Learning Mathematics by year group and term.	Week	Autumn		Spring		Summer	
		1	2	3	4	5	6
R	1	Number & place Value Recite number names in sequence-counting to/backwards from 10.	Number & place Value Recite number names in sequence- counting to/backwards from at least 10.	Number & place Value Count reliably numbers from 1-20.	Number & place Value Order numbers from 1-20.	Number & place Value Count numbers from 1-20. Order numbers 1-20.	Number & place Value Order numbers from 1-20.
	2	Number & place Value Recognise numerals 1-9 in a range of contexts.	Number & place Value Recognise numerals 1-9 in context.	Number & place Value Order numbers to 1-20.	Number & place Value Identify one more or one less than a given number to 20.	Number & place Value Identify one more or one less than a given number to 20.	Number & place Value Identify one more or one less than a given number to 20.
	3	Number & place Value Count up to 10 objects using 1:1 correspondence.	Number & place Value Count up to 10 objects/take a specified number from a collection of objects.	Addition & Subtraction Find how many there are in 2 groups by combining & counting. Find how many are left when eaten/taken away/hidden (add and subtract two single digit numbers).	Addition & Subtraction Find how many there are in 2 groups by combining & counting. Find how many are left when eaten/taken away/hidden (add and subtract two single digit numbers).	Fractions Solve problems including halving.	Addition & Subtraction Add and subtract two single digit numbers by counting on or back to find the answer.
	4	Number & place Value	Addition & Subtraction Find how many there are in 2 groups by combining & counting (add two single digit numbers). Understand and begin to use the vocabulary involved in addition (in practical	Addition & Subtraction Understand and begin to use the vocabulary of subtraction (in practical contexts).	Multiplication & Division Solve problems including doubling, halving and sharing.	Multiplication & Division Solve problems including doubling, halving and sharing.	Multiplication & Division Solve problems including doubling, halving and sharing.

			contexts).				
	5	Measurement Use everyday language to talk about position.	Measurement Use everyday language to talk about and compare position & weight.	Measurement Use everyday language to talk about & compare capacity and money.	Measurement Use everyday language to talk about & compare time.	Measurement Use everyday language to talk about & compare size, weight, capacity & money.	Measurement Use everyday language to talk about & compare time.
	6	Geometry-position & direction Recognise patterns.	Geometry-position & direction Recognise, create & describe patterns.	Geometry-properties of shape Explore the characteristics of everyday objects and shapes and use mathematical language to describe them (2D).	Geometry-properties of shape Explore the characteristics of everyday objects and shapes and use mathematical language to describe them (2D).	Geometry-properties of shape Explore the characteristics of everyday objects and shapes and use mathematical language to describe them (3D).	Geometry-properties of shape Explore the characteristics of everyday objects and shapes and use mathematical language to describe them (3D).
1	1	Number & place value Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less. Identify and represent numbers using objects and pictorial representations, including the number line.	Number & place value Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less. Identify and represent numbers using objects and pictorial representations, including the number line. Count in twos, fives and tens	Measurement Measure and begin to record mass/weight in NSU then SU. Compare, describe and solve practical problems for mass/weight (e.g. heavy/light, heavier than, lighter than).	Number & place value Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less.	Number & place value Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less.	Fractions count in fractions (1/2 and ¼) Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of two equal parts of an object, shape or quantity.

			from any given number.		Identify and represent numbers using objects and pictorial representations, including the number line. Count in twos, fives and tens from any given number.	Identify and represent numbers using objects and pictorial representations, including the number line. Count in twos, fives and tens from any given number.	
	2	<u>Number & place value</u> Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less. Identify and represent numbers using objects and pictorial representations, including the number line. Count in twos, fives and tens from any given number.	<u>Multiplication & Division</u> solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	<u>Number & place value</u> Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less. Identify and represent numbers using objects and pictorial representations, including the number	<u>Multiplication & Division</u> solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	<u>Number & place value</u> Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less. Identify and represent numbers using objects and pictorial representations, including the number	<u>Fractions</u> count in fractions (1/2 and ¼) Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of two equal parts of an object, shape or quantity.

				line. Count in twos, fives and tens from any given number.		line.	
	3	Addition & Subtraction Represent and use number bonds and related subtraction facts up to 20. Read, write and interpret mathematical statements involving addition, subtraction and equals signs Add and subtract one-digit and two-digit numbers to 20, including zero. Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7=□-9	Multiplication & Division solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Addition (including money) Represent and use number bonds and related subtraction facts up to 20. Read, write and interpret mathematical statements involving addition, and equals signs Add one-digit and two-digit numbers to 20, including zero. Solve one-step problems that involve addition and , using concrete objects and pictorial representations, and missing number problems such as 7=□-9 Recognise and know the value of different denominations of coins and notes	Multiplication & Division solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.	Addition & Subtraction Represent and use number bonds and related subtraction facts up to 20. Solve one-step problems that involve addition & subtraction, using concrete objects and pictorial representations, and missing number problems.	Geometry-properties of shape Recognise and name common 2d and 3d shapes, including: 2d shapes (e.g. rectangles (including squares), circles, triangles) 3d shapes (e.g. cuboids (including cubes), pyramids and spheres)
	4	Addition & Subtraction	Fractions	Subtraction (including	Geometry-properties	Multiplication &	Number & place value

