Maths

Industry Skills & Employment Behaviours

Entry Level 3

Entry Level 2

Entry Level 1

Entry Level 1

- Read, write, count and order numbers up to 20.
- Identify and appropriately use symbols such as +, - and = to complete maths equations.
- Adding and subtracting numbers up to 20. Understand key words such as less, more, fewer and total to prepare students for real life situations and to apply their maths knowledge for example picking an item which is "less/cheaper" than another item to save money.
- Identify different coins and notes including using the appropriate units (such as £ and p).
- This skill at all levels will help students in real life situations for example when it comes to calculating money for shopping.
- Understand and name 2D and 3D shapes for example a circle, cube, rectangle, square and triangle.
- Read 12 hour digital and analogue clocks.
- Understand positional vocabulary to describe direction and position for example right, left, below, above etc.
- Describe and make comparison between objects of different height, weight, capacity, size, width and length for example "bigger", "taller" , "lighter".
- Showing working out to maths questions to check results are correct.
- Read and draw tally charts and bar charts.

Entry Level 2

- Read, write, count and order numbers up to 200. Understand odd and even number sequences.
- Identify and appropriately use symbols such as +, -, x, = in maths equations.
- Add and subtract two-digit numbers.
- Multiply numbers from 0 x 0 – 12 x 12.
- Divide two-digit numbers and express remainders.
- Understanding key words such as "sharing, equal, groups".
- Rounding to the nearest 10 and using approximation to check results are correct.
- This skill at both entry 2 and 3 is important so students can quickly but effectively calculate an answer by thinking without the use of calculators or phones.
- Understand simple fractions (halves, tenths, quarters) of shapes and numbers.
- Read and write numbers to one decimal place.
- Calculate money with pence and pounds using multiple items and write answers using the correct units (£ or p).
- Recognise 2D and 3D shapes such as pentagons, hexagons, cylinders, cuboids, pyramids and spheres.
- Read time on analogue clocks in hours, half hours and quarter hours.
- Understand common date formats for example by using calendars.
- Use positional vocabulary to describe position and direction for example between, outside, inside, middle, backwards etc.
- Use measures of weight such as grams and kilograms.
- Use measures of length such as centimetres, millimetres, metres and kilometres.
- Use measures of capacity such as litres and millilitres.
- Using numbers to explain, support and give reasons for the answer to a maths problem or question.
- Extract information from lists, tables and bar charts.

Entry Level 3

- Read, write, count and order numbers up to 1,000 and understand place value.
- Add and subtract bigger three-digit whole numbers.
- Divide three-digit whole numbers and express remainders.
- Multiply two-digit whole numbers.
- Rounding numbers to the nearest 10 or 100. Using approximation and estimation to check results.
- Read and write fractions in thirds, quarters, fifths and tenths.
- Understanding equivalent fractions and simplifying fractions.
- Read and write numbers up to two decimal places.
- Understand and continue linear sequences for decimals.
- Calculate money with decimals and write appropriate units (£ or p).
- Round money to the nearest 10 p or £1.
- Understand the different properties of 2D and 3D shapes for example length, lines of symmetry and right angles.
- Understanding area and perimeter of 2D shapes.
- Read, measure and record time in am or pm including hours and minutes, for a more accurate measurement of time.
- Use positional vocabulary to describe direction and position including eight compass points and full/half/quarter/clockwise/anticlockwise turns
- Comparing different metric measures for example grams, kilograms, centimetres and metres.
- Evaluating and comparing numerical data in order to give the most appropriate and accurate answer or solution to a maths problem.
- Extract and evaluate information from lists, tables, charts and frequency tables. For example, explaining what the numbers suggest from a bar chart.
- Organising and representing information in different ways such as bar charts, line graphs, tables. Developing this skill at this level will prepare students to organise and classify information appropriately and has many real life applications such as collecting and recording information on databases/excel .

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