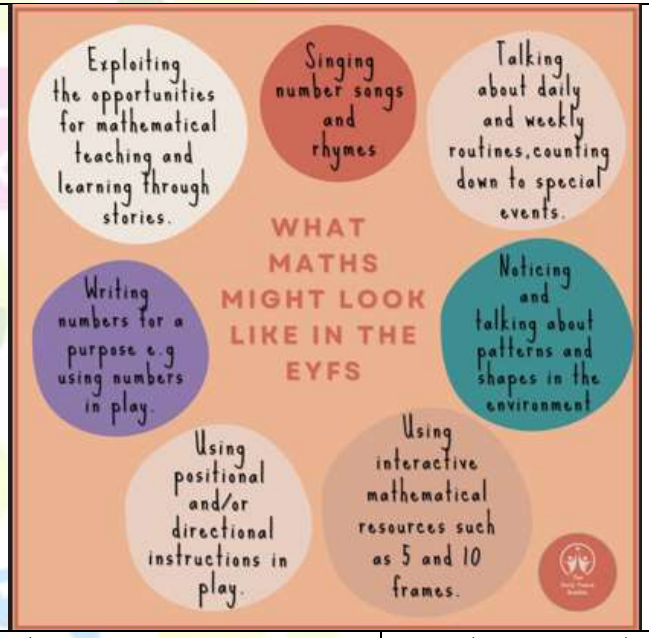
Maths - Progression Map

EYFS Overview

In the EYFS we use a maths mastery approach to ensure children develop a strong grounding in number and have the building blocks necessary to excel mathematically. Children develop a deep understanding of the numbers to 10, the relationships between them and the patterns within those numbers. This gives them an excellent base understanding of the entire number system. By providing frequent and varied opportunities to build and apply this understanding both in maths teaching sessions and within continuous provision, children will develop a secure base of knowledge and vocabulary from which mastery of mathematics is built. Children work in pairs with manipulatives to solve problems and this ensures that there is lots of discussion, use of key vocabulary and the stem sentence. We use the principles of the 4 Cs (counting, cardinality, composition and comparison) to ensure children build a deep knowledge of number. In addition, it is important that the curriculum includes rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures.



	Key vocabulary	Numerical Pattern and Number	Shape, Space and Measure
F1	Numeral, subotise, pattern, sort, more than, fewer than, big, small, heavy, light, long, short, tall, small, full, empty first, then, next, Positional and prepositional language such as: under, on top, behind, in front of 2D shapes, straight, curved, circle, square, rectangle, triangle 3D shapes, cuboid, sphere, cone Informal mathematical language to describe shape and pattern (ie: pointy, spotty, flat) Numbers to 5 and beyond	Matching pairs and patterns, create and extend ABAB patterns Sorting objects using a set criteria (ie: colour) Use the counting principle of 1:1 correspondence. (say one number name for each item) Use the counting principle of cardinality (last number reached tells us the total) Subitise (using dice/ fingers) Use the counting principle of the conservation of number (Number doesn't change if objects move) Use the counting principle- abstract principle (anything can be counted, even things we can hear or cannot move) Explore and understand the numbers up to 5 through songs, stories and real life contexts including problem solving Link numerals and amounts up to 5 Recite numbers past 5	Compare size compare quantities Talk and sort daily routines Compare capacity Compare weight Compare height and length Understand position Explore 2D and 3D shapes Combine shapes to make new ones

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F2	Numeral, subotise, sort, pattern, repeating, more, less, the same, forwards, backwards, double, half, odd, even, tall, short, long, big, small, heavy, light, full, empty, Numbers beyond 20, altogether, record, tally, representation, zero, teen 3D shape, 2D shape, circle, triangle, square, rectangle, pentagon, hexagon, prism, sphere, cube, cuboid, cone, pyramid, straight, curved, side, corner, face, flat,	Matching and sorting into set criterial and rules Count objects, actions and sounds Use the counting principle of 1:1 correspondence. (say one number name for each item) Use the counting principle of cardinality (last number reached tells us the total) Continue, copy and create repeating patterns **Explore and build a deep understanding of all numbers up to 10 using the principles of the 4 Cs** Recognise the pattern of the counting system Know 1 more than a number Know 1 less than a number Know a double Automatically recall number bonds to 10 Know odd and even numbers Add the right amount- altogether Record using mathematical marks	Compare length, weight and capacity Talk about time in relation to the routines of the day Understand position Explore and know 2D and 3D shapes and the language needed to describe them Select, rotate and manipulate shapes Compose and decompose shapes to recognize a shape can have other shapes within it.

