# "We presume children to achieve their very best." 

Keevil CofE Academy Mission Statement

We know that for children to achieve their best our curriculum needs to be designed in order to enable the maximum amount of learning, through the recall and understanding of knowledge and concepts. Therefore, our curriculum is organised as a progression which facilitates the re-visiting of learning through recurrent themes, such that it becomes embedded in children's long term memory. We also understand the importance of children making connections between prior and new learning. The cyclical nature of our curriculum design, in which topics are returned to over the course of a child's time with us, helps to enable this.

## Intent

'We presume children will achieve their very best. Children will leave this school as the very best, readers, mathematicians and writers that they can be...'
This statement determines everything we do at Keevil Academy and using the White Rose Scheme and our own core values in unison we have created a maths scheme tailored to the needs of our children. We see maths as both a key skill within school, and a life skill to be utilised through everyday experiences. Our maths curriculum equips our children with the tools to apply knowledge learnt over time to a variety of contexts that they will come across in their academic learning and later in life.

Maths is taught as a progression beginning in the Foundation Stage where the children work to achieve 'Early Learning Goals' in Number and Numerical Patterns, progressing to upper KS2 who are developing skills to take them on to secondary school, fulfilling the requirements of the National Curriculum. Each topic is taught in small steps, over a period of days/ weeks, in blocks, with opportunities to revisit topics throughout the year to ensure the children achieve a level of mastery.

All pupils should become fluent in the fundamentals of mathematics, including through varied and frequent practice, so that children develop conceptual understanding and are able to recall and apply their knowledge rapidly and accurately to solve problems.

Pupils are challenged through a range of opportunities in which they are required to reason and apply their knowledge in order to solve problems, rather than through any acceleration of learning new content.

We ensure our Maths Curriculum is rooted in the vision and ethos of the school, through ensuring that as well as delivering mathematical knowledge and skills lessons also develop the Keevil Characteristics:
Children learn the knowledge that helps them understand a range of mathematical processes and concepts. Problem-solving is an integral part of mathematics, which is developed through pupils using and applying their knowledge so that they can reason and problem-solve. Diligence and resilience are required to execute calculations accurately and reliably, as is team-work as investigations need to be conducted in collaboration with others. Good communication skills are vital to present, share, discuss and explain calculations, strategies and answers, as well as deepen understanding.