		Represent and use number bonds and related subtraction facts up to 20. Read, write and interpret mathematical statements involving addition, subtraction and equals signs Add and subtract one-digit and two-digit numbers to 20, including zero. Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7=□-9	count in fractions (1/2 and ¼) Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of two equal parts of an object, shape or quantity.	<u>money)</u> Represent and use number bonds and related subtraction facts up to 20. Read, write and interpret mathematical statements involving subtraction, and equals signs Subtract one-digit and two-digit numbers to 20, including zero. Solve one-step problems that involve subtraction and , using concrete objects and pictorial representations, and missing number problems such as 7=□-9 Recognise and know the value of different denominations of coins and notes	<u>of shape</u> Recognise and name common 2d and 3d shapes, including: 2d shapes (e.g. rectangles (including squares), circles, triangles) 3d shapes (e.g. cuboids (including cubes), pyramids and spheres)	<u>Division</u> Solve one-step problems that involve multiplication & division, by calculating the answer using concrete objects and pictorial representations, and arrays with support.	Count to and across 100, forwards and backwards, from any given number. Count, read and write numbers to 100 in numerals. Read and write numbers from 1 to 20 in numerals and words. Use the language of: equal to, more than, less than (fewer), most, least. Given a number, identify one more and less. Identify and represent numbers using objects and pictorial representations, including the number line. Count in twos, fives and tens from any given number.
	5	<u>Geometry-properties of shape</u> Recognise and name common 2d and 3d shapes, including: 2d shapes (e.g. rectangles (including squares), circles,	<u>Measurement</u> Measure and begin to record lengths and heights in NSU then SU. Compare, describe and solve practical problems for lengths and heights (e.g.	<u>Fractions</u> count in fractions (1/2 and ¼) Recognise, find and name a half as one of two equal parts of an object, shape or	<u>Fractions</u> count in fractions (1/2 and ¼) Recognise, find and name a half as one of two equal parts of an object, shape or	<u>Geometry-properties of shape</u> Recognise and name common 2d and 3d shapes, including: 2d shapes (e.g. rectangles (including	<u>Measurement</u> Measure and begin to record capacity and volume in NSU then SU. Compare, describe and solve practical

		triangles) 3d shapes (e.g. cuboids (including cubes), pyramids and spheres)	long/short, taller/shorter, double/half).	quantity. Recognise, find and name a quarter as one of two equal parts of an object, shape or quantity.	quantity. Recognise, find and name a quarter as one of two equal parts of an object, shape or quantity.	squares), circles, triangles) 3d shapes (e.g. cuboids (including cubes), pyramids and spheres)	problems for capacity and volume (e.g. full/empty, more/less than, half (full), quarter).
	6	<u>Fractions</u> count in fractions (1/2 and ¼) Recognise, find and name a half as one of two equal parts of an object, shape or quantity. Recognise, find and name a quarter as one of two equal parts of an object, shape or quantity.	<u>Geometry-position & direction</u> Describe position, direction and movement, including whole, half, quarter and three quarter turns.	<u>Geometry-position & direction</u> Describe position, direction and movement, including whole, half, quarter and three quarter turns.	<u>Measurement (including time)</u> Measure and begin to record time (hours, minutes, seconds) in NSU then SU. Compare, describe and solve practical problems for time (e.g. quicker, slower, earlier). Sequence events in chronological order using language (e.g. before, after, next, first, today, yesterday, tomorrow, morning, afternoon, evening) Recognise and use language relating to dates, including days of the week, weeks, months and years. Tel the time to the hour and half past the hour and draw the hands on a clock face to show these	<u>Geometry-properties of shape</u> Recognise and name common 2d and 3d shapes, including: 2d shapes (e.g. rectangles (including squares), circles, triangles) 3d shapes (e.g. cuboids (including cubes), pyramids and spheres)	<u>Measurement</u> Measure and begin to record time (hours, minutes, seconds) in NSU then SU. Compare, describe and solve practical problems for time (e.g. quicker, slower, earlier). Sequence events in chronological order using language (e.g. before, after, next, first, today, yesterday, tomorrow, morning, afternoon, evening) Recognise and use language relating to dates, including days of the week, weeks, months and years. Tel the time to the hour and half past the hour and draw the hands on a clock face to show these times.

