



Wentworth Primary School
Key Skills & Knowledge Progression Map
'Striving for Excellence'

Maths

[For Foundation, see EYFS key skills and progression map]

	Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<u>Place Value</u>		<p>Count within 100, forwards and backwards, starting with any number</p> <p>Reason about the location of numbers to 20 within the linear number system, including comparing using $<$ $>$ and $=$</p>	<p>Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning</p> <p>Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10</p>	<p>Know that 10 tens are equivalent to 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</p> <p>Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning</p> <p>Reason about the location of any three-digit number in the linear number system, including identifying the previous and next</p>	<p>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</p> <p>Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning</p> <p>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</p>	<p>Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1; 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01; 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01</p> <p>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</p> <p>Reason about the location of any number with up to 2 decimals places in the</p>	<p>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)</p> <p>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 non-standard partitioning</p> <p>Reason about the location of any number up to 10 million, including decimal fractions, in</p>

				<p>multiple of 100 and 10</p> <p>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</p>	<p>100, and rounding to the nearest of each</p> <p>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</p>	<p>linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each</p> <p>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</p> <p>Convert between units of measure, including using common decimals and fractions</p>	<p>the linear number system, and round numbers, as appropriate, including in contexts</p> <p>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</p>
<p><u>Addition,</u> <u>Subtraction,</u> <u>Multiplication,</u> <u>Division</u></p>		<p>Develop fluency in addition and subtraction facts within 10</p> <p>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</p> <p>Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers</p>	<p>Secure fluency in addition and subtraction facts within 10, through continued practice</p> <p>Add and subtract across 10</p> <p>Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more...?"</p> <p>Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract only ones</p>	<p>Secure fluency in addition and subtraction facts that bridge 10, through continued practice</p> <p>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</p> <p>Apply place-value knowledge to known</p>	<p>Recall multiplication and division facts up to 12×12 and recognise products in multiplication tables as multiples of the corresponding number</p> <p>Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context</p> <p>Apply place-value knowledge to known additive and multiplicative number</p>	<p>Secure fluency in multiplication table facts, and corresponding division facts, through continued practice</p> <p>Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth)</p> <p>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</p>	<p>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)</p> <p>Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding</p>

		<p>Read, write and interpret equations containing addition (+), subtraction (-) and equals (=) symbols, and relate additive expressions and equations to real-life contexts</p> <p>Develop fluency in addition and subtraction facts within 10</p> <p>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</p>	<p>or only tens to/from a two-digit number</p> <p>Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers</p> <p>Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables</p> <p>Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division)</p>	<p>additive and multiplicative number facts (scaling facts by 10)</p> <p>Calculate complements to 100</p> <p>Add and subtract up to three-digit numbers using columnar methods</p> <p>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</p> <p>Secure fluency in addition and subtraction facts that bridge 10, through continued practice</p> <p>Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables,</p>	<p>facts (scaling facts by 100)</p> <p>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</p> <p>Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication</p> <p>Understand and apply the distributive property of multiplication</p>	<p>hundredth times the size</p> <p>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</p> <p>Multiply any whole number with up to 4 digits by any one-digit number using a formal written method</p> <p>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</p>	<p>Solve problems involving ratio relationships</p> <p>Solve problems with 2 unknowns</p> <p>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</p> <p>Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding</p> <p>Solve problems involving ratio relationships</p> <p>Solve problems with 2 unknowns</p>
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				<p>and recognise products in these multiplication tables as multiples of the corresponding number</p> <p>Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 10)</p> <p>Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division</p>			
<p><u>Fractions, Decimals, Percentages</u></p>		<p>Recognise, find and name a half as one of two equal parts of an object, shape or quantity</p> <p>Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity</p>	<p>Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity</p> <p>Recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$</p> <p>write simple fractions for example, $\frac{1}{2}$ of 6 = 3</p>	<p>Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts</p> <p>Find unit fractions of quantities using known division facts (multiplication tables fluency)</p> <p>Reason about the location of any fraction within 1 in the linear number system</p>	<p>Reason about the location of mixed numbers in the linear number system</p> <p>Convert mixed numbers to improper fractions and vice versa</p> <p>Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers</p>	<p>Find non-unit fractions of quantities</p> <p>Find equivalent fractions and understand that they have the same value and the same position in the linear number system</p> <p>Recall decimal fraction equivalents for $\frac{1}{4}$, $\frac{1}{2}$, $\frac{1}{5}$ and $\frac{1}{10}$ and for multiples of these proper fractions</p>	<p>Recognise when fractions can be simplified, and use common factors to simplify fractions</p> <p>Express fractions in a common denomination and use this to compare fractions that are similar in value</p> <p>Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose</p>

