

Strand	National Curriculum Strand Tracker: taken from Key stage 1 & 2: mathematics test framework					
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number, place value, approximation & estimation / rounding						
N1 Counting (in multiples)	1N1a Count to & across 100, forward & backwards, beginning with 0 or 1, or from any given number	2N1 Count in steps of 2, 3, & 5 from 0, & in tens from any number, forward or backward		4N1 Count in multiples of 6, 7, 9, 25 & 100	5N1 Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000	
	1N1b Count in multiples of twos, fives & tens		3N1b Count from 0 in multiples of 4, 8, 50 & 100			
N2 Read, write, order & compare numbers	1N2a Count, read & write numbers to 100 in numerals	2N2a Read & write numbers to at least 100 in numerals & in words	3N2a Compare & order numbers up to 1000; Read & write numbers to 1000 in numerals & in words	4N2a Order & compare numbers beyond 1000	5N2 Read, write, order & compare numbers to at least 1 000 000	6N2 Read, write, order & compare numbers up to 10 000 000
	1N2b Given a number, identify one more & one less	2N2b Compare & order numbers from 0 up to 100; use <, > & = signs	3N2b Find 10 or 100 more or less than a given number	4N2b Find 1000 more or less than a given number		
	1N2c Read & write numbers from 1 to 20 in numerals & words					
N3 Place value; Roman numerals		2N3 Recognise the place value of each digit in a two-digit number (tens, ones)	3N3 Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)	4N3a Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens & ones)	5N3a Determine the value of each digit in numbers up to 1 000 000	6N3 Determine the value of each digit in numbers up to 10 000 000
				4N3b Read Roman numerals to 100 (I to C) & know that over time, the numeral system changed to include the concept of zero & place value	5N3b Read Roman numerals to 1000 (M) & recognise years written in Roman numeral	
N4 Identify, represent & estimate; rounding	1N4 Identify & represent numbers using objects & pictorial representations including number lines, & use the language of: equal to, more than, less than (fewer), most, least	2N4 Identify, represent & estimate numbers using different representations, including the number line	3N4 Identify, represent & estimate numbers using different representations	4N4a Identify, represent & estimate numbers using different representations		
				4N4b Round any number to the nearest 10, 100 or 1000	5N4 Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 & 100 000	6N4 Round any whole number to a required degree of accuracy
N5 Negative numbers				4N5 Count backwards through zero to include negative numbers	5N5 Interpret negative numbers in context, count forwards & backwards with positive & negative whole numbers, including across zero	6N5 Use negative numbers in context, & calculate intervals across zero
N6 Number problems		2N6 Use place value & number facts to solve problems	3N6 Solve number problems & practical problems involving 3N1–3N5	4N6 Solve number & practical problems that involve 4N1–4N5 & with increasingly large positive numbers	5N6 Solve number problems & practical problems that involve 5N1–5N5	6N6 Solve number problems & practical problems that involve 6N2–6N5
Addition, subtraction, multiplication & division (calculations)						
C1 Add / subtract mentally	1C1 Represent & use number bonds & related subtraction facts within 20	2C1a Recall & use addition & subtraction facts to 20 fluently, & derive & use related facts up to 100	3C1 Add & subtract numbers mentally, including: • a three-digit number & ones • a three-digit number & tens • a three-digit number & hundreds		5C1 Add & subtract numbers mentally with increasingly large numbers	
		2C1b Add & subtract numbers mentally, i.e.: • a two-digit number & ones • a two-digit number & tens • two two-digit numbers • adding three one-digit numbers				
C2 Add / subtract using written methods	1C2a Add & subtract one-digit & two-digit numbers to 20, including zero	2C2 Add & subtract numbers using concrete objects & pictorial representations, including: • a two-digit number & ones • a two-digit number & tens • two two-digit numbers • adding three one-digit numbers	3C2 Add & subtract numbers with up to three digits, using formal written methods of columnar addition & subtraction	4C2 Add & subtract numbers with up to 4 digits using the formal written methods of columnar addition & subtraction where appropriate	5C2 Add & subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition & subtraction)	
	1C2b Read, write & interpret mathematical statements involving addition (+), subtraction (–) & equals (=) signs					