					times.		
2	1	<u>Number & place value</u> To read and write numbers to at least 100 in numerals and in words To recognise the place value of each digit in a two-digit number (tens, ones) To compare and order numbers from 0 up to 100; use <, > and = signs To count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward To partition numbers in a variety of ways e.g. 23 = 20 + 3, 23 = 10 + 13 etc	<u>Geometry-properties of shape</u> To identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line To identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces <u>Geometry- position and direction</u> To 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 anti-clockwise). To recognise and draw a right angle	<u>Number & place value</u> To read and write numbers to at least 100 in numerals and in words To recognise the place value of each digit in a two-digit number (tens, ones) To compare and order numbers from 0 up to 100; use <, > and = signs To count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward To partition numbers in a variety of ways e.g. 23 = 20 + 3, 23 = 10 + 13 etc	<u>Fractions</u> To recognise 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity To find and name 1/3, 1/4, 2/4 and 3/4 set of objects or quantity To write fractions 1/3, 1/4, 2/4 and 3/4 set of objects or quantity	<u>Number & place value</u> To recognise the place value of each digit in a two-digit number (tens, ones) To partition numbers in a variety of ways e.g. 23 = 20 + 3, 23 = 10 + 13 etc To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. Column addition	<u>SATs practice</u>
	2	<u>Number & place value & addition and subtraction</u> To count in steps of 2, 3,	<u>Geometry- Shape & position and direction</u> To identify line symmetry in	<u>Addition & Subtraction</u>	<u>Geometry- shape &position and direction</u>	<u>Addition & Subtraction</u> Column addition and	<u>SATS week</u>

		and 5 from 0, and in tens from any number, forward and backward To add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers To count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward	a vertical line To order and arrange combinations of mathematical objects in patterns and sequences, including shapes in different orientations Co-ordinates Compass points	To add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers To recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	To identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line To identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces To 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 anti-clockwise). To recognise and draw a right angle Co-ordinates	subtraction	

					Compass points		
	3	<u>Addition & Subtraction</u> To solve problems with addition and subtraction: applying their increasing knowledge of mental and written methods To add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers Doubling numbers	<u>Measurement</u> To 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 To compare and order lengths, mass, volume/capacity and record the results using >, < and =	<u>Addition & Subtraction</u> To recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 To add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers To understand the related vocabulary for + and -, including extending to 'sum' and 'difference' (N&PV) Estimate numbers (N&PV) To use place value and number	<u>Measurement</u> To identify line symmetry in a vertical line To 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	<u>Addition & subtraction &multiplication and division</u> To recognise odd and even numbers; one digit and two digit To understand the related vocabulary for + and -, including extending to 'sum' and 'difference' Rounding Doubling Halving Multiples	<u>Geometry-shape, position & direction</u> To identify line symmetry in a vertical line To order and arrange combinations of mathematical objects in patterns and sequences, including shapes in different orientations Co-ordinates Compass points Carroll diagram

				facts to solve problems. Rounding			
	4	<u>Numbers and the number system</u> To use place value and number facts to solve problems. To find halve of shape and quantity To recognise odd and even numbers; one digit and two digit Rounding	<u>Measurement</u> To compare and sequence intervals of time To 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	<u>Number and place value (old)</u> Having numbers Doubling numbers Odd and even numbers Multiples Carroll diagrams	<u>Measurement</u> To 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 To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change To compare and sequence intervals of time To tell and write the time to five minutes,	<u>Multiplication and division</u> Sequences To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers To calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs To show that multiplication of two numbers can be done in any order (commutative) and division of one number	<u>Measurement</u> To 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

					including quarter past/to the hour and draw the hands on a clock face to show these times	by another cannot To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	
	5	<u>Multiplication and division</u> To calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.	<u>Measurement</u> To compare and sequence intervals of time To 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 To know the number of minutes in an hour and the number of hours in a day.	<u>Multiplication & Division</u> To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables To calculate	<u>Measurement</u> To find different combinations of coins that equal the same amounts of money To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change To compare and sequence intervals of time To tell and write the	<u>Multiplication and division</u> To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers To calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals	<u>Measurement</u> To compare and sequence intervals of time To 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 To know the number of minutes in an hour and the number of hours in a day.

				mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs	time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times	(=) signs To show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. All four operation missing numbers	
	6	<u>Multiplication and division</u> To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts. <u>Addition and subtraction</u> To solve problems with addition and subtraction:	<u>Measurement</u> To recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value To find different combinations of coins that equal the same amounts of money	<u>Measurement</u> To solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in	<u>Measurement & statistics</u> To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change	<u>Fractions</u> To find and name 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity	<u>Measurement</u> To compare and sequence intervals of time To recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular

		applying their increasing knowledge of mental and written methods	To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change	contexts. To use a variety of language to describe multiplication and division. To recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables All four operations	To interpret and construct simple pictograms, tally charts, block diagrams and simple tables To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity To ask and answer questions about totalling and comparing categorical data.		value To find different combinations of coins that equal the same amounts of money
	7	<u>Fractions</u> To recognise 1/3, 1/4, 2/4 and 3/4 of a shape and set of objects To find and name 1/3, 1/4, 2/4 and 3/4 of a shape, set of objects To write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and ½ .	<u>Statistics</u> To interpret and construct simple pictograms, tally charts, block diagrams and simple tables **(S)** To ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity				<u>Measurement and statistics</u> To solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change To interpret and construct simple pictograms, tally

