



Coleridge Primary School Progression of language in Maths

The tables show the progression of language across each curriculum area. The language is built over time and each year group only shows the new vocabulary in that year group. So previous year group language should be used as language builds over time.

The glossary at the bottom of the document gives definitions which should be used across school so that these are used consistently. The words highlighted in red are those that are described.

Areas of National Curriculum covered

- Number and Place Value
- Addition/Subtraction and estimation
- Multiplication and Division
- Fractions, Decimals and percentages (inc. ratio and algebra in Year 6)
- Measurements
- Statistics
- General

Maths Progression of Language

	Foundation	Y1	Y2	Y3	Y4	Y5	Y6
Number and Place Value	<ul style="list-style-type: none"> •zero •number •one, two, three ... to twenty and beyond teens numbers, eleven, twelve ... twenty •none •How many ...? •count, count (up) to, count on (from, to), count back (from, to) •count in ones, twos, fives, tens •is the same as •more, less •odd, even •few •pattern •pair •ones •tens •digit •the same number as, as many as more, larger, bigger, greater fewer, smaller, less fewest, smallest, least most, biggest, largest, greatest one more, ten more one less, ten less 	<ul style="list-style-type: none"> •Numeral •twenty-one, twenty-two ... one hundred •forwards backwards •equal to equivalent to •most, least many •multiple of.. •equal to •half-way •between •above •below 	<ul style="list-style-type: none"> •two hundred ... one thousand •Count in threes, fours and so on •tally •sequence •continue •predict •rule •>greater than •<less than •hundreds •one, two or three digit number •place value •represents •exchange •twenty-first... 	<ul style="list-style-type: none"> •count in eights, fifties and so on to hundreds •factor of •relationship •Roman numerals •one hundred more •one hundred less 	<ul style="list-style-type: none"> •ten thousand, hundred thousand, million •Count in sixes, sevens, nines, twenty-fives •Consecutive •integer •positive •negative •above/below zero •one thousand more •one thousand less 	<ul style="list-style-type: none"> • factor pair • Formula •divisibility •square number •prime number •composite number •ascending/ •descending order 	<ul style="list-style-type: none"> •prime factor •digit total

	<ul style="list-style-type: none">•compare•order•size f•First, second, third... twentieth•last, last but one•before, after•next•between						
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Maths Progression of Language

Addition, subtraction and estimating	Foundation	Y1	Y2	Y3	Y4	Y5	Y6
	<ul style="list-style-type: none"> •add, more, and make, sum, total altogether •double •one more, two more ... ten more • How many more to make ...? •How many more is ... than ...? •How much more is ...? • take away •How many are left/left over? •How many have gone? •one less, two less, ten less ... • How many fewer is ... than ...? How much less is ...? difference between •guess •estimate •nearly •close to •about the same as •just over, just under, too many, too few, enough and not enough. 	<ul style="list-style-type: none"> •addition •near double •half, halve •subtract •equals •is the same as •number bonds/pairs •missing numbers •roughly 	<ul style="list-style-type: none"> • one hundred more... •one hundred less ... •facts •tens boundary •exact •exactly 	<ul style="list-style-type: none"> • hundreds boundary •approximate •approximately •round, nearest, round to the nearest ten, hundred •round up, round down. 	<ul style="list-style-type: none"> •inverse •thousand 	<ul style="list-style-type: none"> •inverse • ten thousand •ones boundary •tenths boundary 	

Maths Progression of Language

Multiplication and Division

Foundation	Y1	Y2	Y3	Y4	Y5	Y6
<ul style="list-style-type: none"> •sharing •doubling •halving •number patterns 	<ul style="list-style-type: none"> • multiplication •multiply •multiplied by •multiple •division •dividing •grouping •array 	<ul style="list-style-type: none"> • groups of •times •once, twice, three times.. ten times •repeated addition •divide, divided by, divided into •share, share equally, left, left over •one each, two each, three each...ten each •groups in pairs, threes...tens •equal groups of •row, column •multiplication table •multiplication fact •division fact 	<ul style="list-style-type: none"> • factor •product •remainder 	<ul style="list-style-type: none"> • inverse 	<ul style="list-style-type: none"> • square •squared •cube •cubed 	