		KS1		KS2			
		Year 1	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year**
Number and Place Value	**Counting**	Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number Count, read and write numbers to 100 in numerals. Count in multiples of twos, fives and tens Given a number, identify one more and one less	Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	Count from 0 in multiples of 4, 8, 50 and 100 Find 10 or 100 more or less than a given number	Count in multiples of 6, 7, 9, 25 and 1000 Count backwards through zero to include negative numbers Find 1000 more or less than a given number	Interpret negative numbers in context Count forwards and backwards with positive and negative numbers including through zero Count forward and backwards in steps of powers of 10 for any given number to 100,000	Use negative numbers in context and calculate intervals across zero

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	Comparing Numbers	Using a number find one more and one less	Compare and order numbers from 0 up to 100; use < >and = signs	Compare and order numbers up to 1000	Order and compare numbers beyond 1000 Compare numbers with the same number of decimal places up to two decimal places	Order and compare numbers to at least 1 000 000 and determine the value of each digit	Order and compare numbers up to 10 000 000 and determine the value of each digit
	Identifying, representing and estimating numbers	Identify and represent numbers using objects and pictorial representations including the number line.	Identify, represent and estimate numbers using different representations including the number line	Identify, represent and estimate numbers using different representations	Identify, represent and estimate numbers using different representations		
	Reading and writing numbers (Including Roman numerals)	Read and write numbers from 1-20 in numerals and words	Read and write numerals to at least 100 in numerals and words	Read and write numbers up to 1000 in numerals and words.	Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of zero and place value	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 recognize years written in Roman numerals.	Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit.
	Understanding place value		Recognise place value of each digit in a two digit number	Recognise the place value of each digit in a three digit number	Recognise the place value of each digit in a four digit number	Read, write, order and compare numbers to at least 1,000,000 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.
	Rounding				Round any number to the nearest 10,100 or 1000	Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000	Round any whole number to a required degree of accuracy

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	Problem solving	Solve simple problems using a range of manipulatives being able to make it, draw it and explain the pattern	Use place value and number facts to solve problems	Solve number problems involving these ideas.	Solve number and practical problems that involve all of the above and with increasingly large positive numbers	Solve number problems and practical problems that involve all of the above	Solve number and practical problems that involve all of the above.
Vocabulary		Numeral Twenty one…one hundred None Count in twos, fives, tens Forwards/ Backwards Equivalent to More than/ Less than Most/ Least Odd/ Even Ten more /Ten less First…twentieth Half way Above/ Below Estimate/Estimation Close to Number line Partition/ Recombine	Sequence Continue Rule Step counting Greater than Less than Place holder Place value Count in threes Represents	One hundred…one thousand Count in fours, eights, fifties and hundreds 100 more 100 less Three digit number Quantity	Thousands Count in sixes, sevens, nines, twenty fives and thousands 1000 more 1000 less Four digit number Round Rounding Nearest 10,100,1000 Negative Roman numerals	Ten thousand Hundred thousand Millions Roman numerals to 1000 Linear sequence Nearest 10,000 Nearest 100,000	Ten millions Intervals
Addition and Subtraction	**Number bonds**	Represent number bonds and related subtraction facts within 20	Recall and use addition and subtraction facts to 20 fluently and derive and use related facts up to 100.				
	Mental calculations	Memorise and reason with number bonds to 10 and 20	Add and subtract • 2digit and ones • Two digit and tens • 2 two-digit numbers • 3 one digit numbers Applying increasing knowledge to mental methods	Add and subtract mentally • 3digit and ones • 3 digit and tens • 3-digit number and hundreds	Continue to practice mental methods with increasingly large numbers to aid fluency	Add and subtract numbers mentally with more than four digits	