C3 Estimate, use inverses & check		2C3 Recognise & use the inverse relationship between addition & subtraction & use this to check calculations & missing number problems	3C3 Estimate the answer to a calculation & use inverse operations to check answers	4C3 Estimate & use inverse operations to check answers to a calculation	5C3 Use rounding to check answers to calculations & determine, in the context of a problem, levels of accuracy	6C3 Use estimation to check answers to calculations & determine, in the context of a problem, an appropriate degree of accuracy
C4 Add / subtract to solve problems	1C4 Solve one-step problems that involve addition & subtraction, using concrete objects & pictorial representations, & missing number problems such as $7 = \square - 9$	2C4 Solve s addition & subtraction problems: • using concrete objects & pictorial representations, including those involving numbers, quantities & measures • applying their increasing knowledge of mental & written methods	3C4 Solve problems, including missing number problems, using number facts, place value, & more complex addition & subtraction	4C4 Solve addition & subtraction two-step problems in contexts, deciding which operations & methods to use & why	5C4 Solve addition & subtraction multi-step problems in contexts, deciding which operations & methods to use & why	6C4 Solve addition & subtraction multi-step problems in contexts, deciding which operations & methods to use & why
C5 Properties of number (multiples, factors, primes, squares & cubes)					5C5a Identify multiples & factors, including finding all factor pairs of a number & common factors of two numbers	6C5 Identify common factors, common multiples & prime numbers
					5C5b Know & use the vocabulary of prime numbers, prime factors & composite (nonprime) numbers	
					5C5c Establish [if] a number up to 100 is prime & recall prime numbers up to 19	
					5C5d Recognise & use square numbers & cube numbers, & the notation for squared (\square) & cubed (cubed)	

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C6 Multiply / divide mentally		2C6 Recall & use multiplication & division facts for the 2, 5 & 10 multiplication tables, including recognising odd & even numbers	3C6 Recall & use multiplication & division facts for the 3, 4 & 8 multiplication tables	4C6a Recall multiplication & division facts for multiplication tables up to 12 x 12	5C6a Multiply & divide numbers mentally drawing upon known facts	6C6 Perform mental calculations, including with mixed operations & large numbers
				4C6b Use place value, known & derived facts to multiply & divide mentally, including: <ul style="list-style-type: none"> • multiplying by 0 & 1; • dividing by 1; • multiplying together three numbers 	5C6b Multiply & divide whole numbers & those involving decimals by 10, 100 & 1000	
				4C6c Recognise & use factor pairs & commutativity in mental calculations		
C7 Multiply / divide using written methods		2C7 Calculate mathematical statements for multiplication & division within the multiplication tables & write them using multiplication, division & equals signs		4C7 Multiply two-digit & three-digit numbers by a one-digit number using formal written layout	5C7a 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	6C7a Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication
					5C7b Divide numbers up to 4 digits by a one-digit number using the formal written method of short division & interpret remainders appropriately for the context	6C7b Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division & interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context
						6C7c Divide numbers up to 4 digits by a two-digit number using the formal written method of short division as appropriate, interpreting remainders according to context
C8 Solve problems (commutative, associative, distributive & all four operations)	1C8 Solve one-step problems involving multiplication & division, by calculating the answer using concrete objects, pictorial representations & arrays with the support of the teacher	2C8 Solve problems involving multiplication & division, using materials, arrays, repeated addition, mental methods, & multiplication & division facts, including problems in contexts	3C8 Solve problems, including missing number problems, involving multiplication & division, including integer scaling problems & correspondence problems in which n objects are connected to m objects	4C8 Solve problems involving multiplying & adding, including using the distributive law to multiply two-digit numbers by one digit, integer scaling problems & harder correspondence problems eg. n objects are connected to m objects	5C8a Solve problems involving multiplication & division including using their knowledge of factors & multiples, squares & cubes	6C8 Solve problems involving addition, subtraction, multiplication & division