Maths Progression of Language							
Fractions, decimals and percentages	Foundation	Y1	Y2	Y3	Y4	Y5	Y6
	<ul style="list-style-type: none"> • parts of a whole • half • quarter 	<ul style="list-style-type: none"> • fraction • equal part • equal grouping • one of two equal parts • one of four equal parts 	<ul style="list-style-type: none"> • equivalent fraction • numerator • denominator • two halves • two quarters • three quarters • one third, two thirds • one of three equal parts 	<ul style="list-style-type: none"> • sixths, sevenths, eighths, tenths • unit/non-unit fraction • mixed number 	<ul style="list-style-type: none"> • hundredths • decimal, decimal fraction, decimal point, decimal place, decimal equivalent • proportion 	<ul style="list-style-type: none"> • proper/improper fraction • reduced to • cancel • thousandths • in every • for every • percentage • per cent • % 	<ul style="list-style-type: none"> • ratio <p><i>Algebra</i></p> <ul style="list-style-type: none"> • formula, formulae • equation • unknown • variable

Maths Progression of language

Measurement	Foundation	Y1	Y2	Y3	Y4	Y5	Y6
	<ul style="list-style-type: none"> •measure •size •compare •guess, estimate •enough, not enough •too much, too little •too many, too few •nearly, close to, about the same as •just over, just under <p style="text-align: center;"><u>Length</u></p> <ul style="list-style-type: none"> •metre •length, height, width, depth •long, short, tall •high, low •wide, narrow •thick, thin •longer, shorter, taller, higher ... and so on •longest, shortest, tallest, highest ... and so •on •far, near, close <p style="text-align: center;"><u>Weight</u></p>	<ul style="list-style-type: none"> •measurement •roughly <p style="text-align: center;"><u>Length</u></p> <ul style="list-style-type: none"> •centimetre •ruler •metre stick <p style="text-align: center;"><u>Weight</u></p> <ul style="list-style-type: none"> •kilogram •half kilogram <p style="text-align: center;"><u>Capacity and volume</u></p> <ul style="list-style-type: none"> •litre, half litre •capacity •volume •more than •less than •quarter full <p style="text-align: center;"><u>Time</u></p> <ul style="list-style-type: none"> •months of the year (January, February...) •Seasons: spring, summer, autumn, winter 	<ul style="list-style-type: none"> •measuring scale <p style="text-align: center;"><u>Length</u></p> <ul style="list-style-type: none"> •further, furthest •tape measure <p style="text-align: center;"><u>Weight</u></p> <ul style="list-style-type: none"> •gram <p style="text-align: center;"><u>Capacity and volume</u></p> <ul style="list-style-type: none"> •millimetre •contains <p style="text-align: center;"><u>Temperature</u></p> <ul style="list-style-type: none"> •temperature •degree <p style="text-align: center;"><u>Time</u></p> <ul style="list-style-type: none"> •fortnight •5, 10, 15 minutes past •digital/analogue clock/watch, timer •seconds <p style="text-align: center;"><u>Money</u></p>	<ul style="list-style-type: none"> •division •approximately <p style="text-align: center;"><u>Length</u></p> <ul style="list-style-type: none"> •millimetre •kilometre •mile •distance apart, between, to and from <p style="text-align: center;"><u>Temperature</u></p> <ul style="list-style-type: none"> •Celsius <p style="text-align: center;"><u>Time</u></p> <ul style="list-style-type: none"> •century •calendar •earliest •latest •a.m, p.m •Roman numerals •12 hour clock and 24 hour clock 	<ul style="list-style-type: none"> •unit •standard unit •metric unit <p style="text-align: center;"><u>Length</u></p> <ul style="list-style-type: none"> •edge •area •covers •square centimetre (cm²) <p style="text-align: center;"><u>Weight</u></p> <ul style="list-style-type: none"> •mass: big, bigger, small, smaller •weight: heavy/light, heavier/lighter, heaviest/lightest <p style="text-align: center;"><u>Capacity and volume</u></p> <ul style="list-style-type: none"> •measuring cylinder <p style="text-align: center;"><u>Time</u></p> <ul style="list-style-type: none"> •leap year •millennium •noon •date of birth 	<ul style="list-style-type: none"> •imperial unit <p style="text-align: center;"><u>Length</u></p> <ul style="list-style-type: none"> •square metre (m²) •square millimetre (mm²) <p style="text-align: center;"><u>Capacity and volume</u></p> <ul style="list-style-type: none"> •pint •gallon <p style="text-align: center;"><u>Money</u></p> <ul style="list-style-type: none"> •discount •currency 	<p style="text-align: center;"><u>Length</u></p> <ul style="list-style-type: none"> •yard •foot •feet •inch •inches •circumference <p style="text-align: center;"><u>Weight</u></p> <ul style="list-style-type: none"> •tonne •pound •ounce <p style="text-align: center;"><u>Capacity and volume</u></p> <ul style="list-style-type: none"> •centilitre •cubic centimetres (cm³) •cubic metre (m³) •cubic millimetres (mm³) •cubic kilometres (km³) <p style="text-align: center;"><u>Time</u></p> <ul style="list-style-type: none"> • Greenwich Mean Time,