							charts, block diagrams and simple tables To ask and answer questions about totalling and comparing categorical
3	1	<u>Number & place value</u> Read & write whole number up to 1000 in numerals and in words. *Read and write two- and three- digit numbers in figures and words.* To recognise the place value of each digit in a three-digit number (hundreds, tens, and ones). *Explain what each digit in a two-digit number represents, including numbers where 0 is a place holder.* To compare and order numbers up to 1000. *Order two-digit numbers and position them on a number.* *Use the greater than >, less than < signs.* To know the rule of rounding. *Round two-digit numbers to the nearest 10.* Know that numbers can be partitioned in a variety of	<u>Number & place value</u> Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number. *Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.* To estimate the answer to a calculation and use inverse operations to check answers. *Estimate a number of objects.*	<u>Number & place value</u> Read & write whole number up to 1000 in numerals and in words. *Read and write two- and three- digit numbers in figures and words.* To recognise the place value of each digit in a three-digit number (hundreds, tens, and ones). *Explain what each digit in a two-digit number represents, including numbers where 0 is a place holder.* To compare and order numbers up to 1000. *Order two-digit numbers and position them on a number.* *Use the greater than*	<u>Number & place value</u> Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number. *Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.* To estimate the answer to a calculation and use inverse operations to check answers. *Estimate a number of objects.*	<u>Number & place value</u> Read & write whole number up to 1000 in numerals and in words. *Read and write two- and three- digit numbers in figures and words.* To recognise the place value of each digit in a three-digit number (hundreds, tens, and ones). *Explain what each digit in a two-digit number represents, including numbers where 0 is a place holder.* To compare and order numbers up to 1000. *Order two-digit numbers and position them on a number.* *Use the greater than >, less than < signs.* To know the rule of	<u>Number & place value</u> Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number. *Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.* To estimate the answer to a calculation and use inverse operations to check answers. *Estimate a number of objects.*

		ways to aid speed/accuracy of calculation. *Partition two-digit numbers in different ways including multiples of ten and one.*		*>, less than < signs.* To know the rule of rounding. *Round two-digit numbers to the nearest 10.* Know that numbers can be partitioned in a variety of ways to aid speed/accuracy of calculation. *Partition two-digit numbers in different ways including multiples of ten and one.*		rounding. *Round two-digit numbers to the nearest 10.* Know that numbers can be partitioned in a variety of ways to aid speed/accuracy of calculation. *Partition two-digit numbers in different ways including multiples of ten and one.*	
	2	<u>Addition & Subtraction</u> To add and subtract numbers mentally, including: a three-digit number and ones, a three-digit number and tens, a three-digit number and hundreds. *Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two two-digit numbers, adding three one-digit numbers.*	<u>Multiplication & Division</u> To recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. *Derive and recall multiplication facts for the 2, 5 and 10 times-tables and the related division facts.* *Connect the 10 multiplication table to place value, and the 5 multiplication table to the divisions on the clock face.* To develop inverse knowledge to derive related facts. To draw upon inverse knowledge to increase speed of calculation.	<u>Addition & Subtraction</u> To add and subtract numbers mentally, including: a three-digit number and ones, a three-digit number and tens, a three-digit number and hundreds. *Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones, a two-digit number and tens, two*	<u>Multiplication & Division</u> To recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. *Derive and recall multiplication facts for the 2, 5 and 10 times-tables and the related division facts.* *Connect the 10 multiplication table to place value, and the 5 multiplication table to the divisions on the clock face.* To develop inverse	<u>Addition & Subtraction</u> Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. *Calculate the value of an unknown in a number sentences.*	<u>Addition & Subtraction</u> Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. *Calculate the value of an unknown in a number sentence.*

		To continue to practise their mental recall of multiplication tables when calculating mathematical statements in order to improve fluency. *Use commutativity and inverse relations to develop multiplicative reasoning.* To solve problems, including missing number problems, involving multiplication and division. *Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.*	*two-digit numbers, adding three one-digit numbers.*	knowledge to derive related facts. To draw upon inverse knowledge to increase speed of calculation. To continue to practise their mental recall of multiplication tables when calculating mathematical statements in order to improve fluency. *Use commutativity and inverse relations to develop multiplicative reasoning.* To solve problems, including missing number problems, involving multiplication and division. *Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.*		
	3	<u>Addition & Subtraction</u> To solve problems, including missing number problems,	<u>Multiplication & Division</u> To write and calculate mathematical statements for	<u>Addition & Subtraction</u> To add and subtract	<u>Multiplication & Division</u> To write and calculate	<u>Multiplication & Division</u> Solve problems,	<u>Multiplication & Division</u> Solve problems,