Keevil C of E Academy Maths Knowledge and Skills Progression

| MATHS | Term1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| EYFS | Number and PV Number to $5 \times 3$ wks. | Addition + Subtraction Change within $5 \times 3$ | Addition + Subtraction Number bonds to 5 | Addition + Subtraction Addition to $10 \times 3$ | Geometry <br> Exploring patterns $\times 2$ | Multiplication + Division Numerical patterns $\times 3$ |
|  | Addition + Subtraction Sorting x2 | Number and PV Comparing in groups | Number and PV Number to $10 \times 3$ wks. | Geometry <br> Shape and space x 3 | Addition + Subtraction Counting on and back x 2 | Measurement <br> Measure x 3 |
|  |  | Measurement <br> Time - My Day |  |  | $\begin{gathered} \text { Number }+\mathrm{PV} \\ \text { Numbers to } 20 \times 2 \end{gathered}$ |  |
|  |  |  |  |  |  |  |
| Year 1 | Number: <br> Place Value (within 10) $\times 4$ <br> - Sort, count and represent objects <br> - Count, read and write forwards and backwards from any number 0 to 10 <br> - Count one more and less <br> - One-to-one correspondence <br> - Compare groups - equal, more/greater, less/fewer <br> - < > = <br> - Compare and order groups and numbers <br> - Ordinal numbers <br> - Number line | Number Addition and Subtraction (within 10) $\times 2$ <br> Continuation of block from Term 1 | Number: <br> Addition and Subtraction (within 20) $\times 4$ <br> - Add by counting on <br> - Find and make number bonds <br> - Add by making 10 <br> - Subtraction - not crossing 10 <br> - Subtraction - crossing 10 <br> - Related facts <br> - Compare number sentences | Number <br> Place Value (within 50) (Multiples of 2, 5 and 10 to be included) $\times 1$ <br> Continuation of block from Term 3 | Number: Multiplication and Division <br> (Reinforce multiples of 2, 5 and 10 to be included) $\times 3$ <br> - Count in 2s <br> - Count in 55 <br> - Count in 10 s <br> - Make equal groups <br> - Add equal groups <br> - Make arrays <br> - Make doubles <br> - Make equal groups - grouping <br> - Make equal groups - sharing | Number: <br> Place Value (within 100) $\times 2$ <br> - Counting forwards and backwards within 100 <br> - Partitioning numbers <br> - Comparing numbers <br> - Ordering numbers <br> - One more, one less |
|  | Number <br> Addition and Subtraction (within 10) $\times 2$ <br> - Part-whole model <br> - Addition symbol <br> - Fact families - addition facts <br> - Number bonds to 10 <br> - Addition - adding together <br> - Addition - adding more <br> - Finding a part <br> - Subtraction - crossing out <br> - Subtraction symbol <br> - Subtraction - finding a part <br> - Subtraction - counting back <br> - Subtraction - finding the different <br> - Comparing addition and subtraction statements $a+b>c$ <br> - Comparing addition and subtraction statements $a+b>c+d$ | Geometry: <br> Shape x 1 <br> - Recognise and name 3D shapes <br> - Sort 3D shapes <br> - Recognise and name 2 D shapes <br> - Sort 2D shapes <br> - Patterns with 3D and 2D shapes | Number <br> Place Value (within 50) <br> (Multiples of 2, 5 and 10 to be included) $\times 2$ <br> - Numbers to 50 <br> - Tens and ones <br> - Represent numbers to 50 <br> - One more, one less <br> - Compare objects within 50 <br> - Compare numbers within 50 <br> - Order numbers within 50 <br> - Count in 2 s <br> - Count in 5 s | Measurement: <br> Length and Height $\times 2$ <br> - Compare lengths and heights <br> - Measure length | Number: <br> Fractions x 2 <br> - Find a half <br> - Find a quarter | Measurement Money <br> - Recognising coins <br> - Recognising notes <br> - Counting in coins |
|  |  | Number: <br> Place Value <br> (within 20) <br> - Count forwards and backwards and write numbers to 20 in numerals and words <br> - Numbers from 11 to 20 <br> - Tens and ones <br> - Count one more and one less <br> - Compare groups of objects <br> - Compare numbers <br> - Order groups of objects <br> - Order numbers |  | Measurement: <br> Weight and Volume $\times 2$ <br> - Introduce weight and mass <br> - Measure mass <br> - Compare mass <br> - Introduce capacity and volume <br> - Measure capacity <br> - Compare capacity | Geometry: <br> position and direction link to Beebots and programming <br> - Describe turns <br> - Describe position | Measure <br> Time $\times 2$ <br> - Before and after <br> - Dates <br> - Time to the hour <br> - Time to the half hour <br> - Writing time <br> - Comparing time |