	<ul style="list-style-type: none"> •weigh, weighs, balances •heavy, light •heavier than, lighter than •heaviest, lightest •scales <p><u>Capacity and volume</u></p> <ul style="list-style-type: none"> •full •empty •half full •holds •container <p><u>Time</u></p> <ul style="list-style-type: none"> •time •days of the week, Monday, Tuesday ... •day, week •birthday, holiday •morning, afternoon, evening, night •bedtime, dinner time, playtime •today, yesterday, tomorrow •before, after •next, last •now, soon, early, late •quick, quicker, quickest, quickly 	<ul style="list-style-type: none"> •weekend, month, year •earlier •later •first •midnight •date •How long ago? •How long will it be to...? •How long will it take to...? •How often? •Always, never, often, sometimes •usually •once, twice •half past, quarter past, quarter to •clock face •hour hand, minute hand •hours •minutes <p><u>Money</u></p> <ul style="list-style-type: none"> •change •costs more •costs less 	<ul style="list-style-type: none"> •bought •sold 		<ul style="list-style-type: none"> •timetable •arrive •depart 		<p>British Summer Time, International Date Line</p>
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	<ul style="list-style-type: none">•slow, slower, slowest, slowly•old, older, oldest•new, newer, newest•takes longer, takes less time•hour, o'clock•clock, watch, hands <p style="text-align: center;"><u>Money</u></p> <ul style="list-style-type: none">•money•coin•penny, pence, pound•price, cost•buy, sell•spend, spent•pay	<ul style="list-style-type: none">•cheaper•costs the same as•How much...?•How many...?•total					
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Maths Progression of Language

