams, equivalent fractions with small denominators Add and subtract fractions with the same denominator within one whole Compare and order unit fractions, and fractions with 	<ul style="list-style-type: none"> Recognise and show, using diagrams, families of common equivalent fractions Count up and down in hundredths Recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number Add and subtract fractions with the same denominator Recognise and write decimal equivalents of any number of tenths or hundredths Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ Find the effect of dividing a 	<ul style="list-style-type: none"> Compare and order fractions whose denominators are all multiples of the same number Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number Add and subtract fractions with the same denominator, and denominators that are multiples of the same number Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams Read and write decimal 	<ul style="list-style-type: none"> Use common to simplify fractions; use common multiples to express fractions in the same denomination Compare and order fractions, including fractions > 1 Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form Divide proper fractions by whole numbers Associate a fraction with division and calculate decimal fraction equivalents for a simple fraction e.g. $0.375 = \frac{3}{8}$ Identify the value of each digit in numbers given to 3 decimal places and multiply and

					<ul style="list-style-type: none"> the same denominators Solve problems that involve all of the above 	<p>one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths & hundredths</p> <ul style="list-style-type: none"> Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of decimal places up to two decimal places Solve simple measure and money problems involving fractions and decimals to two decimal places 	<p>numbers as fractions</p> <ul style="list-style-type: none"> Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents Round decimals with 2 decimal places to the nearest whole number and to 1 decimal place Read, write, order and compare numbers with up to 3 decimal places Solve problems involving number up to 3 decimal places Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per 100' Write percentages as a fraction with denominator 100 and as a decimal form Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those 	<p>divide numbers by 10, 100 and 1000 giving answers up to 3 decimal places</p> <ul style="list-style-type: none"> Multiply one-digit numbers with up to 2 decimal places by whole numbers Use written division methods in cases where the answer has up to 2 decimal places Solve problems which require answers to be rounded to a specific degree of accuracy Recall and use equivalences between simple fractions, decimals and percentages, including in different context 	
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							fractions with a denominator of a multiple of 10 or 25		
Ratio & Proportion	=	=	=	=	=	=	=	<ul style="list-style-type: none"> Solve problems involving the relative sizes of 2 quantities where missing values can be found by using integer multiplication and division facts Solve problems involving the calculation of percentages (for example, of measures and such as 15% of 360) and the use of percentages for comparison Solve problems involving similar shapes where the scale factor is known or can be found Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples 	•
Algebra	=	=	==	==	==	==	==	<ul style="list-style-type: none"> Use simple formulae Generate and describe linear number sequences Express missing number 	•

								<p>problems algebraically</p> <ul style="list-style-type: none"> Find pairs of numbers that satisfy an equation with 2 unknowns Enumerate possibilities of combinations of 2 variables 	
Measurement	<ul style="list-style-type: none"> Compare two or three objects relating to size, length, weight or quantity Begin to compare quantities using non-standard vocabulary in play Describe a sequence of events with adult support 	<ul style="list-style-type: none"> Compare length, weight and capacity saying when one is bigger, smaller, the same etc. Describe a sequence of events 	<ul style="list-style-type: none"> Compare, describe and solve practical problems for <ul style="list-style-type: none"> length and height mass/weight capacity and volume time Measure and begin to record <ul style="list-style-type: none"> lengths and heights mass/weight capacity and volume time (hours, minutes, seconds) Recognise and know the value of different denominations of coins and notes Sequence events in chronological order using appropriate language Recognise and use language relating to dates, including days of the week, weeks, months and years 	<ul style="list-style-type: none"> Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}$C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels Compare and order lengths, mass, volume/capacity and record the results using $<$, $>$ and $=$ Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value Find different amounts of coins that equal 	<ul style="list-style-type: none"> Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) Measure the perimeter of simple 2-D shapes Add and subtract amounts of money to give change, using both £ and p in practical contexts Tell and write the time from an analogue clock including using Roman numerals from I to XII, and 12-hour and 24-hour clocks Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, 	<ul style="list-style-type: none"> Convert between different units of measure e.g. kilometre to metre; hour to minute Measure and calculate the perimeter or a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares Estimate, compare and calculate different measures, including money in pounds and pence Read, write and convert time between analogue and digital 12- and 24-hour clocks Solve problems involving 	<ul style="list-style-type: none"> Convert between different units of metric measure e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millimetre Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres Calculate and compare the area of rectangles (including 	<ul style="list-style-type: none"> Solve problems involving the calculation and conversion of measure, using decimal notation up to 3 decimal places where appropriate Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation up to 3 decimal places Convert between miles and kilometres Recognise that shapes with the same areas can have different perimeters and vice versa Recognise when it is 	