		using number facts, place value, and more complex addition and subtraction. To estimate the answer to a calculation and use inverse operations to check answers. *Show that addition of two numbers can be done in any order (commutative) and subtract of one number from another cannot.*	multiplication and division using the multiplication tables that they know, including two-digit number times one-digit numbers, using mental and progressing to formal written methods. *Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs.*	numbers with up to three-digits, using formal written methods of columnar addition and subtraction. *Use practical and informal written methods to support addition and subtraction of two-digit numbers. Recall and use addition and subtraction facts up to 20 fluently, and derive and use related facts up to 100.* To solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. *Calculate the value of an unknown number in a number sentence.*	mathematical statements for multiplication and division using the multiplication tables that they know, including two-digit number times one-digit numbers, using mental and progressing to formal written methods. *Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs.*	including missing number problems, involving multiplication & division, including positive integer scaling problems and corresponding problems in which n objects are connected to m objects. *Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.* *Calculate the value of an unknown in a number sentence.*	including missing number problems, involving multiplication & division, including positive integer scaling problems and corresponding problems in which n objects are connected to m objects. *Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.* *Calculate the value of an unknown in a number sentence.*
	4	<u>Fractions</u> To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. *Recognise, find, name and*	<u>Fractions</u> To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. *Recognise, find, name and*	<u>Fractions</u> To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small	<u>Fractions</u> To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small	<u>Fractions</u> To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.	<u>Fractions</u> To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small

		write fractions of a length, shape, set of objects or quantity. To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. *Count in fractions (1, 1, 1, 3 4 2 1 4* *Up to 10, starting from any number.*	*write fractions of a length, shape, set of objects or quantity.* To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. *Count in fractions (1, 1, 1, 3 4 2 1 4* *Up to 10, starting from any number.*	denominators. *Recognise, find, name and write fractions of a length, shape, set of objects or quantity.* To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. *Count in fractions (1, 1, 1, 3 4 2 1 4* *Up to 10, starting from any number.*	denominators. *Recognise, find, name and write fractions of a length, shape, set of objects or quantity.* To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. *Count in fractions (1, 1, 1, 3 4 2 1 4* *Up to 10, starting from any number.*	*Recognise, find, name and write fractions of a length, shape, set of objects or quantity.* To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. *Count in fractions (1, 1, 1, 3 4 2 1 4* *Up to 10, starting from any number.*	denominators. *Recognise, find, name and write fractions of a length, shape, set of objects or quantity.* To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. *Count in fractions (1, 1, 1, 3 4 2 1 4* *Up to 10, starting from any number.*
	5	Fractions To recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. *Recognise, find, name and write fractions of a length, shape, set of objects or quantity.* To recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. *Count in fractions (1, 1, 1, 3 4 2 1*	Fractions To count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. *Count up and down in tenths.* To recognise and show, using diagrams, equivalent fractions with small denominators. To add and subtract fractions with the same denominator within one whole. To compare and order unit fractions, and fractions with	Fractions To count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. *Count up and down in tenths.* To recognise and show, using diagrams, equivalent fractions with small denominators. To add and subtract fractions with the	Fractions To count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. *Count up and down in tenths.* To recognise and show, using diagrams, equivalent fractions with small denominators. To add and subtract fractions with the	Fractions To count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. *Count up and down in tenths.* To recognise and show, using diagrams, equivalent fractions with small denominators. To add and subtract fractions with the	Fractions To count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10. *Count up and down in tenths.* To recognise and show, using diagrams, equivalent fractions with small denominators. To add and subtract fractions with the

		4 *Up to 10, starting from any number.*	the same denominators.	same denominator within one whole. To compare and order unit fractions, and fractions with the same denominators.	same denominator within one whole. To compare and order unit fractions, and fractions with the same denominators.	same denominator within one whole. To compare and order unit fractions, and fractions with the same denominators.	same denominator within one whole. To compare and order unit fractions, and fractions with the same denominators.
	6	<u>Geometry-properties of shape</u> To draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them. *Identify and describe the properties of 2-D and 3-D shapes, including the number of sides and line symmetry in a vertical line; number of edges, vertices and faces.* To identify lines of symmetry within 2D shapes.	<u>Measurement</u> To measure, compare add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml). *Estimate, compare and measure lengths, masses and capacities.* To measure the perimeter of simple 2-D shapes.	<u>Statistics</u> To interpret and present data using bar charts, pictograms and tables. *Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.* To solve one-step and two-step questions using information presented in scaled bar charts, pictograms and tables. *Ask and answer questions about totalling and comparing categorical data.*	<u>Geometry-properties of shape</u> To understand and identify obtuse, acute and right angles. *Know that a right angles represents a quarter turn.* To identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	<u>Measurement</u> To tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks. *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.* To estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours. Know the number of seconds in a minute	<u>Measurement</u> To add and subtract amounts of money to give change, using both £ and p in practical contexts. *Recognise and know the value of different denominators of coins and notes.* *Recognise and use symbols for pounds (£) and pence (p) combine amounts to make a particular value and find different combinations of coins that equal the same amounts of money.*