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	Written methods	Read, write and interpret statements using + - and = Add and subtract one-digit and two-digit numbers to 20	Apply increasing knowledge to written methods Use concrete objects and pictorial representations to add and subtract • Two digit and ones • Two digit and tens • 2 two-digit numbers • 3 one digit numbers Non statutory: recording addition and subtraction in columns supports place value and prepares for formal written methods with larger numbers.	Add and subtract numbers with up to 3 digits using formal methods of columns	Add and subtract numbers with up to 4 digits using formal written methods in columns	Add and subtract whole numbers mentally with more than four digits using formal written methods	
	Inverse operations, estimating and rounding	Number bonds to 20	Show that addition can be done in any order and subtraction cannot Recognize inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	Estimate answers and use inverse calculations to check	Estimate and use inverse operations to check answers	Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	Use estimation to check answers to calculations and determine in the context of a problem and appropriate degree of accuracy
	Problem solving	Solve one step problems with + and – using concrete objects or pictorial representations. Missing number problems 7=[]-9	Solve problems using concrete objects and pictorial representations – numbers, quantities and measures	Missing number, use number facts, place value and more complex addition and subtraction	Solve addition and subtraction two step problems in contexts deciding which operations and methods to use and why	Solve addition and subtraction multi step problems in contexts, deciding which operations to use and why	Solve problems in addition and subtraction Solve addition and subtraction multi step problems in contexts deciding which operations and methods to use and why.
Vocabulary		Addition Subtraction	Inverse Exchange	One hundred more One hundred less	Which operation? Two step problem	Multi step problem	Order of operation BODMAS

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		Ten more Sum Equals Is the same as Missing number Number bond Altogether	Any order Mental method Calculate	Column addition Column subtraction Number line			
Multiplication	**Multiplication and division facts**	Count in multiples of 2s, 5s and 10s.	Recall and use x and ÷ facts for 2, 5 and 10 times tables including recognizing odd and even numbers.	Recall and use multiplication and division facts for 3, 4 and 8 times tables	Recall x and ÷ facts for tables up to 12 x 12		

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	Mental calculations		Use 2, 5, 10 multiplication and division facts	Calculate mathematical statements for x and ÷ for the tables they know, including 2 digit x 1 digit	Use place value and facts to multiply and divide mentally, including multiplying by 0 and 1, dividing by 1 and multiplying 3 numbers together Recognise and use factor pairs and commutativity in mental calculations	Recall prime numbers to 19 Multiply and divide numbers mentally drawing upon known facts	Perform mental calculations including with mixed operations and large numbers
	Written calculations		Calculate statements for multiplication and division and write them using x ÷ and = signs Show that multiplication of two numbers can be done in any order and division of one number by another cannot. Show multiplication can be done in any order and division cannot	Write and calculate mathematical statements for x and ÷ for the tables they know including for 2 digit x 1 digit progressing to formal written methods	Multiply 2 and 3 digit numbers by a 1 digit number using formal written layout	Multiply numbers up to four digits by a one digit number using a formal written method, including long multiplication for two digit numbers. Divide numbers up to four digits by a one digit number using formal written method of short division and interpret remainders appropriately for the context	Multiply multi digit numbers up to 4 digits by a two digit whole number using the formal written method of long multiplication Divide numbers up to four 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 Divide numbers up to four digits by a two digit whole number using the formal written method of short division

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	Properties of numbers		Relate 10 times table to place value			Identify multiples and factors including common factors Know and use the vocabulary of prime numbers, prime factors and composite numbers Identify prime numbers to 100 Recognise and use square and cube numbers and the correct notations	Identify common factors, multiples and prime numbers
	Inverse operations, estimating and checking						Use estimation to check answers to calculations and determine in the context of a problem, an appropriate degree of accuracy. Use their knowledge of the order of operations to carry out calculations involving the four operations