			<ul style="list-style-type: none"> Tell the time to the hour and half past the hour and draw hands on the clock face to show these times 	<p>the same amount of money</p> <ul style="list-style-type: none"> Solve simple problems in a practical context involving addition and subtraction of money in the same unit, including giving change Compare and sequence intervals of time Tell and write the time to 5 minutes in an hour and the number of hours in a day Know the number of minutes in an hour and the number of hours in a day 	<p>minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight</p> <ul style="list-style-type: none"> Know the number of seconds in a minute and the number of days in each month, year and leap year Compare durations of events 	<p>converting from hours to minutes; minutes to seconds; years to months; weeks to days</p>	<p>squares), including using standard units, square centimetres (cm²) and square metres (m²), and estimate the area off irregular shapes</p> <ul style="list-style-type: none"> Estimate volume (for example, using 1 cm³ blocks to build cuboids including squares) and capacity (for example, using water) Solve problems involving converting between units of time Use all four operations to solve problems involving measure (for example, length, mass, volume and money) using decimal notation, including scaling 	<p>possible to use formulae for area and volume of shapes</p> <ul style="list-style-type: none"> Calculate the area of parallelograms and triangles Calculate estimate and compare the volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units (for example, mm³ and km³) 	
Geometry	<ul style="list-style-type: none"> Follow and use simple positional language Continue or make up a simple sequence or pattern (ABAB) 	<ul style="list-style-type: none"> Recognise and name 2D shapes Name a pattern e.g. ABAB Identify errors in a simple pattern Compose and decompose 	<ul style="list-style-type: none"> Recognise and name common 3D shapes, including cuboids, cubes, pyramids and spheres Describe position, direction and 	<ul style="list-style-type: none"> Identify and describe the properties of 2D shapes, including the number of sides and line of symmetry in a vertical line 	<ul style="list-style-type: none"> Draw 2D shapes to make 3D shapes using modelling materials; recognise 3D shapes in different orientations 	<ul style="list-style-type: none"> Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes 	<ul style="list-style-type: none"> Identify 3-D shapes, including cubes and other cuboids, from 2-D representations Know angles are measured in degrees; 	<ul style="list-style-type: none"> Draw 2D shapes using given dimensions and angles Recognise, describe and build simple 3D shapes, 	<ul style="list-style-type: none">

	<ul style="list-style-type: none"> Recognise mistakes in simple ABA patterns Combine shapes to make a new one Recognise and name simple 2D shapes e.g. square, triangle, circle Build with 3D shapes 	<ul style="list-style-type: none"> shapes through play and art Select, rotate and manipulate shapes 	<p>movement including whole, half, quarter and 3 quarter turns</p>	<ul style="list-style-type: none"> Identify and describe the properties of 2D shapes, including the number of edges, vertices and faces Identify 2D shapes on the surface of 3D shapes (for example, a circle on a cylinder and a triangle on a pyramid) Compare and sort common 2D and 3D shapes and everyday objects Order and arrange combination of mathematical objects in patterns and sequences Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and 3 quarter 	<p>and describe them</p> <ul style="list-style-type: none"> Recognise angles as a property of a shape or a description of a turn Identify right angles, recognise that 2 right angles make a half-turn, 3 make three quarters of a turn and 4 a complete turn; identify whether angles are greater than or less than a right angle Identify horizontal and vertical lines and pairs of perpendicular and parallel lines 	<ul style="list-style-type: none"> Identify acute and obtuse angles and compare and order angles up to 2 right angles by size Identify lines of symmetry in 2D shapes presented in different orientations Complete a simple symmetric figure with respect to a specific line of symmetry Describe positions on a 2-D grid as coordinates in the first quadrant Describe movements between positions as translations of a given unit to the left/right and up/down Plot specified points and draw sides to complete a given polygon 	<p>estimate and compare acute, obtuse and reflex angles</p> <ul style="list-style-type: none"> Draw given angles, and measure them in degrees ($^{\circ}$) Identify <ul style="list-style-type: none"> angles at a point and 1 whole turn (total 360°) angles at a point on a straight line and half a turn (total 180°) other multiples of 90° Use the properties of rectangles to deduce related facts and find missing lengths and angles Distinguish between regular and irregular polygons based on reasoning about equal sides and angles Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed 	<p>including making nets</p> <ul style="list-style-type: none"> Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons Illustrate and name parts of circles, including radius, diameter and circumference, and know that the diameter is twice the radius Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles Describe positions on the full coordinate grid (all 4 quadrants) Draw and translate simple shapes on the coordinate plane, and reflect them in the axes 	
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				turns (clockwise and anti-clockwise)					
Statistics	=	=	=	<ul style="list-style-type: none"> Interpret & construct simple pictograms, tally charts, block diagrams & simple tables Ask & answer simple questions by counting the number of objects in each category & sorting the categories by quantity Ask & answer questions about totalling and comparing categorical data 	<ul style="list-style-type: none"> Interpret & present data using bar charts, pictograms and tables Solve one-step & two-step questions using information presented in scaled bar charts, pictograms and tables 	<ul style="list-style-type: none"> Interpret & present discrete and continuous data using appropriate graphical methods, including bar charts & time graphs Solve comparison, sum & difference problems using information presented in bar charts, pictograms tables & other graphs 	<ul style="list-style-type: none"> Solve comparison, sum & difference problems using information presented in a line graph Complete, read & interpret information in tables, including timetables 	<ul style="list-style-type: none"> Interpret and construct pie charts and line graphs, & use these to solve problems Calculate and interpret the mean as an average 	<ul style="list-style-type: none">