				Add and subtract fractions with the same denominator, within 1			between reasoning and common denominator as a comparison strategy
<u>Ratio and Proportion, Algebra</u>		Solve one-step problems that involve addition and subtraction, using concrete objects and Pictorial representations, and missing number problems such as $7 = \cdot - 9$	Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	Solve problems, including missing number problems			<p>Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</p> <p>Solve problems involving the calculation/use of percentages for comparison</p> <p>Solve problems involving similar shapes where the scale factor is known or can be found</p> <p>Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples</p> <p>Use simple formulae</p> <p>Generate and describe linear number sequences</p> <p>Express missing number problems algebraically</p>

							Find pairs of numbers that satisfy an equation with two unknowns Enumerate possibilities of combinations of two variables
<u>Measurement</u>		<p>Compare, describe and solve practical problems for: lengths and heights; mass/weight; capacity and volume; time</p> <p>Measure and begin to record the following: lengths and heights; mass/weight; capacity and Volume; time (hours, minutes, seconds)</p> <p>Recognise and know the value of different denominations of coins and notes</p> <p>Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</p> <p>Recognise and use</p>	<p>Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</p> <p>Compare and order lengths, mass, volume/capacity and record the results using >, < and =</p> <p>Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</p> <p>Find different combinations of coins that equal the same amounts of</p>	<p>Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</p> <p>Add and subtract amounts of money to give change, using both £ and p in practical contexts</p> <p>Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</p> <p>Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o' clock, a.m./p.m., morning, afternoon,</p>	<p>Convert between different units of measure [for example, kilometre to metre; hour to minute]</p> <p>Estimate, compare and calculate different measures</p> <p>Estimate, compare and calculate different measures, including money in pounds and pence</p> <p>Read, write and convert time between analogue and digital 12- and 24-hour clocks</p> <p>Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</p>	<p>Convert between different units of metric measure</p> <p>Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints</p> <p>Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling</p> <p>Use all four operations to solve problems involving measure [for example, money]</p> <p>Solve problems involving converting between units of time</p> <p>Measure and calculate the perimeter of</p>	<p>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 d.p. where appropriate</p> <p>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 d.p.</p> <p>Convert between miles and kilometres</p> <p>Use, read, write and convert between standard units, converting measurements of time from a smaller unit of measure to a larger unit, and vice versa</p>

		<p>language relating to dates, including days of the week, weeks, months and years</p> <p>Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</p>	<p>money</p> <p>Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</p> <p>Compare and sequence intervals of time</p> <p>Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times</p> <p>Know the number of minutes in an hour and the number of hours in a day</p>	<p>noon and midnight</p> <p>Know the number of seconds in a minute and the number of days in each month, year and leap year</p> <p>Compare durations of events [for example to calculate the time taken by particular events or tasks]</p> <p>Measure the perimeter of simple 2-D shapes</p>	<p>Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p> <p>Find the area of rectilinear shapes by counting squares</p>	<p>Composite rectilinear shapes in centimetres and metres</p> <p>Calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes</p> <p>Estimate volume [for example, using blocks to build cuboids] and capacity [for example, using water]</p>	<p>Recognise that shapes with the same areas can have different perimeters and vice versa</p> <p>Recognise when it is possible to use formulae for area and volume of shapes</p> <p>Calculate the area of parallelograms and triangles</p> <p>Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units</p>
<u>Geometry</u>		<p>Recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles]</p> <p>Recognise and name common 3-D shapes [for example,</p>	<p>Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line</p> <p>Identify 2-D shapes on the surface of</p>	<p>Draw 2-D shapes</p> <p>Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p>	<p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <p>Identify lines of symmetry in 2-D</p>	<p>Distinguish between regular and irregular polygons based on reasoning about equal sides and angles</p> <p>Use the properties of rectangles to deduce related facts and find</p>	<p>Draw 2-D shapes using given dimensions and angles</p> <p>Compare and classify geometric shapes based on their properties and sizes</p>