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	Problem solving	One step problems with x and ÷ using concrete objects, pictures and arrays	Solve problems with x and ÷ using materials, arrays, repeated addition, mental methods, facts Relate 5 times table to telling the time	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.	Solve problems involving multiplying and adding, including using the distributive law to multiply two digit number by one digit, integer scaling problems and harder correspondence problems	Solve problems involving multiplication and division using their knowledge of factors, multiples, squares and cubes Solve problems involving addition, subtraction, multiplication and division and a combination of these Solve problems involving multiplication and division, including scaling by simple fractions and problem involving simple rates	Solve problems involving multiplication and division
Vocabulary		Count in steps of one, two, five, ten Near double Half /halve	Multiplication Times tables Multiply Multiple Multiplied by Division Dividing Group of Grouping Array	Formal written method Multiple	Which operation…? Derive Derived facts Factor Factor pairs Remainder Distributive law Integer	Composite Prime number Prime factor Common factor Powers Square number Cube number Squared Cubed Long multiplication Short division Interpret	

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Fractions	Counting in fractional steps		Count in fractions to 10 (non-statutory)	Count up and down in tenths	Count up and down in hundredths, recognize that hundredths arise when dividing an object by 100	.	
	Recognizing fractions	Recognize, find and name ½ as one of two equal parts of an object, shape or quantity. Recognize, find and name ¼ as one of two equal parts of an object, shape or quantity.	Recognize, find, name and write fractions ½, 1/3, ¼, 2/4, ¾ of a length, shape, set of objects or quantity	Recognize tenths arise from dividing an object into 10 equal parts and dividing 1 digit numbers by 10 Recognize, find and write fractions of a discrete set of objects, unit fractions and non-unit fractions with small denominators Recognize and use fractions as numbers	Recognize and show, using diagrams, families of common equivalent fractions Recognize that 100ths arise when dividing an object by 100 and dividing 10ths by ten	Recognize mixed numbers and improper fractions and convert between and use mathematical statements such as > 1	

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	Comparing decimals				Recognize and write decimal equivalents to ¼, ½, ¾ Recognise and write decimal equivalents of any number of tenths or hundredths Compare numbers with the same number of decimal places up to 2dp	Read, write, order and compare numbers with up to 3dp.	
	Comparing fractions			Compare and order unit fractions and fractions with the same denominator		Compare and order fractions whose denominators are all multiples of the same number	Compare and order fractions including those larger than 1 Use common factors to simply fractions
	Rounding including decimals				Round decimals with 1dp to the nearest whole number	Round decimals with 2dplaces to the nearest whole number and to one dp	
	Equivalence		2/4 = ½	Recognize and show, using diagrams, equivalent fractions with small denominators	Recognise and write decimal equivalents of any number of tenths and hundredths. Recognise and write decimal equivalents to ¼, ½ and 3/4	Recognize and use thousandths and relate them to tenths, hundreds and decimal equivalents Read and write decimal numbers as fractions Identify, name and write equivalent fractions of a given fraction.	Recall and use equivalences between simple fractions, decimals and percentages

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	Addition and subtraction of fractions			Add and subtract fractions with the same denominator within one whole	Add and subtract fractions with the same denominator	Add and subtract fractions with the same denominator and denominators that are multiples of the same number	Add and subtract fractions with different denominators and mixed numbers
	Multiplication and division of fractions					Multiply proper fractions and mixed numbers by whole numbers	Multiply simple pairs of proper fractions, simplifying the answer Divide proper fractions by whole numbers Associate a fraction with a division and calculate decimal fraction equivalent
	Multiplication and division of decimals				Find the effect of dividing a one or two digit number by 10 and 100 identifying the value of the digits in the answer as ones, tenths and hundredths		Multiply one digit numbers with up to 2dp by whole numbers Use written division methods in cases where the answer has up to 2dp. Identify the value of each digit in numbers to 3dp and multiply and divide by 10, 100 and 1000 giving answers up to 3dp.
	Percentage					Recognize the percent symbol and understand that percent relates to the 'number of parts per hundred' Write percentages as a fraction with denominator 100 and as a decimal	