| Year 1/2 | Number: <br> Place Value <br> Y1 Numbers to 20 <br> Y2 Numbers to 100 x3 <br> - Count and forwards and backwards to 10 <br> - Count forwards and backwards to 20 <br> - Sort, count and represent objects <br> - Numbers 11-20 <br> - Tens and ones <br> - One more, one less <br> - One-to-one correspondence <br> - Compare groups <br> - < > = <br> - Compare numbers <br> - Order objects <br> - Order numbers <br> - Ordinal numbers <br> - The numberline <br> - Count forwards and backwards to 100 <br> - Represent numbers to 100 <br> - Tens and ones - part-whole model <br> - Tens and ones using addition <br> - Use a place values chart | Number <br> Addition and Subtraction Y1Numbers within 20 recognising money Inc. Y2 Numbers within 100 Inc. money x 3 <br> - How many left? <br> - Counting back <br> - Subtraction - not crossing 10 <br> - Subtraction crossing 10 <br> - Subtraction - finding the difference <br> - Compare statements <br> - Compare number sentences <br> - Subtract 1-digit from 2-digits <br> - Subtract with 2-digits <br> - Find change - money <br> - Find the difference - money <br> - Compare number sentences <br> - Compare money <br> - 2-step problems - money | Number <br> Division $\times 2$ <br> - Make equal groups - sharing <br> - Make equal groups - grouping <br> - Make equal groups - sharing <br> - Make equal groups - grouping <br> - Divide by 2 <br> - Odd and even numbers <br> - Divide by 5 <br> - Divide by 10 | Geometry Y1 shape and consolidation <br> Y2 Properties of shape $x$ 3 <br> - Recognise and name 3D shapes <br> - Recognise and name 2D shapes <br> - Sort 3D shapes <br> - Sort 2D shapes <br> - Patterns with 3D and 2D shapes <br> - Recognise 2D and 3D shapes <br> - Count sides on 2D shapes <br> - Count vertices on 2D shapes <br> - Draw 2D shapes <br> - Lines of symmetry <br> - Sort 2D shapes <br> - Sort 3D shapes <br> - Count faces on 3D shapes <br> - Count edges on 3D shapes <br> - Count vertices on 3D shapes <br> - Make patterns with 2D shapes <br> - Make patterns with 3D shapes | Geometry: <br> position and direction <br> link to Beebots and programming <br> - Describe turns <br> - Describe position <br> - Describing turns <br> - Describing movement <br> - Describing movement and turns <br> - Making patterns with shapes | Measurement Y1 weight and volume Y2 mass, capacity and temperature x3 <br> - Introduce weight and mass <br> - Measure mass <br> - Compare mass <br> - Introduce capacity and volume <br> - Measure capacity <br> - Compare capacity <br> - Compare mass <br> - Measure mass (g) <br> - Measure mass (kg) <br> - Compare capacity <br> - Millilitres <br> - Litres <br> - Temperature |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Number <br> Addition and Subtraction Y1Numbers within 20 recognising money Inc. Y2 Numbers within 100 Inc. money x 3 <br> - Recognising coins <br> - Recognising notes <br> - Part-whole model <br> - Addition symbol <br> - Addition -adding together <br> - Finding a part <br> - Subtraction - breaking apart <br> - Fact families - addition facts <br> - Number bonds to 10 <br> - Compare number bonds <br> - Find and make number bonds <br> - Related facts <br> - Addition - adding more <br> - Add by counting on <br> - Add by making 10 <br> - Count money - notes and coins <br> - Select money <br> - Fact families - addition and subtraction bonds to 20 <br> - Check calculations <br> - Bonds to 100 (tens) <br> - Bonds to 100 (tens and ones) <br> - Make the same amount - money <br> - Add and subtract 1 s <br> - 10 more and less <br> - Add and subtract 10 s <br> - Add a 2 -digit and 1 -digit - crossing 10 <br> - Add two 2-digit numbers - not crossing 10 <br> - Add two 2-digit numbers - crossing 10 <br> - Add three 2-digit numbers <br> - Find the total - money | Number <br> Y1 Place Value to 50 + Multiplication <br> Y2 Multiplication x 3 <br> - Count in $2 s$ <br> - Count in 5 s <br> - Count in 10 s <br> - Counting in coins <br> - Numbers to 50 <br> - Tens and ones <br> - Represent numbers to 50 <br> - One more, one less <br> - Compare objects within 50 <br> - Compare numbers within 50 <br> - Order numbers within 50 <br> - Make equal groups <br> - Add equal groups <br> - Make arrays <br> - Make doubles <br> - Count in $2 \mathrm{~s}, 5 \mathrm{~s}$ and 10 s <br> - Count in 3 s <br> - Count money - pence <br> - Count money - pounds <br> - Recognise equal groups <br> - Make equal groups <br> - Add equal groups <br> - The multiplication symbol <br> - Multiplication from pictures <br> - Use arrays <br> - 2 times-table <br> - 5 times-table <br> - 10 times-table | Y1 Number PV to $100 \times 2$ <br> Y2 Statistics $\times 2$ <br> Link to ICT creating pictograms <br> - Counting to 100 <br> - Partitioning numbers <br> - Comparing numbers <br> - Ordering numbers <br> - One more, one less <br> - Make tally charts <br> - Draw pictograms (1-1) <br> - Interpret pictograms (1-1) <br> - Draw pictograms ( 2,5 and 10 ) <br> - Interpret pictograms (2, 5 and 10 ) <br> - Block diagrams <br> Measure Length and height <br> - Measure length <br> - Compare length and height <br> - Measure length (cm) <br> - Measure length ( m ) <br> - Compare lengths <br> - Order lengths <br> - Four operations with lengths | Number <br> Fraction x 3 <br> - Find a half <br> - Find a quarter <br> - Recognise a half <br> - Find a half <br> - Recognise a quarter <br> - Find a quarter <br> - Make equal parts <br> - Recognise a third <br> - Find a third <br> - Unit fractions <br> - Non-unit fractions <br> - Equivalence of $1 / 2$ and $2 / 4$ <br> - Find three quarters <br> - Count in fractions | Measurement Time x 2 <br> - Before and after <br> - Dates <br> - Time to the hour <br> - Time to the half hour <br> - Writing time <br> - Comparing time <br> - Hours and days <br> - O'clock and half past <br> - Quarter past and quarter to <br> - Telling time to 5 minutes <br> - Find durations of time <br> - Compare durations of time <br> Problem solving and efficient methods x2 | Investigations x 3 |


