## KS2 Maths End Points

## Number - number and place value

read, write, order and compare numbers up to $10,000,000$ and determine the value of each digit
 round any whole number to a required degree of accuracy
use negative numbers in context, and calculate intervals across 0
solve number and practical problems that involve all of the above

## Number - addition, subtraction, multiplication and division

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 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 their 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 methods to use and why
solve problems involving addition, subtraction, multiplication and division
use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy

## Number - Fractions (including decimals and percentages)

use common factors 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 [for example, $1 / 4 \times 1 / 2=1 / 8$ ]
divide proper fractions by whole numbers [for example, $1 / 3 \div 2=1 / 6$ ]
associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375 ] for a simple fraction [for example, 3/8]
identify the value of each digit in numbers given to 3 decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers up to 3 decimal places
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 specified degrees of accuracy
recall and use equivalences between simple fractions, decimals and percentages, including in different contexts

## Ratio and proportion

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

use simple formulae
generate and describe linear number sequences
express missing number problems algebraically
find pairs of numbers that satisfy an equation with 2 unknowns
enumerate possibilities of combinations of 2 variables

## Measurement

solve problems involving the calculation and conversion of units 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 to 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 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, including cubic centimetres $\left(\mathrm{cm}^{3}\right)$ and cubic metres $\left(\mathrm{m}^{3}\right)$, and extending to other units [for example, $\mathrm{mm}^{3}$ and $\mathrm{km}^{3}$ ]

## Geometry - properties of shapes

draw 2-D shapes using given dimensions and angles
recognise, describe and build simple 3-D shapes, including making nets
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

## Geometry - position and direction

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

## Statistics

interpret and construct pie charts and line graphs and use these to solve problems
calculate and interpret the mean as an average