						and the number of days in each month, year and leap year. *Compare and sequence intervals of time.* *Know the number of minutes in an hour and the number of hours in a day.*	
4	1	<u>Number & place value</u> Recognise the place value for each digit in a four digit number (NewC) *Compare and order numbers up to 1000* *Use the < and > signs*	<u>Number & place value</u> Count backwards through zero to include negative numbers Round any number to the nearest 10, 100, 1000 Read Roman numerals to 1000 and know that over time, the numeral system has changed	<u>Number & place value</u> *Count from 0 in multiples of 4 8, 50, 100.* Count in multiples 6, 7, 9, 25 and 100 Solve number and practical problems that involve all of the above	<u>Number & place value</u> Order and compare numbers up to 1000 Round any number (including decimals) to 2dp, 1dp, 10, 100 or 1000.	<u>Geometry – position</u> Describe positions on a 2D grid as coordinates Describe movements as translations of a given unit to the left/right up/down Plot specified points and draw sides to complete a given polygon	<u>Measurement</u> Convert between measures –using mass, length, capacity (using knowledge of fractions – effect of dividing multiplying by 10, 100)
	2	<u>Addition & Subtraction</u> *Add numbers up to three digits using formal methods* *Add mentally including three digits and multiples of 10*	<u>Multiplication & Division</u> *Derive and recall multiplication facts for 2, 3, 4 5, 6 and 10 x table and corresponding division facts* *Understand and use mental methods using commutativity and associativity*	<u>Addition & Subtraction</u> Add numbers up to 4 digits using formal methods Estimate and use inverse operations	<u>Multiplication & Division</u> Develop reliable written methods for multiplication (revise) Develop reliable written methods for division Multiply two and three digit numbers	<u>Addition & Subtraction</u> Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	<u>Multiplication & Division</u> Solve problems involving multiplying and dividing, including using distributive law to multiply two digit numbers by one digit, integer scaling problems and harder corresponding

			Use place value and known facts to derive facts e.g. 600 / 3 =				problems such as n objects are connected to m objects.
	3	Addition & Subtraction *Subtract numbers up to three digits using formal methods* *Subtract mentally using 2 2digit numbers*	Multiplication & Division *Develop reliable written methods for multiplication beginning with one number.* Multiply two and three digit numbers by a one digit number using format written layout	Addition & Subtraction Subtract numbers up to 4 digit using formal methods Estimate and use inverse operations	Multiplication & Division *Solve simple problems in context, deciding which operation to use and why.* Recall multiplication facts up to 12x12	Addition & Subtraction Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.	Multiplication & Division Solve problems involving multiplying and dividing, including using distributive law to multiply two digit numbers by one digit, integer scaling problems and harder corresponding problems such as n objects are connected to m objects.
	4	Place Value *Find 10 or 100 more or less than a given number* *Understand 0 as a place holder* *Count in steps of 2, 3 and 5 from 0 and in tens from a given number*	Fractions, Decimals & Percentages *Recognise, find and write fractions of a discrete set of objects* *Count in fractions up to 10 on number line starting with ½ then 1, 1 ½ etc.* Recognise the decimal equivalents of fractions	Fractions, Decimals & Percentages Recognise and write decimal equivalents of tenths and hundredths Write and recognise decimal equivalents to ½ ¾ ¼	Fractions, Decimals & Percentages *Find fractions of amounts ½ of 12, ¼ of 12.* Solve problems that involve increasingly harder fractions to calculate quantities, including non-unit fractions where the answer is a whole number	Fractions, Decimals & Percentages Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred an dividing tenths Compare numbers with the same number of decimals places (up to 2)	Fractions, Decimals & Percentages Recognise and show, using diagrams , families of equivalent fractions Use factors and multiples to find equivalent fractions
	5	Fractions, Decimals &	Fractions, Decimals &	Fractions, Decimals &	Fractions, Decimals &	Fractions, Decimals &	Measurement

		<u>Percentages</u> *Count up and down in tenths* *Recognise that tenths arise from dividing 1 into parts*	<u>Percentages</u> *Compare and order unit fractions with the same denominator* *Add and subtract with the same denominator within one whole* Add and subtract fractions with the same denominator	<u>Percentages</u> *Recognise equivalence of basic fractions e.g. ½ 2/4* Recognise and show, using diagrams families of common equivalent fractions	<u>Percentages</u> Explore decimals in relation to money – solving simple money problems up to 2dp	<u>Percentages</u> Solve measure problems involving fractions and decimals up (to 2p)	Add and subtract money using change – use £ and p in practical contexts Read, write and convert time between analogue and digital time
	6	<u>Geometry-properties of shape</u> Compare and classify triangles based on their properties and size Identify acute, obtuse and right angles and order by size	<u>Measurement</u> *Read the time on a 12 hour digital clock and to the nearest 5 minutes on an analogue clock* *Read time to the nearest minute* *Understand am/pm morning, afternoon, night*	<u>Statistics</u> Interpret and present continuous data using appropriate graphical methods, including bar and time graphs Solve comparison, sum and difference problems using information in bar charts, pictograms and other graphs	<u>Geometry-shape</u> Identify lines of symmetry when exploring quadrilaterals Complete a simple symmetric figure with respect to a specific line of symmetry	<u>Measurement</u> Measure, compare, add and subtract different measure – length, mass, capacity Choose the appropriate standard units to estimate	<u>Measurement</u> Measure the perimeter of simple 2D shapes Measure and calculate the perimeter of rectilinear figure in centimetres and metres
5	1	<u>Number & place value</u> To read, write, order and compare numbers to at least	<u>Number & place value</u> To interpret negative numbers in context, count	<u>Number & place value</u> To round any number up to 1,000,000 to	<u>Number & place value</u> To count forwards and backwards in	<u>Number & place value</u> To solve number problems and practical	<u>Geometry – position and direction</u> To identify, describe