					5C8b Solve problems involving addition, subtraction, multiplication & division & a combination of these, including understanding the meaning of the equals sign	
					5C8c Solve problems involving multiplication & division including scaling by simple fractions & problems involving simple rates	
C9 Order of operations		2C9a Show that addition of two numbers can be done in any order (commutative) & subtraction of one number from another cannot				6C9 Use their knowledge of the order of operations to carry out calculations involving the four operations
		2C9b Show that multiplication of two numbers can be done in any order (commutative) & division of one number by another cannot				
Fractions, decimals & percentages						
F1 Recognise, find, write, name & count fractions	1F1a Recognise, find & name a half as one of two equal parts of an object, shape or quantity	2F1a Recognise, find, name & write fractions 13, 14, 24 & 34 of a length, shape, set of objects or quantity	3F1a Count up & down in tenths; recognise that tenths arise from dividing an object into 10 equal parts & in dividing one-digit numbers & quantities by 10	4F1 Count up & down in hundredths; recognise that hundredths arise when dividing an object by a hundred & dividing tenths by 10		
	1F1b Recognise, find & name a quarter as one of four equal parts of an object, shape or quantity	2F1b Write simple fractions eg $\frac{1}{2}$ of 6 = 3	3F1b Recognise, find & write fractions of a discrete set of objects: unit fractions & non-unit fractions with small denominators			
			3F1c Recognise & use fractions as numbers: unit fractions & non-unit fractions with small denominators			
F2 Equivalent fractions		2F2 Recognise the equivalence of $\frac{2}{4}$ & $\frac{1}{2}$	3F2 Recognise & show, using diagrams, equivalent fractions with small denominators	4F2 Recognise & show, using diagrams, families of common equivalent fractions	5F2a Recognise mixed numbers & improper fractions & convert from one form to the other; write mathematical statements >1 as a mixed number [eg: $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1 \frac{1}{5}$]	6F2 Use common factors to simplify fractions; use common multiples to express fractions in the same denominator
					5F2b Identify name & write equivalent fractions of a given fraction, represented visually, including tenths & hundredths	
F3 Comparing & ordering fractions			3F3 Compare & order unit fractions & fractions with the same denominators		5F3 Compare & order fractions whose denominators are all multiples of the same number	6F3 Compare & order fractions, including fractions >1
F4 Add / subtract fractions			3F4 Add & subtract fractions with the same denominator within one whole [eg: $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$]	4F4 Add & subtract fractions with the same denominator	5F4 Add & subtract fractions with the same denominator & denominators that are multiples of the same number	6F4 Add & subtract fractions with different denominators & mixed numbers, using the concept of equivalent fractions
F5 Multiply / divide fractions					5F5 Multiply proper fractions & mixed numbers by whole numbers, supported by materials & diagrams	6F5a Multiply simple pairs of proper fractions, writing the answer in its simplest form [eg: $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$]
						6F5b Divide proper fractions by whole numbers [eg: $\frac{1}{3} \div 2 = \frac{1}{6}$]

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F6 Fractions / decimals equivalence				4F6a Recognise & write decimal equivalents to 1/4, 1/2, 3/4	5F6a Read & write decimal numbers as fractions [eg: 0.71 = 71/100]	6F6 Associate a fraction with division to calculate decimal fraction equivalents (eg: 0.375) for a simple fraction eg: 3/8
				4F6b Recognise & write decimal equivalents of any number of tenths or hundredths	5F6b Recognise & use thousandths & relate them to tenths, hundredths & decimal equivalents	
F7 Rounding decimals				4F7 Round decimals with one decimal place to the nearest whole number	5F7 Round decimals with two decimal places to the nearest whole number & to one decimal place	
F8 Compare & order decimals				4F8 Compare numbers with the same number of decimal places up to two dp	5F8 Read, write, order & compare numbers with up to three decimal places	
