Rationale: As our school aims to meet all students where they are, regardless of chronological age, we have created a continuum which allows us to create a bespoke learning journey for each student. Each student's strengths and gaps are taken into account, allowing us to engage in more effective ability grouping, targeted learning, and for students to achieve growth that will be reflected in the qualifications that they achieve.

Maths instruction will be aligned across functional classes in order to foster opportunities for cross-class interaction and build social skills and confidence.

Each year is divided into three distinct units (Number& Number System, Measures, Shapes and Space and Handling information and data). Within each year, students will have the opportunity to demonstrate their mathematical process and application. We are in the process of creating a five-year rolling plan of themes that allow us to continue to build on student progress each year following this curriculum and allowing for consistency and predictability in delivery, which lessens the mental load and anxiety of our students, allowing them to do their best learning.

Long range Maths plans have direct connections to the Entry Level curriculum with specific expectations that will be hit between projects, inquiry, performance tasks, morning independent work, small group instruction, and whole class instruction. Connection to the functional skills 1&2 curriculum is in progress.

Qualification Equivalent	Number & Number System	Measures, Shape & Space	Handling Information & Data	Mathematical Process & Application	Progression Summary
Entry Level 1	• Count, read, write and order numbers up to 20. • Recognise numbers as quantities and use number names in practical contexts	• Recognise and name 2D shapes (square, circle, triangle) and 3D shapes (cube, cuboid). • Compare size and length using words like longer/shorter, heavier/lighter.	• Sort objects by one attribute (colour, size, shape). • Interpret simple pictograms with one symbol = one object.	• Use mathematics in familiar, everyday contexts (e.g., counting items, recognising prices). • Follow simple one-step instructions.	Learner will develop confidence with counting and recognising numbers, money, time and shapes **Progression:** Building foundation understanding and

	(money, time, objects). • Use symbols +, – for simple addition and subtraction within 10. • - Understand “more” and “less”.	• Recognise coins and use simple money values up to £1. • Tell the time to the hour on an analogue clock.	• Understand basic vocabulary like “most” and “least		everyday functional skills **Next Step:** Move to Entry 2 once learner can confidently use numbers to 20
Entry Level 2	• Count, read, write and order numbers up to 100. • Recognise odd/even numbers. • Use place value (tens/ones). • Add/subtract two-digit numbers using practical methods. • Understand halves and quarters. • Recognise and use coins/notes up to £10.	• Measure using non-standard and standard units (cm, m, g, kg, ml, l). • Read simple scales (ruler, weighing scale, jug). • Recognise right angles and symmetry in shapes. • Tell the time to the half-hour and use digital/analogue clocks. • Identify simple area/perimeter through counting squares.	• Collect simple data (e.g., favourite colour, pets). • Draw and interpret block diagrams and pictograms (one symbol = 2). • Understand and use tally charts. • Describe results using comparison language (more than, fewer than).	• Select numbers and operations to solve one-step problems. • Check answers using estimation or inverse operations. • Describe reasoning verbally.	Learner will develop their use of two digit numbers, basic operations and measures in practical contexts. **Progression:** Begin reasoning and soling one-step problems independently **Next Step:** Move to Entry 3 once fluent with 2-digit arithmetic and unit conversions

	• Use multiplication as repeated addition (e.g., 2, 5, 10× tables).	• Use coins and notes up to £20 to find totals and change.			
Entry Level 3	• Count, read, write and order numbers up to 100. • Recognise odd/even numbers. • Use place value (tens/ones). • Add/subtract two-digit numbers using practical methods. • Understand halves and quarters. • Recognise and use coins/notes up to £10. • Use multiplication as repeated addition (e.g., 2, 5, 10× tables).	• Measure accurately using rulers, scales, and containers with appropriate units. • Calculate area and perimeter of rectangles. • Recognise parallel/perpendicular lines and basic angle types. • Tell time to 5 minutes, use 12/24-hour clocks, and convert between them. • Use scale, simple maps, and coordinates in the first quadrant. • Solve multi-step money, time, and measure problems.	• Collect and record data using tallies and frequency tables. • Draw bar charts with correct scales and labels. • Interpret information from tables, charts, and timetables. • Understand mean, mode, and range in simple contexts. • Use data to make comparisons and decisions.	• Choose and use efficient methods to solve multi-step problems. • Apply mathematics to real-life situations (shopping, travel, measuring). • Explain results and check reasonableness.	Learner will develop their use of place value to 1000, fractions/decimals and data interpretation. **Progression**: Apply maths in multi-step, real life contexts; communicate reasoning clearly. **Next Step:** Progress to Level 1 once confident with all aspects of Entry 3

	• Use negative numbers in context (e.g., temperature).				