		1 000 000 and determine the value of each digit. *Read and write numbers to 1000 in numerals and in words.* *Recognise the place value of each digit in a three and a four-digit number.*	forwards and backwards with positive and negative whole number, including through zero. *Count backwards through zero to include negative numbers.* To recognise and describe linear number sequences, including those involving fractions and decimals, and find the term-to-term rule in words. *Recognise and create repeating patterns with objects and with shapes.*	the nearest 10, 100, 1,000, 10,000 and 100,000. *Round any number to the nearest 10, 100 or 1000.*	steps of powers of 10 for any given number up to 1,000,000. *Count in multiples of 6, 7, 9, 25 and 100. Count from 0 in multiples of 4, 8, 50 and 100.* To read Roman numerals to 1000 (M) and recognise years written in Roman numerals. *Read Roman numerals to 100 (I to C) and know that over time, the number system changed to include the concept of zero and place value.*	problems that involve previous number and place value objectives.	and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed. *Describe positions on a 2D grid as coordinates in the first quadrant.* *Describe movements between positions as translations of a given unit to the left/right and up/down.* To continue to use a 2D grid and coordinates in the first quadrant. *Read, write and use pairs of coordinates, for example (2,5).*
	2	<u>Addition & Subtraction</u> To add whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction).	<u>Fractions, Decimals & Percentages</u> To identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths.	<u>Addition & Subtraction</u> To add and subtract numbers mentally with increasingly large numbers, e.g. 12,462 – 2,300 = 10,162.	<u>Multiplication & Division</u> To recognise and use square numbers and cube numbers, and the notation for squared (^{2}) and cubed (^{3}).	<u>Multiplication & Division</u> To solve problems involving multiplication and division using their knowledge of factors and multiples, squares and cubes.	<u>Multiplication & Division</u> To solve problems involving multiplication and division, including scaling by simple fractions and problems involving

		Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.	*Recognise and write decimal equivalents to ¼, ½, ¾.*	*Add and subtract numbers mentally, including:* *- 3-digit + 1-digit* *-3-digit + tens* *-3-digit + hundreds* *-two 2-digit numbers* To use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy. *Estimate and use inverse operations to check answers to a calculation.*			simple rates.
	3	<u>Addition & Subtraction</u> To subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction). *Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.*	<u>Fractions, Decimals & Percentages</u> To add and subtract fractions with the same denominator and denominators that are multiples of the same number. *Add and subtract fractions with the same denominator.*	<u>Multiplication & Division</u> To know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers. To establish whether a number up to 100 is prime and recall prime numbers up to 19.	<u>Fractions, Decimals & Percentages</u> To round decimals with two decimal places to the nearest whole number and to one decimal place. *Round decimals with one decimal place to the nearest whole number.*	<u>Calculation</u> To solve addition and subtraction multi-step problems in contexts, deciding which operations to use and why. *To solve addition and subtraction two-step problems in contexts, deciding which operations to use and why.*	<u>Calculation</u> To solve multi-step problems involving addition, subtraction, multiplication and division and a combination of these, including understanding of the equals sign.

	4	<u>Multiplication & Division</u> To multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers. *Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.* To multiply and divide numbers mentally drawing upon known facts. *Recall multiplication and division facts for multiplication tables up to 12x12.*	<u>Fractions, Decimals & Percentages</u> To recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number.	<u>Fractions, Decimals & Percentages</u> To multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.	<u>Fractions, Decimals & Percentages</u> To read and write decimal numbers as fractions.	<u>Fractions, Decimals & Percentages</u> To recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents. *Recognise and write decimal equivalents of any number of tenths or hundredths.*	<u>Fractions, Decimals & Percentages</u> To recognise the percent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal.
	5	<u>Multiplication & Division</u> To divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context. *Divide numbers up to 3 digit by a one-digit number using the formal written method of*	<u>Fractions, Decimals & Percentages</u> To compare and order fractions whose denominators are all multiples of the same number. To count forwards and backwards in fractions.	<u>Fractions, Decimals & Percentages</u> To read, write, order and compare numbers with up to three decimal places. *Compare numbers with the same number of decimal places up to two decimal places.*	<u>Geometry-properties of shape</u> To identify 3D shapes, including cubes and other cuboids from 2D representations. *Describe the properties of 3D shapes using accurate language, including lengths of*	<u>Fractions, Decimals & Percentages</u> To solve problems involving number up to three decimal places. *Solve simple measure and money problems involving fractions and decimals to two decimal places.*	<u>Fractions, Decimals & Percentages</u> To solve problems which require knowing percentage and decimal equivalents of ½, ¼, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25.