F9 Multiply / divide decimals				4F9 Find the effect of dividing a one- or two-digit number by 10 & 100, identifying the value of the digits in the answer as ones, tenths & hundredths		6F9a Identify the value of each digit to three decimal places & multiply & divide numbers by 10, 100 & 1000 giving answers up to three decimal places
						6F9b Multiply one-digit numbers with up to two-decimal places by whole numbers
						6F9c Use written division methods in cases where the answer has up to 2 decimal places
F10 Solve problems with fractions & decimals			3F10 Solve problems that involve 3F1–3F4	4F10a Solve problems involving increasingly harder fractions to calculate quantities & fractions to divide quantities, including non-unit fractions where the answer is a whole number	5F10 Solve problems involving numbers up to three decimal places	6F10 Solve problems which require answers to be rounded to specified degrees of accuracy
				4F10b Solve simple measure & money problems involving fractions & decimals to two decimal places		
F11 Fractions / decimal / percentage equivalence					5F11 Recognise the per cent symbol (%) & understand that per cent relates to 'number of parts per hundred'; write percentages as a fraction with denominator hundred, & as a decimal	
F12 Solve problems with percentages					5F12 Solve problems which require knowing percentage & decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 & those fractions with a denominator of a multiple of 10 or 25	
Ratio & proportion						
R1 Relative sizes, similarity						6R1 Solve problems involving the relative sizes of two quantities, where missing values can be found by using integer multiplication & division facts
R2 Use of percentages for comparison						6R2 Solve problems involving the calculation of percentages [eg: of measures such as 15% of 360] & the use of percentages for comparison
R3 Scale factors						6R3 Solve problem involving similar shapes where the scale factor is known or can be found
R4 Unequal sharing & grouping						6R4 Solve problems involving unequal sharing & grouping using knowledge of fractions & multiples
Algebra						
A1 Missing number problems expressed in algebra						6A1 Express missing number problems algebraically
A2 Simple formulae expressed in words						6A2 Use simple formulae
A3 Generate & describe linear number sequences						6A3 Generate & describe linear number sequences
A4 Number sentences involving two unknowns						6A4 Find pairs of numbers that satisfy an equation with two unknowns
A5 Enumerate all possibilities of combinations of two variables						6A5 Enumerate possibilities of combinations of two variables

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Measurement						
M1 Compare, describe & order measures	1M1 Compare, describe & solve practical problems for: <ul style="list-style-type: none"> lengths & heights eg: long/short, longer/shorter, tall/short, double/half mass/weight eg: heavy/light, heavier than, lighter than capacity & volume eg: full/empty, more than, less than, half, half full, quarter time eg: quicker, slower, earlier, later 	2M1 Compare & order lengths, mass, volume/capacity & record the results using >, < & =	3M1a Compare lengths (m/cm/mm)	4M1 Compare different measures, including money in pounds & pence		
			3M1b Compare mass (kg/g) 3M1c Compare volume / capacity (l/ml)			
M2 Estimate, measure & read scales	1M2 Measure & begin to record the following: <ul style="list-style-type: none"> lengths & heights mass/weight capacity & volume time (hours, minutes, seconds) 	2M2 Choose & use appropriate standard units to estimate & measure length/ height in any direction (m/cm); mass (kg /g); temperature (°C); capacity (litres/ ml) to the nearest appropriate unit using rulers, scales, thermometers & measuring vessels	3M2a Measure lengths (m/cm/mm)	4M2 Estimate different measures, including money in pounds & pence		
			3M2b Measure mass (kg/g) 3M2c Measure volume / capacity (l/ml)			
M3 Money	1M3 Recognise & know the value of different denominations of coins & notes	2M3a Recognise & use symbols for pounds (£) & pence (p); combine amounts to make a particular value				
		2M3b Find different combinations of coins that equal the same amounts of money				
M4 Telling time, ordering time, duration & units of time	1M4a Tell the time to the hour & half past the hour & draw the hands on a clock face to show these times	2M4a Tell & write the time to five minutes, including quarter past/to the hour & draw the hands on a clock face to show these times	3M4a Tell & write the time from an analogue clock; 12-hour clocks	4M4a Read, write & convert time between analogue & digital 12-hour clocks		