Geometry	Foundation	Y1	Y2	Y3	Y4	Y5	Y6
	<p><u>Properties of shape</u></p> <ul style="list-style-type: none"> •shape, pattern •flat •curved, straight •round •hollow, solid •sort •make, build, draw •size •bigger, larger, smaller •symmetrical •pattern, repeating pattern •match <p><u>2D Shapes</u></p> <ul style="list-style-type: none"> •corner, side •rectangle (including square) •circle •triangle <p><u>3-D shape</u></p> <ul style="list-style-type: none"> •face, edge, vertex, vertices •cube •pyramid •sphere •cone 	<p><u>Properties of shape</u></p> <ul style="list-style-type: none"> •symmetry •symmetrical pattern <p><u>2D shape</u></p> <ul style="list-style-type: none"> •point •pointed <p><u>3D shape</u></p> <ul style="list-style-type: none"> •cuboid •cylinder <p><u>Position and Direction</u></p> <ul style="list-style-type: none"> •underneath •centre •journey •quarter turn •three-quarter turn 	<p><u>Properties of shape</u></p> <ul style="list-style-type: none"> •surface •line symmetry <p><u>2D shape</u></p> <ul style="list-style-type: none"> •rectangular •circular •triangular •pentagon •hexagon •octagon <p><u>Position and Direction</u></p> <ul style="list-style-type: none"> •route •higher, lower •clockwise, anticlockwise •right angle •straight line 	<p><u>Properties of shape</u></p> <ul style="list-style-type: none"> •perimeter <p><u>2D shape</u></p> <ul style="list-style-type: none"> •pentagonal •hexagonal •octagonal •quadrilateral •right- angled •parallel •perpendicular •polygon <p><u>3D shape</u></p> <ul style="list-style-type: none"> •prism •polyhedron •triangular prism <p><u>Position and Direction</u></p> <ul style="list-style-type: none"> •acute angle •obtuse angle •angle •compass point •north, south, east, west, N,S,E,W •horizontal •vertical •diagonal 	<p><u>Properties of shape</u></p> <ul style="list-style-type: none"> •line •consturct •sketch •centre •cylindrical •tetrahedron •polyhedron <p><u>2D shape</u></p> <ul style="list-style-type: none"> •2D – two-dimensional •oblong •rectilinear •equilateral triangle, isosceles triangle, scalene triangle •heptagon •parallelogram •rhombus •trapezium •polygon <p><u>3D shape</u></p> <ul style="list-style-type: none"> •3D, three-dimensional •spherical 	<p><u>Properties of shape</u></p> <ul style="list-style-type: none"> •x-axis, y-axis, quadrant •congruent •adjacent •axis of symmetry •reflective symmetry •bisect <p><u>3D shape</u></p> <ul style="list-style-type: none"> •octohedron <p><u>Position and Direction</u></p> <ul style="list-style-type: none"> •coordinate •protractor 	<p><u>Properties of shape</u></p> <ul style="list-style-type: none"> •circumference •radius •diameter •concentric •arc •base •perpendicular height •net (open/closed) •intersecting, intersection plane <p><u>3D shape</u></p> <ul style="list-style-type: none"> •kite <p><u>2D shape</u></p> <ul style="list-style-type: none"> •dodecahedron <p><u>Position and Direction</u></p> <ul style="list-style-type: none"> •reflex angle

	<p><u>Position and Direction</u></p> <ul style="list-style-type: none"> •position •over, under •above, below •top, bottom, side •on, in •outside, inside •around •in front, behind •front, back •beside, next to •opposite •apart •between •middle, edge •corner •direction •left, right •up, down •forwards, backwards, sideways •across •next to, close, near, far along •through •to, from, towards, away form •movement •slide •roll •turn •stretch 			<ul style="list-style-type: none"> •angle...greater/smaller than... 	<p><u>Position and Direction</u></p> <ul style="list-style-type: none"> •North-east, north-west, south-east, south-west, NE, NW, SE, SW •translate •translation •rotate •rotation •degree •reflection •ruler, set square, angle measurer, compass 		
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Maths Progression of Language

Statistics	Foundation	Y1	Y2	Y3	Y4	Y5	Y6
	<ul style="list-style-type: none"> •count, sort •group, set •list 	<ul style="list-style-type: none"> •vote •table 	<ul style="list-style-type: none"> •tally •graph •block graph •pictogram •represent •label •title •most popular, most common •least popular, least common 	<ul style="list-style-type: none"> •chart •bar chart •frequency table •Carroll diagram •Venn diagram •axis •axes •diagram 	<ul style="list-style-type: none"> •survey •questionnaire •data 	<ul style="list-style-type: none"> •database •bar line chart •line graph •maximum/minimum value •outcome 	<ul style="list-style-type: none"> •pie chart •mean •statistics •distribution •discrete •continuous

Maths Progression of Language

General	Foundation	Y1	Y2	Y3	Y4	Y5	Y6
	<ul style="list-style-type: none"> •pattern •puzzle •What could we try next? •How did you work it out? •recognise •describe •draw •compare •sort 	<ul style="list-style-type: none"> •problem solving •mental •mentally •explain your thinking 	<ul style="list-style-type: none"> • Show how you... •explain your method •describe the pattern •describe the rule •investigate •mental calculation •written calculation 	<ul style="list-style-type: none"> •greatest value, least value •statement 	<ul style="list-style-type: none"> •justify •make a statement 	<ul style="list-style-type: none"> • explain your reasoning 	<ul style="list-style-type: none"> •conjecture.