		short division and begin to interpret remainders. To multiply and divide numbers mentally drawing upon known facts. *Recall multiplication and division facts for multiplication tables up to 12x12.*		*Understand the place value of decimals.*	*lines and acute and obtuse for angles greater or lesser than a right angle.* To know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles. *Identify acute and obtuse angles and compare and order angles up to two right angles by size.* To identify angles at a point and one whole turn. To identify angles at a point on a straight line and ½ a turn. To identify other multiples of 90°.		*Solve simple measures and money problems involving fractions and decimals to two decimal places.*
	6	<u>Multiplication & Division</u> To identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. *Recognise and use factor*	<u>Measurement</u> To solve problems involving converting between units of time. *Solve problems involving converting from hours to minutes; minutes to seconds;*	<u>Statistics</u> To solve comparison, sum and difference problems using information presented in a line graph. *To solve comparison,*	<u>Geometry – properties of shape</u> To draw given angles and measure them in degrees. To use the properties of rectangles to	<u>Measurement</u> To understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.	<u>Measurement</u> To measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres.

		pairs and commutativity in mental calculations. To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. *Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.*	*years to months; weeks to days.*	*sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.* To complete, read and interpret information in tables, including timetables. *Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.*	deduce related facts and find missing lengths and angles. *Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.* To distinguish between regular and irregular polygons based on reasoning about equal sides and angles. *Identify lines of symmetry in 2D shapes presented in different orientations.*	To convert between different units of metric measure. *Convert between different units of measure (for example, kilometre to metre; hour to minute).* To estimate volume.	*Measure and calculate the perimeter of a rectilinear figure in centimetres and metres.* To 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. *Find the area of rectilinear shapes by counting squares. Relate area to arrays and multiplication.* To use all four operations to solve problems involving measure using decimal notation, including scaling.
6	1		Mental maths – ordering numbers, number bonds to 1 10 100, tables Recap calculations + - x / up to 2 decimal places	Mental maths – number bonds to 1 10 100, tables – inverse to find missing numbers, factors and	Mental maths – rounding, factors, multiples, primes, tables Ratio and proportion,	Mental – a range of topics Revision of all topics Problem solving	Mental maths – tables, rounding, questioning place value.

			Translations, rotations and reflections Problem solving for calculations	multiples Calculation recap – two decimal places – 1 day Conversions of lengths. mm, cm, m, km. Problem solving (a range of problems)	using objects and moving into problem solving Probability investigation Problem solving		
	2		Mental maths – ordering fractions, tables, factors and multiples guess the names of shapes from features Fractions – equivalent numerous numerators, range of denominators Adding fractions Problem solving for fractions	Mental maths –order a range of numbers, fractions, Make relationships between fractions, decimals and %. Names of shapes from clues rounding Area and perimeter of quadrilaterals and triangles. Problem solving (a range of different problems)	Mental maths – equations – empty boxes, rounding and ordering (fractions, % negative numbers etc) Tables Data handling – grouped data, pie charts – answering and reasoning Problem solving – a range of all problems	Mental – a range of topics Revision of all topics Problem solving	Mental maths – tables, rounding, questioning place value.
	3		Mental maths – next in the pattern visual, number,	Mental Maths – quick addition, subtraction, multiplication and	Mental Maths - Mental maths – equations – empty	Mental – a range of topics	Mental maths – tables, rounding, questioning place

			fractions, Tables Ordering numbers Fractions, decimals and percentages, finding relationships, Working out % of amounts	division, balancing equations tables averages – mean, mode, range, median time – telling the time, adding and subtracting time Problem solving (a range of different problems)	boxes, rounding and ordering (fractions, % negative numbers etc) Tables, factors and multiples Measurements – volume and capacity conversions Imperial and metric. Algebra – use of letters to replace numbers when to add, subtract, x etc. work out using empty box to manipulate numbers.	Revision of all topics Problem solving	value.
	4		Mental maths – find the missing number – balancing equations, inverse. Factors/ multiples of numbers Tables Fractions and % of amounts Data handling – reasoning and answering questions	Mental Maths – quick addition, subtraction, multiplication and division, balancing equations Tables. Rounding Factors and multiples Shapes and angles, quadrilaterals, triangles, internal and external shapes	Mental – a range of topics Revision of all topics Problem solving	Mental – a range of topics Revision of all topics Problem solving	Mental maths – tables, rounding, questioning place value.

				Estimating angles, knowing facts about angles inside shapes Problem solving (a range of different problems)			
	5		Mental maths – ordering numbers, number bonds to 1 10 100, tables. Working out grouped data graphs. Features and nets of 3D shapes	Recap of terms work Assessments	Mental – a range of topics Revision of all topics Problem solving	SATs Week	Mental maths – tables, rounding, questioning place value.
	6		Recap of terms work Fractions – equivalent, ordering, adding, Fractions of amounts, percentages of amounts, relationships between decimals, fractions, % Calculations problem solving Assessments	Evaluation of assessments Problem solving		Topic	Mental maths – tables, rounding, questioning place value.
	7		Evaluation of assessments				Mental maths – tables, rounding, questioning place value.