	1M4b Sequence events in chronological order using language [eg: before & after, next, first, today, yesterday, tomorrow, morning, afternoon & evening]	2M4b Compare & sequence intervals of time	3M4b Tell & write the time from an analogue clock; 24-hour clocks	4M4b Read, write & convert time between analogue & digital 24-hour clocks		
	1M4c Recognise & use language relating to dates, including days of the week, weeks, months & years	2M4c Know the number of minutes in an hour & the number of hours in a day	3M4c Tell & write the time from an analogue clock, including using Roman numerals from I to XII	4M4c Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days	5M4 Solve problems involving converting between units of time	
			3M4d Estimate & read time with increasing accuracy to the nearest minute; record & compare time in terms of seconds, minutes & hours; use vocabulary such as o'clock/a.m /p.m., morning, afternoon, noon & midnight			
		3M4e Know the number of seconds in a minute & the number of days in each month, year & leap year				
		3M4f Compare durations of events, eg: calculate the time taken by particular events or tasks				
M5 Convert between metric units				4M5 Convert between different units of measurement [eg: kilometre to metre; hour to minute]	5M5 Convert between different units of metric measure [eg: kilometre & metre; centimetre & metre; centimetre & millimetre; gram & kilogram; litre & millilitre]	6M5 Use, read, write & convert between standard units, converting measurements of length, mass, volume & time from a smaller unit of measure to a larger unit, & vice versa, using decimal notation of up to three dp
M6 Convert metric/imperial					5M6 Understand & use approximate equivalences between metric units & common imperial units such as inches, pounds & pints	6M6 Convert between miles & kilometres
M7 Perimeter, area			3M7 Measure the perimeter of simple 2-D shapes	4M7a Measure & calculate the perimeter of a rectilinear figure (including squares) in centimetres & metres	5M7a Measure & calculate the perimeter of composite rectilinear shapes in centimetres & metres	6M7a Recognise that shapes with the same areas can have different perimeters & vice versa
				4M7b Find the area of rectilinear shapes by counting squares	5M7b Calculate & compare the area of rectangles (including squares), & including using standard units, square centimetres (cm ²) & square metres (m ²) & estimate the area of irregular shapes	6M7b Calculate the area of parallelograms & triangles
						M7c Recognise when it is possible to use the formulae for the area of shapes
M8 Volume					5M8 Estimate volume [eg: using 1cm ³ blocks to build cuboids (including cubes)] & capacity [eg: using water]	6M8a Calculate, estimate & compare volume of cubes & cuboids using standard units, including centimetre cubed (cm ³) & cubic metres (m ³), & extending to other units[eg: mm ³ & km ³
						6M8b Recognise when it's possible to use the formulae for volume of shapes

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M9 Solve problems (a, money; b, length; c, mass / weight; d, capacity / volume)		2M9 Solve simple problems in a practical context involving addition & subtraction of money of the same unit, including giving change	3M9a Add & subtract amounts of money to give change, using both £ & p in practical contexts	4M9 Calculate different measures, including money in pounds & pence	5M9a Use all four operations to solve problems involving measure [money] using decimal notation, including scaling	6M9 Solve problems involving the calculation & conversion of units of measure, using decimal notation up to three decimal places where appropriate
			3M9b Add & subtract lengths (m/cm/mm)		5M9b Use all four operations to solve problems involving measure [eg: length] using decimal notation, including scaling	
			3M9c Add & subtract mass (kg/g)		5M9c Use all four operations to solve problems involving measure [eg: mass] using decimal notation, including scaling	
			3M9d Add & subtract volume / capacity (l/ml)		5M9d Use all four operations to solve problems involving measure [eg: volume] using decimal notation, including scaling	
Geometry – properties of shapes						
G1 Recognise & name common shapes	1G1a Recognise & name common 2-D shapes [eg: rectangles (including squares), circles & triangles]	2G1a Compare & sort common 2-D shapes & everyday objects				
	1G1b Recognise & name common 3-D shapes [eg: cuboids (including cubes), pyramids & spheres]	2G1b Compare & sort common 3-D shapes & everyday objects				