Maths - Progression Map

	Problem solving	Write simple fractions for example ½ of 6 is 3	Connect fractions to equal sharing and grouping (division)	Solve problems that involve all of the above	Solve problems involving increasingly harder fractions to calculate quantities and fractions to divide quantities. Solve simple measure and money problems involving fractions and decimals to 2dp.	Solve problems which require knowing percentage and decimal equivalents of ½ and ¼ 1/5, 2/5 and 4/5 and those fractions with a denominator of a multiple of 10 or 25. Solve problems involving up to 3dp	Solve problems which require answers to be rounded to specified degrees of accuracy
Vocabulary		Fraction Equal part Equal grouping Equal sharing Quarter Unit fraction Non unit fraction	Third One third Two third Two quarters Three quarters Equivalent Half as much Twice as much	Tenths 10 equal parts Numerator Denominator Fifths Sixths Sevenths Eighths Ninths	Hundredths 100 equal parts Decimal equivalent One decimal place Two decimal place	Thousandths Mixed numbers Improper fractions Three decimal places Percent Percentage Percentage equivalent	Long division Common multiples Order of operations Simplify
Measurement	**Comparing and estimating**	Compare lengths & heights, mass & weight, capacity and volume using descriptive language	Compare and order lengths, mass and volume using < > = Choose and use standard units to estimate length and height, mass, temperature and capacity	Compare lengths, mass and capacity	Convert between different units of measure. Estimate and compare different measures	Convert between different units of metric measure Understand and use approximate equivalences between metric units and common imperial units Estimate volume and capacity	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 Convert between miles and km

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	Measuring and calculating	Measure and begin to record lengths and heights, mass and weight, capacity and volume Become familiar with standard measures by beginning to use measuring equipment – ruler, scales, containers	Choose and use standard units to measure length and height, mass, temperature and capacity	Measure length, mass and capacity Measure perimeter of simple 2d shapes Add and subtract lengths, mass and capacity	Measure and calculate the perimeter of a rectilinear figure Find the area of rectilinear shapes by counting squares	Measure and calculate the perimeter of composite rectilinear shapes in cm and m Calculate and compare the area of rectangles and estimate the area of irregular shapes. Use all four operations to solve problems involving measure using decimal notation.	Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3dp Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles Calculate, estimate and compare volume of cubes and cuboids using standard units Recognize that shapes with the same area can have different perimeters and vice versa

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	Telling the time	Compare and describe lengths of time Record time as hours, minutes, seconds Sequence events in chronological order Recognise and use language relating to dates – days of the week, weeks, months and years Tell the time to the hour and half past. Draw hands on a clock face to show the hour and half past	Compare and sequence intervals of time Tell and write the time to 5 minutes including quarter past/to the hour and draw the hands on a clock face to show these times Know the number of minutes in an hour and hours in a day	Tell time using analogue clock Analogue clocks with Roman numerals 12 hour and 24 hour clocks Estimate and read time with increasing accuracy to the nearest minute Record and compare time in seconds, minutes and hours Use vocabulary such as o'clock, morning, afternoon, am, pm etc. Know the number of seconds in a minute and the number of days in each month, year and a leap year. Compare durations of events	Read, write and convert time between analogue and digital, 12 and 24 hour clocks Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days	Solve problems involving converting between units of time	

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	Money	Recognise and know the value of different coins and notes	Recognise and use symbols for £ and p Combine amounts to make a given value Find different combinations of coins that equal the same amounts of money Solve simple problems in a practical context with + and – of the same unit, including giving change		Estimate, compare and calculate different measures, including money in pounds and pence.		
Vocabulary		January – December Hour Minute Second Older Newer Clock O'clock Half past Birthday Watch Hour hand Minute hand Past/ To Faster Quicker Slower Early Late Weigh/ weight	Quarter past Quarter to Half past Clockwise Anti-clockwise 5 minute intervals Gram Kilogram Height Width Meter Centimeter Ruler Liter Milliliter Degrees Celsius Price Cost Amount	Millimeter Perimeter Am Pm Duration Noon Midnight Analogue clock Digital clock Duration 24 hour clock	Convert Conversion Rectilinear Area Kilometer dimensions	Cm2 Cm3 M2 M3 Metric Imperial Inch Foot Yard Mile Pound Pint	Mm3 Km3

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		Balance Scales Distance Measure Volume Half full Note Pound	Change				
Geometry	Position, direction and movement	Describe position, direction and movement, including whole, half, quarter and three quarter turns	Use mathematical vocab 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 three quarter turns (Clockwise and anticlockwise)		Describe positions on a 2D grid as coordinates in the first quadrant Describe movements between positions as translations of a given unit to the left/right and up/down.	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.	Describe positions on the full coordinates grid Draw and translate simple shapes on the coordinate plane, and reflect them in the axes
	Pattern		Order and arrange mathematical objects in patterns and sequences				