| MATHS | Term1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Number <br> PV x 3 <br> - Count forwards and backwards to 100 <br> - Represent numbers to 100 <br> - Tens and ones - part-whole model <br> - Tens and ones using addition <br> - Use a place value chart <br> - Compare objects <br> - Compare numbers <br> - Order objects and numbers <br> - Hundreds <br> - Count in 50 s <br> - Represent numbers to 1000 <br> - 100s, 10 s and 1 s <br> - Number line to 1000 <br> - Find $1,10,100$ more and less <br> - Compare objects to 1000 <br> - Compare numbers to 1000 <br> - Order numbers | Number Addition + Subtraction $\times 6$ Continuation from Term 1 | Number <br> Division $\times 2$ <br> - Make equal groups - sharing <br> - Make equal groups - grouping <br> - Divide by 2 <br> - Divide by 5 <br> - Divide by 10 <br> - Odd and even numebrs <br> - Multiply 2 -digits by 1 -digit <br> - Divide 2 -digits by 1 -digit <br> - Scaling <br> - How many ways? | Number <br> Fractions $\times 3$ <br> - Make equal parts <br> - Recognise a half <br> - Recognise a quarter <br> - Recognise a third <br> - Unit fractions <br> - Non-unit fractions <br> - Count in Fractions <br> - Find a half <br> - Find a quarter <br> - Find a third <br> - Find three quarters <br> - Equivalence of $1 / 2$ and $2 / 4$ <br> - Unit and non-unit fractions <br> - Making the whole <br> - Fractions on a number line <br> - Equivalent fractions <br> - Fractions of an amount <br> - Compare fractions <br> - Order fractions <br> - Add fractions <br> - Subtract fractions | Measurement <br> Mass, Capacity, Temperature x 3 <br> - Measure mass in grams <br> - Measure mass in kilograms <br> - Compare mass <br> - Millilitres <br> - Litres <br> - Compare volume <br> - Temperature <br> - Measure mass <br> - Compare mass <br> - Add and subtract mass <br> - Measure capacity <br> - Compare capacity <br> - Add and subtract capacity | Problem Solving and Efficient Methods |
| Y2/3 | Number <br> Addition + Subtraction x 6 <br> - Count money - notes and coins <br> - Select money <br> - Add and subtract 1 s <br> - 10 more and less <br> - Add and subtract 10 s <br> - Fact families - addition and subtraction bonds to 20 <br> - Check calculations <br> - Bonds to 100 (tens) <br> - Bonds to 100 (tens and ones) <br> - Make the same amount - money <br> - Add a 2-digit and 1-digit - crossing 10 <br> - Add two 2-digit numbers - not crossing 10 <br> - Add two 2-digit numbers - crossing 10 <br> - Add three 1-digit numbers <br> - Find the total - money <br> - Add and subtract multiples of 100 <br> - 3 -digit and 1 -digit numbers <br> - 3-digit and 2 -digit numbers <br> - Add and subtract 100 s <br> - Spot the pattern <br> - Add 3-digit and 1 -digit - crossing 10 <br> - Add 3 -digit and 2 -digit - crossing 100 <br> - 2 -digit and 3 -digit - not crossing 10/100 <br> - 2-digit and 3 -digit crossing 10 or 100 <br> - 3 -digit numbers not crossing 10 or 100 <br> - 3 -digit numbers - crossing 10 or 100 <br> - Subtract 1 -digit from 3 -digits <br> - Subtract 2 -digits from 3-digits crossing 100 <br> - 3 -digit and 3 -digit - no exchange <br> - 3-digit and 3 -digit - exchange <br> - Estimate answers | Number <br> Multiplication x 3 <br> - Count in $2 \mathrm{~s}, 5 \mathrm{~s}$ and 10 s <br> - Count in 3 s <br> - Count money - pence <br> - Count money - pounds <br> - Recognise equal groups <br> - Make equal groups <br> - Add equal groups <br> - The multiplication symbol <br> - Multiplication from pictures <br> - 2 times-table <br> - 5 times-table <br> - 10 times-table <br> - Use arrays <br> - Count in 50 s <br> - Multiply by 3 <br> - Divide by 3 <br> - 3 times-table <br> - Multiply by 4 <br> - Divide by 4 <br> - 4 times-table <br> - Multiply by 8 <br> - Divide by 8 <br> - Multiplication - equal groups <br> - Comparing statements <br> - Related calculations <br> - Multiply 2 -digits by 1 -digit | Statistics $\times 2$ <br> - Draw pictograms (1-1) <br> - Interpret pictograms (1-1) <br> - Draw pictograms (2,5 and 10) <br> - Interpret pictograms (2, 5 and 10) <br> - Make tally charts <br> - Block diagrams <br> - Pictograms <br> - Bar charts <br> - Tables <br> Measurement x1 <br> Length and Height <br> - Measure length (cm) <br> - Measure length ( $m$ ) <br> - Compare lengths <br> - Order lengths <br> - Four operations with lengths <br> - Measure length <br> - Equivalent lengths - m and cm <br> - Equivalent length - mm and cm <br> - Compare lengths <br> - Add lengths <br> - Subtract lengths | Geometry <br> Shape, Position and Direction x 3 <br> - Describing movement <br> - Describing turns <br> - Recognise 2D and 3D shapes <br> - Count sides on $2 D$ shapes <br> - Count vertices on $2 D$ shapes <br> - Draw 2D shapes <br> - Sort $2 D$ shapes <br> - Count faces on 3D shapes <br> - Count edges on 3D shapes <br> - Count vertices on 3D shapes <br> - Sort 3D shapes <br> - Lines of symmetry <br> - Make patterns with 2D shapes <br> - Make patterns with 3D shapes <br> - Making patterns with shapes <br> - Turns and angles <br> - Right angles in shapes <br> - Compare angles <br> - Horizontal and vertical <br> - Parallel and perpendicular <br> - Recognise and describe 2D shapes <br> - Draw accurately <br> - Measure perimeter <br> - Calculate perimeter <br> - Recognise and describe 3D shapes <br> - Make 3D shapes | Measure <br> Time $\times 2$ <br> - Hours and days <br> - O'clock and half past <br> - Quarter past and quarter to <br> - Telling time to 5 minutes <br> - Find durations of time <br> - Compare durations of time <br> - Months and years <br> - Hours in a day <br> - Telling time to 5 minutes <br> - Telling time to nearest minute <br> - Using am and pm <br> - 24-hour clock <br> - Finding the duration <br> - Comparing durations | Consolidation and Investigations |