<u>Glossary</u>	
<u>Word</u>	<u>Definition</u>
<u>Number and Place Value</u>	Roman Numerals
	Any of the letters representing numbers in the Roman number system. Seven letters are used in combination to write numbers: I = 1 V = 5 X = 10 L = 50 C = 100 D = 500 M = 1000
	integer
	A negative or positive whole number.
	factor
	A number which will divide exactly into another number.
	factor pair
	A factor pair is a pair of numbers that, when multiplied will result in a given product
	formula
	A mathematical relationship or rule expressed in symbols.
	square number
	The product of a number multiplied by itself. A number whose units can be arranged into a square (e.g. 1,4,9,16,25,36,49,64...)
	prime number
	A number with only two factors, 1 and itself (e.g. 2,3,5,7,11, 13, 17, 19, 23...)
	composite number
	Any number which has more than 2 factors.
	prime factor
	The prime numbers which multiply together to create the original number.

<u>Four Operations</u>	inverse	Inverse operations are opposite operations that undo each other. Addition and subtraction are inverse operations. Multiplication and division are inverse operations.
	squared	A number squared is a number multiplied by itself.
	cube number	The result of using a whole number in a multiplication three times. Example: $3 \times 3 \times 3 = 27$, so 27 is a cube number.
	cubed	A number is cubed if it is multiplied by itself 3 times.
<u>Fractions, Decimals and percentages</u>	numerator	The number above the fractional bar in a fraction which represents the part.
	denominator	The number below the fractional bar in a fraction which represents the whole.
	equivalent fractions	Fractions with different numerators and denominators that represent the same value or proportion of the whole.
	unit fraction	A fraction where the numerator is 1.
	non-unit fraction	A fraction where the numerator is greater than 1.
	mixed number	A whole number and a proper fraction represented together
	improper fraction	A fraction in which the numerator is greater than the denominator
	proper fraction	A fraction that is less than one, with the numerator less than the denominator.
	percentage	A part of a whole expressed in hundredths (out of 100)
	ratio	A statement of how two numbers compare. It is a comparison of the size of one number to the size of another number.
	formulae	Plural of formula.
	equation	An equation is a mathematical statement that two things are equal. It consists of two expressions, one on each side of an 'equals' sign.
	variable	A symbol for a number we don't yet know.
<u>Measurement</u>	Length and width	Length is describing how long something is while width is describing how wide an object is. In geometry, length pertains to the longest side of the rectangle while width is the shorter side.
	perimeter	The distance around the outside of a shape.
	area	The surface covered inside a 3D shape. Measured in square units. The formula used is: $A = l \times w$

	volume	Volume is the amount of space a 3D shape occupies. The formula used is: $A = l \times w \times h$
	imperial	A system of weights and measures originally developed in England. Similar but not always the same as US standard units. Length: inches, feet, yards; Area: square feet, acres; Weight: pounds, ounces; Volume: fluid ounces, gallons
	metric	The metric system is used to measure the length, weight or volume of an object. Length is measured in millimetres (mm), centimetres (cm), metres (m) or kilometres (km). Weight is measured in grams (g) and kilograms (kg). Volume is measured in millilitres (ml) and litres (l).
	Greenwich Mean Time	Greenwich Mean Time or GMT is clock time at the Royal Observatory in Greenwich, London. It is the same all year round and is not affected by Summer Time (Daylight Saving Time) clock changes. When the sun is at its highest point exactly above the Prime Meridian, it is 1200 noon at Greenwich.
	British Summer Time	Time as advanced one hour ahead of Greenwich Mean Time for daylight saving in the UK between March and October.
	International Date Line	The International Date Line is an imaginary line between the most northern and southern points on earth that goes through the Pacific Ocean. The date on the west side of the line is one day earlier than the date on the east side of the line.
<u>Geometry</u>	face	A single flat surface.
	edge	A line segment between faces
	Vertex/vertices	The point at which two or more line segments or two or more edges of a 3D shape meet.
	parallel	Lines with no common points and always the same distance apart.
	perpendicular	A line at right angles to another line or plane.
	Symmetry/symmetrical	Something is symmetrical when it is the same on both sides. A shape has symmetry if a central dividing line (a mirror line) can be drawn on it, to show that both sides of the shape are exactly the same.
	prism	A prism is a polyhedron, with two parallel faces called bases. The other faces are always parallelograms. The prism is named by the shape of its base.
	polyhedron	In geometry, a polyhedron is simply a three-dimensional solid which consists of a collection of polygons, usually joined at their edges.
	polygon	A 2-dimensional shape formed with 3 or more straight lines.
	angle	The number of degrees rotated around a point.

