

Power Maths White Rose Maths Edition to Ready-to-progress criteria matching chart

This chart shows which Ready-to-progress criteria are relevant to each *Power Maths WRM Edition* unit. Some *Power Maths* units teach concepts that are not part of the Ready-to-progress criteria, and these are left blank.

	Power Maths WRM Edition	Government guidance
Term	Unit	Year 1 Ready-to-progress criteria
Textbook 1A	Unit 1: Numbers to 10	 1NPV-1 Count within 100, forwards and backwards, starting with any number. 1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using <, > and =.
	Unit 2: Part-whole within 10	 1NF-1 Develop fluency in addition and subtraction facts within 10. 1AS-1 Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers. 1AS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.
	Unit 3: Addition within 10	 1NF-1 Develop fluency in addition and subtraction facts within 10. 1AS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.
	Unit 4: Subtraction within 10	 1NF-1 Develop fluency in addition and subtraction facts within 10. 1AS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.



	Unit 5: 2D and 3D Shapes	 1G-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. 1G-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientation
Textbook 1B	Unit 6: Numbers to 20	 1NPV-1 Count within 100, forwards and backwards, starting with any number. 1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using <, > and =.
	Unit 7 Addition and subtraction within 20	1AS-2 Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.
	Unit 8: Numbers to 50	1NPV-1 Count within 100, forwards and backwards, starting with any number.
	Unit 9: Introducing length and height	
	Unit 10: Introducing mass and capacity	
Textbook 1C	Unit 11: Multiplication and division	1NF-2 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.



Unit 12: Fractions	
Unit 13: Position and direction	
Unit 14: Numbers to 100	1NPV–1 Count within 100, forwards and backwards, starting with any number.
Unit 15: Money	
Unit 16: Time	



	Power Maths WRM Edition	Government guidance
Term	Unit	Year 2 Ready-to-progress criteria
Textbook 2A	Unit 1: Numbers to 100	 2NPV-1 Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning. 2NPV-2 Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10.
	Unit 2: Addition and subtraction (1)	 2NF-1 Secure fluency in addition and subtraction facts within 10, through continued practice. 2AS-1 Add and subtract across 10. 2AS-3 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a two-digit number.
	Unit 3: Addition and subtraction (2)	 2AS-2 Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more?". 2AS-3 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones or only tens to/from a two-digit number. 2AS-4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers.
	Unit 4: Properties of shapes	2G-1 Use precise language to describe the properties of 2D and 3D shapes, and compare shapes by reasoning about similarities and differences in properties.
Textbook 2B	Unit 5: Money	



	Unit 6: Multiplication and division (1)	 2MD-1 Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables. 2MD-2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division).
	Unit 7: Multiplication and division (2)	2MD–1 Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables.
	Unit 8: Length and height	
	Unit 9: Mass, capacity and temperature	
Textbook 2C	Unit 10: Fractions	
	Unit 11: Time	
	Unit 12: Problem solving and efficient methods	 2AS-4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers. 2MD-2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division).

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Unit 13: Position and direction	
Unit 14: Statistics	



	Power Maths WRM Edition	Government guidance	
Term	Unit	Year 3 Ready-to-progress criteria	
Textbook 3A	Unit 1: Place value within 1,000	 3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10. 3NPV-2 Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning. 3NPV-3 Reason about the location of any three-digit number in the linear number system, including identifying the previous and next multiple of 100 and 10. 3NPV-4 Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts. 	
	Unit 2: Addition and subtraction (1)	 3NF-1 Secure fluency in addition and subtraction facts that bridge 10, through continued practice. 3NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 10). 	
	Unit 3: Addition and subtraction (2)	 3NF-1 Secure fluency in addition and subtraction facts that bridge 10, through continued practice. 3AS-1 Calculate complements to 100. 3AS-2 Add and subtract up to three-digit numbers using columnar methods. 3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part-part-whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction. 	



	Unit 4: Multiplication and division (1)	3NF–2 Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number.
	Unit 5: Multiplication and division (2)	 3NF-2 Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. 3MD-1 Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division.
Textbook 3B	Unit 6: Multiplication and division (3)	 3NF-2 Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. 3NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 10).
	Unit 7: Length and perimeter	
	Unit 8: Fractions (1)	 3F-1 Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts. 3F-3 Reason about the location of any fraction within 1 in the linear number system.
	Unit 9: Mass	



	Unit 10: Capacity	
Textbook 3C	Unit 11: Fractions (2)	 3F–2 Find unit fractions of quantities using known division facts (multiplication tables fluency). 3F–4 Add and subtract fractions with the same denominator, within 1.
	Unit 12: Money	
	Unit 13: Time	
	Unit 14: Angles and properties of shapes	 3G-1 Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations. 3G-2 Draw polygons by joining marked points, and identify parallel and perpendicular sides.
	Unit 15: Statistics	



Power Maths WRM Edition		Government guidance
Term	Unit	Year 4 Ready-to-progress criteria
Textbook 4A	Unit 1: Place value – 4-digit numbers (1)	 4NPV-1 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. 4NPV-2 Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning. 4NPV-3 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. 4NPV-4 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.
	Unit 2: Place value – 4-digit numbers (2)	4NPV–3 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.
	Unit 3: Addition and subtraction	4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100).
	Unit 4: Measure – area	