		<p>cuboids (including cubes), pyramids and spheres]</p> <p>Describe position, direction and movement, including whole, half, quarter and three-quarter turns</p>	<p>3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</p> <p>Compare and sort common 2-D shapes and everyday objects</p> <p>Recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]</p> <p>Compare and sort common 3-D shapes and everyday objects</p> <p>Order and arrange combinations of mathematical objects in patterns and sequences</p> <p>Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise)</p>	<p>Recognise angles as a property of shape or a description of a turn</p> <p>Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle</p> <p>Identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p>	<p>shapes presented in different orientations</p> <p>Identify acute and obtuse angles and compare and order angles up to two right angles by size</p> <p>Identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>Complete a simple symmetric figure with respect to a specific line of symmetry</p> <p>Describe positions on a 2-D grid as coordinates in the first quadrant</p> <p>Describe movements between positions as translations of a given unit to the left/right and up/down</p> <p>Plot specified points and draw sides to complete a given polygon</p>	<p>missing lengths and angles</p> <p>Identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p> <p>Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</p> <p>Draw given angles, and measure them in degrees</p> <p>Identify: angles at a point and one whole turn (total 360°); angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°); other multiples of 90°</p> <p>Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed</p>	<p>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</p> <p>Recognise, describe and build simple 3-D shapes, including making nets</p> <p>Find unknown angles in any triangles, quadrilaterals, and regular polygons</p> <p>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles</p> <p>describe positions on the full coordinate grid (all four quadrants)</p> <p>Draw and translate simple shapes on the coordinate plane, and reflect them in the axes</p>
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<u>Statistics</u>			<p>Interpret and construct simple pictograms, tally charts, block diagrams and simple tables</p> <p>Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</p> <p>Ask and answer questions about totalling and comparing categorical data</p>	<p>Interpret and present data using bar charts, pictograms and tables</p> <p>Solve one-step and two-step questions [for example, ‘How many more?’ and ‘How many fewer?’] using information presented in scaled bar charts and pictograms and tables</p>	<p>Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</p> <p>Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p>	<p>Complete, read and interpret information in tables, including timetables</p> <p>Solve comparison, sum and difference problems using information presented in a line graph</p>	<p>Interpret and construct pie charts and line graphs and use these to solve problems</p> <p>Calculate and interpret the mean as an average</p>
<u>Key Vocabulary</u>		<p><u>Place Value</u> compare, count on, digit, fewest, greater than, greatest, less than, most, one(s), order, partition, represent, ten(s), ordinal numbers (first, second, third, etc)</p> <p><u>Addition,</u> <u>Subtraction,</u> <u>Multiplication,</u> <u>Division</u> addition, add together, subtraction/subtract, difference, double, efficient, equal to, fact family, greater,</p>	<p><u>Place Value</u> exchange, interval, least, multiple, value</p> <p><u>Addition,</u> <u>Subtraction,</u> <u>Multiplication,</u> <u>Division</u> calculation, exchange, method, multiple, one(s), operation, partition, related facts, ten(s), value, increase, decrease, sum, divide, even, half, lots of, multiply, odd, twice, times, times-table</p>	<p><u>Place Value</u> ascending, descending, hundred(s), part, whole</p> <p><u>Addition,</u> <u>Subtraction,</u> <u>Multiplication,</u> <u>Division</u> column, addition, column, subtraction, digit, estimate, exchange, hundred(s), inverse, crossing the 10, crossing the 100, commutative, inverse, multiple, product, remainder, scaling</p>	<p><u>Place Value</u> place holder, roman, numeral, round, thousands</p> <p><u>Addition,</u> <u>Subtraction,</u> <u>Multiplication,</u> <u>Division</u> efficient, inverse, round, thousand(s), factor, factor pair, inverse, triple, efficient</p> <p><u>Fractions, Decimals,</u> <u>Percentages</u> decimal equivalent, decimal place, decimal point, hundredths, improper, fractions,</p>	<p><u>Place Value</u> hundred, thousand(s), integer, negative number, millions, power of 10, ten thousand</p> <p><u>Addition,</u> <u>Subtraction,</u> <u>Multiplication,</u> <u>Division</u> accurate, approximate, constant difference, strategy, common multiple, common factor, cube number, prime number, square number</p>	<p><u>Place Value</u> ten million</p> <p><u>Addition,</u> <u>Subtraction,</u> <u>Multiplication,</u> <u>Division</u> order of operations, composite number, powers of</p> <p><u>Fractions, Decimals,</u> <u>Percentages</u> simplify, simplest form, recurring</p> <p><u>Ratio and Proportion,</u> <u>Algebra</u> additive, enlargement, multiplicative, proportion, ratio, scale</p>