| MATHS | Term1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Number $\text { PV x } 4$ <br> - Hundreds <br> - Count in 50s <br> - Represent numbers to 1000 <br> - 100s, 10 s and 1 s <br> - Number line to 1000 <br> - Find 1, 10, 100 more and less <br> - Compare objects to 1000 <br> - Compare numbers to 1000 <br> - Order numbers <br> - Count in 1000s <br> - Count in 25 s <br> - Roman Numerals to 100 <br> - $1000 \mathrm{~s}, 100 \mathrm{~s}, 10 \mathrm{~s}$ and 1 s <br> - Partitioning <br> - Number line to 10000 <br> - 1000 more and less <br> - Compare numbers <br> - Order numbers <br> - Round to the nearest $10,100,1000$ <br> - Negative numbers | Number <br> Addition + Subtraction $\times 2$ <br> Continuation from Term 1 | Number <br> Multiplication + Division x 2 <br> - Multiply 2-digits by 1 -digit <br> - Divide 2-digits by 1-digit <br> - Scaling <br> - How many ways? <br> - Written methods <br> - Multiply 2-digits by 1 -digit <br> - Multiply 3 -digits by 1 -digit <br> - Divide 2-digits by 1-digit <br> - Divide 3-digits by 1-digit <br> - Correspondence problems | Number Fractions $\times 2$ Continuation from Term 3 | Number <br> Decimals inc. money x 3 <br> - Pounds and pence <br> - Convert pounds and pence <br> - Add money <br> - Subtract money <br> - Give change <br> - Pounds and pence <br> - Ordering money <br> - Make a whole <br> - Write decimals <br> - Compare decimals <br> - Order decimals <br> - Round decimals <br> - Halves and quarters <br> - Estimating money <br> - Four operations | Statistics x 2 <br> - Bar charts <br> - Pictograms <br> - Tables <br> - Interpreting charts <br> - Comparison, sum and difference <br> - Introducing line graphs <br> - Line graphs |
| Y3/4 | Number <br> Addition + Subtraction $\times 2$ <br> - Add and subtract multiples of 100 <br> - 3-digit and 1-digit numbers <br> - 3 -digit and 2 -digit numbers <br> - Add and subtract 100 s <br> - Spot the pattern <br> - Add 3-digit and 1-digit - crossing 10 <br> - Add 3-digit and 2-digit - crossing 100 <br> - 2 -digit and 3 -digit - not crossing 10/100 <br> - 2-digit and 3-digit crossing 10 or 100 <br> - 3-digit numbers not crossing 10 or 100 <br> - 3 -digit numbers - crossing 10 or 100 <br> - Subtract 1-digit from 3-digits <br> - Subtract 2-digits from 3-digits crossing 100 <br> - 3-digit and 3-digit - no exchange <br> - 3-digit and 3-digit - exchange <br> - Estimate answers <br> - Check answers <br> - Add and subtract $1 \mathrm{~s}, 10 \mathrm{~s}, 100$ s and 1000s <br> - Add two 4-digit numbers - no exchange <br> - Add two 4 -digit numbers - one exchange <br> - Add two 4-digit numbers - more than one exchange <br> - Subtract two 4 -digit numbers - no exchange <br> - Subtract two 4-digit numbers - one exchange <br> - Subtract two 4 -digit numbers - more than one exchange <br> - Efficient subtraction <br> - Estimate answers | Number <br> Multiplication + Division $\times 4$ <br> - Multiply by 3 <br> - Divide by 3 <br> - 3 times-table <br> - Multiply by 4 <br> - Divide by 4 <br> - 4 times-table <br> - Multiply by 8 <br> - Divide by 8 <br> - Multiplication - equal groups <br> - Comparing statements <br> - Related calculations <br> - Multiply and divide by 6 <br> - 6 times table and division facts <br> - Multiply and divide by 9 <br> - 9 times table and division facts <br> - Multiply and divide by 7 <br> - 7 times table and division facts <br> - 11 and 12 times table <br> - Multiply by 10 and 100 <br> - Divide by 10 and 100 <br> - Multiply by 1 and 0 <br> - Divide by 1 <br> - Multiply 3 numbers <br> - Efficient multiplication <br> - Factor pairs | Measurement <br> Length, Perimeter and Area x 2 <br> - Equivalent lengths - m and cm <br> - Equivalent lengths - mm and cm <br> - Compare lengths <br> - Measure length <br> - Add lengths <br> - Subtract lengths <br> - Measure perimeter <br> - Calculate perimeter <br> - Kilometres <br> - Perimeter on a grid <br> - Perimeter of a rectangle <br> - Perimeter of rectilinear shapes <br> - What is area? <br> - Counting squares <br> - Making shapes <br> - Comparing area <br> Number <br> Fractions x 2 <br> - Unit and non-unit fractions <br> - Making the whole <br> - Fractions on a number line <br> - Equivalent fractions <br> - Fractions of an amount <br> - Compare fractions <br> - Order fractions <br> - Add fractions <br> - Subtract fractions <br> - What is a fraction <br> - Fractions greater than 1 <br> - Count in fractions <br> - Equivalent fractions <br> - Calculate fractions of a quantity <br> - Problem-solving - calculate quantities <br> - Add 2 or more fractions <br> - Subtract 2 fractions | Measurement <br> Capacity + mass + decimals $\times 3$ <br> - Tenths <br> - Count in tenths <br> - Tenths as decimals <br> - Measure mass <br> - Compare mass <br> - Add and subtract mass <br> - Measure capacity <br> - Compare capacity <br> - Add and subtract capacity <br> - Recognise tenths and hundredths <br> - Tenths as decimals <br> - Tenths on a place value grid <br> - Tenths on a number line <br> - Divide 1 - and 2 -digit numbers by 10 <br> - Hundredths <br> - Hundredths as decimals <br> - Hundredths on a place value grid <br> - Divide 1- and 2-digits by 100 | Measure <br> Time $\times 2$ <br> - Months and years <br> - Hours in a day <br> - Telling time to 5 minutes <br> - Telling time to nearest minute <br> - Using am and pm <br> - 24-hour clock <br> - Finding the duration <br> - Comparing durations <br> - Start and end times <br> - Measuring time in seconds <br> - Hours, minutes and seconds <br> - Years, months, weeks and days <br> - Analogue to digital - 12-hour <br> - Analogue to digital - 24 -hour | Geometry <br> Properties of shape inc. position and direction $\times 4$ <br> - Turns and angles <br> - Right angles in shapes <br> - Compare angles <br> - Recognise and describe 2-D shapes <br> - Draw lines accurately <br> - Horizontal and vertical <br> - Parallel and perpendicular <br> - Recognise and describe 3-D shapes <br> - Make 3-D shapes <br> - Identify angles <br> - Compare and order angles <br> - Triangles <br> - Quadrilaterals <br> - Lines of symmetry <br> - Complete a symmetric figure <br> - Describe position <br> - Draw on a grid <br> - Move on a grid <br> - Describe movement on a grid |