G2 Describe properties & classify shapes		2G2a Identify & describe the properties of 2-D shapes, including the number of sides & line symmetry in a vertical line	3G2 Identify horizontal, vertical lines & pairs of perpendicular & parallel lines	4G2a Compare & classify geometric shapes, including quadrilaterals & triangles based on their properties & sizes	5G2a Use the properties of rectangles to deduce related facts & find missing lengths & angles	6G2a Compare & classify geometric shapes based on their properties & sizes
		2G2b Identify & describe the properties of 3-D shapes including the number of edges, vertices & faces		4G2b Identify lines of symmetry in 2-D shapes presented in different orientations	5G2b Distinguish between regular & irregular polygons based on reasoning about equal sides & angles	
				4G2c Complete a simple symmetric figure with respect to a specific line of symmetry		
G3 Draw & make shapes & relate 2-D to 3-D shapes (including nets)		2G3 Identify 2-D shapes on the surface of 3-D shapes, [eg: a circle on a cylinder & a triangle on a pyramid]	3G3a Draw 2-D shapes			6G3a Draw 2-D shapes using given dimensions & angles
			3G3b Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations & describe them		5G3b Identify 3-D shapes including cubes & other cuboids, from 2-D representations	6G3b Recognise & build simple 3D shapes, including making nets
G4 Angles – measuring & properties			3G4a Recognise that angles are a property of shape or a description of a turn	4G4 Identify acute & obtuse angles & compare & order angles up to two right angles by size	5G4a Know angles are measured in degrees: estimate & compare acute, obtuse & reflex angles	6G4a Find unknown angles in any triangles, quadrilaterals & regular polygons
			3G4b Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn & four a complete turn; identify whether angles are greater than or less than a right angle		5G4b Identify: <ul style="list-style-type: none"> angles at a point & one whole turn (360°) angles at a point on a straight line & 12 a turn (total 180°) other multiples of 90° 	6G4b Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, & find missing angles
					5G4c Draw given angles & measure them in degrees (°)	
G5 Circles						6G5 Illustrate & name parts of circles, including radius, diameter & circumference & know that the diameter is twice the radius
Geometry – position & direction						
P1 Patterns		2P1 Order & arrange combinations of mathematical objects in patterns & sequences				
P2 Describe position, direction & movement	1P2 Describe position, directions & movement, including half, quarter & three-quarter turns	2P2 Use mathematical vocabulary to describe position, direction & movement, including movement in a straight line & distinguishing between rotation as a turn & in terms of right angles for quarter, half & three-quarter turns (clock-wise & anti-clockwise)		4P2 Describe movements between positions as translations of a given unit to the left/right & up/down	5P2 Identify, describe & represent the position of a shape following a reflection or translation, using the appropriate language, & know that the shape has not changed	6P2 Draw & translate simple shapes on the co-ordinate plane, & reflect them in the axes
P3 Coordinates				4P3a Describe positions on a 2-D grid as co-ordinates in the first quadrant		6P3 Describe positions on the full co-ordinate grid (all four quadrants)
				4P3b Plot specified points & draw sides to complete a given polygon		
Statistics						
S1 Interpret & represent data		2S1 Interpret & construct simple pictograms, tally charts, block diagrams & simple tables	3S1 Interpret & present data using bar charts, pictograms & tables	4S1 Interpret & present discrete & continuous data using appropriate graphical methods, including bar charts & time graphs	5S1 Complete, read & interpret information in tables, including timetables	6S1 Interpret & construct pie charts & line graphs & use these to solve problems
S2 Solve problems involving data		2S2a Ask & answer simple questions by counting the number of objects in each category & sorting the categories by quantity	3S2 Solve one-step & two-step questions [eg: 'How many more?' & 'How many fewer?'] using information presented in scaled bar charts, pictograms & tables	4S2 Solve comparison, sum & difference problems using information presented in bar charts, pictograms, tables & other graphs	5S2 Solve comparison, sum & difference problems using information presented in a line graph	
S3 Mean average		2S2b Ask & answer questions about totalling & comparing categorical data				6S3 Calculate & interpret the mean as an average