

This document should be used by the class teacher. The names of children not yet confident should be written against each criterion and updated during the school year after further specific teaching and intervention.

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Strand	'Ready to Progress' criteria
ie (NPV)	Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.
Number and Place Value (NPV)	Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and nonstandard partitioning.
er and Pl	Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each.
Numbe	Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts.
(NF)	Recall multiplication and division facts up to 12 x 12, and recognise products in multiplication tables as multiples of the corresponding number.
Number Facts (NF)	Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context.
Numl	Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)
on and MD)	Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.
Multiplication and Division (MD)	Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication.
Muli	Understand and apply the distributive property of multiplication.
s (F)	Reason about the location of mixed numbers in the linear number system.
tion	Convert mixed numbers to improper fractions and vice versa.
Fractions (F)	Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.
	Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.
Geometry (G)	Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.
Geon	Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.