	Unit 5: Multiplication and division (1)	 4NF-1 Recall multiplication and division facts up to 12 × 12, and recognise products in multiplication tables as multiples of the corresponding number. 4MD-2 Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. 5NF-1 Secure fluency in multiplication table facts, and corresponding division facts, through continued practice.
Textbook 4B	Unit 6: Multiplication and division (2)	 4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context. 4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100). 4MD-1 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. 4MD-3 Understand and apply the distributive property of multiplication.
	Unit 7: Length and perimeter	4G-2 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.
	Unit 8: Fractions (1)	 4F–1 Reason about the location of mixed numbers in the linear number system. 4F–2 Convert mixed numbers to improper fractions and vice versa.
	Unit 9: Fractions (2)	 4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers. 5F-1 Find non-unit fractions of quantities.



	Unit 10: Decimals (1)	
Textbook 4C	Unit 11: Decimals (2)	5NPV-2 Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and non-standard partitioning.
	Unit 12: Money	
	Unit 13: Time	
	Unit 14: Geometry – angles and 2D shapes	 4G-2 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. 4G-3 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.
	Unit 15: Statistics	
	Unit 16: Geometry – position and direction	4G–1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.



	Power Maths WRM Edition	Government guidance
Term	Unit	Year 5 Ready-to-progress criteria
Textbook 5A	Unit 1: Place value within 1,000,000 (1)	
	Unit 2: Place value within 1,000,000 (2)	
	Unit 3: Addition and subtraction	
	Unit 4: Multiplication and division (1)	 5NF-1 Secure fluency in multiplication table facts, and corresponding division facts, through continued practice. 5MD-1 Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size. 5MD-2 Find factors and multiples of positive whole numbers, including common factors and common multiples, and express a given number as a product of 2 or 3 factors.
	Unit 5: Fractions (1)	 5NPV-4 Divide 1 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2, 4, 5 and 10 equal parts. 5F-2 Find equivalent fractions and understand that they have the same value and the same position in the linear number system.
	Unit 6: Fractions (2)	



Textbook 5B	Unit 7: Multiplication and division (2)	 5MD-3 Multiply any whole number with up to 4 digits by any one-digit number using a formal written method. 5MD-4 Divide a number with up to 4 digits by a one-digit number using a formal written method, and interpret remainders appropriately for the context.
	Unit 8: Fractions (3)	5F–1 Find non-unit fractions of quantities.
	Unit 9: Decimals and percentages	 5NPV-1 Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01. 5NPV-2 Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and non-standard partitioning. 5NPV-3 Reason about the location of any number with up to 2 decimals places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each. 5F-3 Recall decimal fraction equivalents for ½, ¼, ½ and ½ and for multiples of these proper fractions.
	Unit 10: Measure – perimeter and area	5G-2 Compare areas and calculate the area of rectangles (including squares) using standard units.
	Unit 11: Graphs and tables	



Textbook 5C	Unit 12: Geometry – properties of shapes	5G–1 Compare angles, estimate and measure angles in degrees (°) and draw angles of a given size.
	Unit 13: Geometry – position and direction	
	Unit 14: Decimals	 5NPV-1 Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01. 5NF-2 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth).
	Unit 15: Negative numbers	
	Unit 16: Measure – converting units	5NPV–5 Convert between units of measure, including using common decimals and fractions.
	Unit 17: Measure – volume	



	Power Maths WRM Edition	Government guidance
Term	Unit	Year 6 Ready-to-progress criteria
Textbook 6A	Unit 1: Place value within 10,000,000	 6NPV-1 Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000). 6NPV-2 Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and nonstandard partitioning. 6NPV-3 Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round numbers, as appropriate, including in contexts. 6NPV-4 Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.
	Unit 2: Four operations (1)	6AS/MD–1 Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number).
	Unit 3: Four operations (2)	 6AS/MD-1 Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number). 6AS/MD-2 Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding.



	Unit 4: Fractions (1)	 6F-1 Recognise when fractions can be simplified, and use common factors to simplify fractions. 6F-2 Express fractions in a common denomination and use this to compare fractions that are similar in value. 6F-3 Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose between reasoning and common denomination as a comparison strategy.
	Unit 5: Fractions (2)	
	Unit 6: Measure – imperial and metric measures	
Textbook 6B	Unit 7: Ratio and proportion	6AS/MD–3 Solve problems involving ratio relationships.
	Unit 8: Algebra	6AS/MD-4 Solve problems with 2 unknowns.
	Unit 9: Decimals	• 6NPV–1 Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000).
	Unit 10: Percentages	



	Unit 11: Measure – perimeter, area and volume	•	6G–1 Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems.
Textbook 6C	Unit 12: Statistics	•	6NPV–4 Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.
	Unit 13: Geometry – properties of shapes	•	6G–1 Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems.
	Unit 14: Geometry – position and direction		
	Unit 15: Problem solving		