Equilateral triangle	A triangle where all the sides and angles are equal (congruent)
Isosceles Triangle	A triangle which has two equal sides of equal length and two angles of equal size.
Scalene Triangle	A triangle that has three sides of different length and no equal angles.
acute angle	An angle smaller than a right angle, between 0 and 90 degrees.
obtuse angle	An angle between a right angle and a straight line, more than 90 but less than 180 degrees.
co-ordinate	Numbers used to locate a point on a grid.
quadrant	A graph can be divided into four quadrants, or sections, based on those values. The first quadrant is the upper right-hand corner of the graph, the section where both x and y are positive. The second quadrant, in the upper left-hand corner, includes negative values of x and positive values of y. The third quadrant, the lower left-hand corner, includes negative values of both x and y. Finally, the fourth quadrant, the lower right-hand corner, includes positive values of x and negative values of y.
congruent	This describes if angles or shapes are the same.
adjacent	Adjoining (as used to describe lines and angles).
Translate/translation	Translation is a term used in geometry to describe a function that moves an object a certain distance. The object is not altered in any other way
circumference	The distance around a circle.
radius	A straight line from the centre to the circumference of a circle or sphere.
diameter	The distance from one point on a circle through the centre to another point on the circle. It is also the longest distance across the circle. And it is twice the radius.
concentric	Concentric describes something, like circles, that have a common centre.
arc	A part of a curve of the circumference of a circle.
bisect	Divide into two parts.
base	The side of a triangle which is perpendicular to the height. For parallelograms it can be considered as any of the sides.
Perpendicular height	A line segment that is drawn from the vertex to the base at a 90 degree angle.

	net	A geometry net is a 2-dimensional shape that can be folded to form a 3-dimensional shape or a solid. Or a net is a pattern made when the surface of a three-dimensional figure is laid out flat showing each face of the figure. A 3D shape may have a range of different nets.
	Intersecting/intersection	An intersection is a single point where two lines meet or cross each other.
	plane	A plane is a flat, two-dimensional surface that extends infinitely far.
	Reflex angle	Reflex angles are angles measuring greater than 180 degrees and less than 360 degrees.
	tally	A tally chart is used to record data as it is counted. The data is recorded in groups of five to make it easy to find the totals when the count is finished.
	block graph	A type of graph that shows different amounts or numbers as rectangular blocks of different sizes
	pictogram	A pictogram is a chart that uses pictures to represent data. One image may represent more than one of an object.
	bar chart	A bar graph is a chart that uses bars to show comparisons between categories of data. The bars can be either horizontal or vertical.
	Carroll diagram	The Carroll diagram is a four square diagram used to sort objects based on two different characteristics.
	Venn Diagram	A Venn diagram shows the relationship between a group of different things (a set) in a visual way. Using Venn diagrams allows children to sort data into two or three circles which overlap in the middle.
	Line graph	A line graph is used to show data that changes over time. It is plotted on a graph as a series of points joined with straight lines.
	Pie chart	A type of graph in which a circle is divided into sectors that each represent a proportion of the whole.
	mean	The mean is the average of the numbers. It is easy to calculate: add up all the numbers, then divide by how many numbers there are.
	discrete data	Discrete data is information that we collect that can be counted and that only has a certain number of values. We would use bar charts, tally charts, pictograms and pie charts to show this data.
	continuous data	Continuous data is data that changes over time. This can be represented using line graphs.
<u>General</u>	conjecture	An opinion or conclusion formed on the basis of incomplete information.