		<p>group, inverse, less, minus, near double, number bond, plus, symbol, systematic, total, array, divide, repeated, addition</p> <p><u>Fractions, Decimals, Percentages</u> equal parts, half, quarter, whole</p> <p><u>Measurement</u> amount, coin, note, money, pence (p), pound (£), unitise, value, centimetres, ruler, capacity, container, non-standard, volume, half past, hour, month, o'clock, second, watch, week</p> <p><u>Geometry</u> properties, far, full turn, half turn, left, near, quarter turn, right, three-quarter turn, direction</p>	<p><u>Fractions, Decimals, Percentages</u> numerator, denominator, equivalent, unit fraction, non-unit fraction, third, two-quarters, three-quarters</p> <p><u>Measurement</u> change, cost, worth, metres, celsius, circular scales, degrees, grams, kilograms, litres, millilitres, temperature, thermometer, five-minute intervals, midnight, noon, quarter past, quarter to</p> <p><u>Geometry</u> edge, line of symmetry, symmetrical, vertex, vertices, anti-clockwise, between, clockwise</p> <p><u>Statistics</u> block diagram, key, pictogram, table, tally chart, collect, record</p> <p><u>Pattern</u> decreasing, increasing sequence</p>	<p><u>Fractions, Decimals, Percentages</u> scale, compare, convert</p> <p><u>Measurement</u> convert, millimetres, perimeter, analogue clock, 12-hour clock, 24-hour clock, digital clock, duration, leap year, am, pm, roman numerals</p> <p><u>Geometry</u> acute, obtuse, angle, vertical, horizontal, parallel, perpendicular, polygon, right angle</p> <p><u>Statistics</u> axis, bar chart, cell, horizontal axis, label, scale, two-way table, title, vertical axis</p>	<p>mixed numbers, proper fractions, round, tenths</p> <p><u>Measurement</u> decimal, area, kilometres, rectilinear, width</p> <p><u>Geometry</u> equilateral, regular, irregular, isosceles, parallelogram, quadrilateral, rhombus, scalene, trapezium, coordinates, grid, reflection, translation</p> <p><u>Statistics</u> data, estimate, line graph</p>	<p><u>Fractions, Decimals, Percentages</u> common denominator, fractional part, percentage, thousandth</p> <p><u>Measurement</u> Imperial, inches, metric, volume, cubic, centimetres, imperial, metric, pints, pounds,</p> <p><u>Geometry</u> adjacent, degrees, reflex angle, quadrant</p> <p><u>Statistics</u> timetable, variable</p>	<p>factor, scaling, simplest form, algebra, equation, expression, function, input, linear, output, rule, solve, substitution, value</p> <p><u>Measurement</u> formula, gallon, ounces, tonnes,</p> <p><u>Geometry</u> base, circumference, diameter, dimensions, interior angles, intersect, net, opposite, angles, radius, x-axis, y-axis</p> <p><u>Statistics</u> average, dual bar chart, mean, pie chart</p>
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