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	Identifying shapes and their properties	Recognise and name 2d and 3d shapes in different orientations and sizes	Identify and describe properties of 2d shapes – number of sides, vertices and lines of symmetry in a vertical line Identify and describe properties of 3d shapes – edges, vertices, faces Identify 2d shapes on the surface of 3d shapes	Recognize 3d shapes in different orientations and describe them Identify horizontal and vertical lines and parallel and perpendicular lines Symmetrical and non-symmetrical polygons and polyhedra	Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify lines of symmetry in 2D shapes presented in different orientations.	Identify 3D shapes, including cubes and cuboids from 2D representations. Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Use the properties of rectangles to deduce related facts and find missing lengths and angles.	Illustrate and name parts of a circle, including radius, diameter and circumference and know that the diameter is twice the radius
	Drawing and constructing		Draw lines and shapes using a straight edge (non-statutory)	Draw 2d shapes and Make 3d shapes using modelling materials	Complete a simple symmetric figure with respect to a specific line of symmetry Plot specified points and draw sides to complete a given polygon.		Draw 2D shapes using given dimensions and angles Recognise, describe and build simple 3D shapes including making nets
	Comparing and classifying	Know that rectangles, triangles, cuboids and pyramids are not always similar to each other	Compare and sort common 2d and 3d shapes and everyday objects				Compare and classify geometric shapes based on their properties

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	Angles		Introduce right angles (for turns)	Recognise angles as a description of a shape or a description of a turn Identify right angles 2 right angles = a half turn 3 right angles = ¾ turn 4 right angles = whole turn Identify whether angles are greater or less than a right angle.	Identify acute and obtuse angles and compare and order angles up to two right angles by size.	Know angles are measured in degrees Estimate and compare acute, obtuse and reflex angles Draw given angles and measure them in degrees Identify angles at a point and one whole turn are 360 degrees Identify angles at a point on a straight line are 180 degrees	Recognise angles where they meet at a point, are on a straight line or are vertically opposite and find missing angles. Find unknown angles in triangles, quadrilaterals and regular polygons
Vocabulary		Rectangle Square Circle Triangle Cuboid Cube Pyramid Sphere Left and right Whole turn Half turn Quarter turn Three quarter turn Between	Vertices Edges Faces Symmetry Straight Curved Rotate rotation	Orientation Degree Right angle Parallel Perpendicular Horizontal Vertical Quadrilateral	Classify Polygon Pentagon Hexagon Heptagon Octagon Nonagon Decagon Polyhedron Acute Obtuse Isosceles Regular Irregular Reflex Coordinates Quadrant Plot Grid Translate	Horizontal Reflex Point Reflection X axis Y axis	Area of a parallelogram Dissect Net Radius Diameter Circumference Complementary angles

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					Translation Axis Scale		
Statistics	**Representing, constructing and presenting data**		Interpret and construct simple pictograms, tally charts, block diagrams and simple tables	Interpret and present data using bar charts, pictograms and tables	Interpret and present discrete and continuous data using appropriate graphical models, including bar charts and time graphs	Complete, read and interpret information in tables including timetables	Interpret and construct pie charts and line graphs and use these to solve problems
	Solving problems		Ask and answer simple questions by counting the number of objects in each category and sorting by quantity Ask and answer questions about totaling and comparing categorical data	Solve one and two step questions	Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	Solve comparison, sum and difference problems using information presented in a line graph	Calculate and interpret the mean as an average
Vocabulary			Pictogram Tally chart Block diagram Table Data Category	Interpret Scale Bar chart	Label Graph Discrete data Continuous data		Pie chart Mean Average Data set
Algebra	**Equations**						Express missing number problems algebraically Find pairs of numbers that satisfy an equation with two unknowns Enumerate possibilities of combinations of two variables.

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	formulae						Use simple formulae
	Sequence						Generate and describe linear number sequences
Vocabulary							Symbol Letter Formula Sequence Algebraic Equation Unknown Variable Constant Generalize
Ratio and Proportion							Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts Solve problems involving the calculation of percentages 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

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Vocabulary						Relative size Scale factor Proportion Ratio

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