|  |  |  | - Subtract from whole amounts |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Number $\text { PV x } 4$ <br> - Roman Numerals to 100 <br> - 1000s, 100s, 10s and 1 s <br> - Partitioning <br> - Number line to 10,000 <br> - Count in $1,000 \mathrm{~s}$ <br> - 1,000 more or less <br> - Count in 25 s <br> - Compare and order numbers <br> - Round to nearest 10, 100 and 1,000 <br> - Negative numbers <br> - Roman Numerals to 1,000 <br> - Numbers to 10,000 <br> - Numbers to 100,000 <br> - Numbers to a million <br> - Counting in $10 \mathrm{~s}, 100 \mathrm{~s}, 1,000 \mathrm{~s}$, $10,000 \mathrm{~s}$ and 100,000 s <br> - Compare and order numbers to 100,000 <br> - Compare and order numbers to one million <br> - Round to the nearest 10,100 and 1,000 <br> - Round numbers within 100,000 <br> - Round numbers to one million <br> - Negative numbers | Number <br> Multiplication + Division x 3 <br> - Multiply and divide by 6 <br> - 6 times table and division facts <br> - Multiply and divide by 9 <br> - 9 times table and division facts <br> - Multiply and divide by 7 <br> - 7 times table and division facts <br> - 11 and 12 times tables <br> - Multiply by 1 and 0 <br> - Divide by 1 <br> - Multiply 3 numbers <br> - Factor pairs <br> - Multiply and divide by 10 and 100 <br> - Multiples <br> - Factors <br> - Common factors <br> - Prime numbers <br> - Square numbers <br> - Cube numbers <br> - Multiply and divide by 10,100 and 1,000 <br> - Multiples of 10,100 and 1,000 | Number <br> Multiplication + Division x 3 <br> - Efficient multiplication <br> - Written methods <br> - Multiply 2 -digits by 1 -digit <br> - Multiply 3 -digits by 1 -digit <br> - Divide 2 -digits by 1 -digit <br> - Divide 3-digits by 1-digit <br> - Multiply 4 -digits by 1 -digit <br> - Multiply 2 -digits (area model) <br> - Multiply 2 -digits by 2 -digits <br> - Multiply 3 -digits by 2 -digits <br> - Multiply 4 -digits by 2 -digits <br> - Divide 4 -digits by 1 -digit <br> - Divide with remainders | Number <br> Y 4 Decimals $\times 4$ <br> Y 5 + Percentages <br> - Recognise tenths and hundredths <br> - Tenths as decimals <br> - Tenths on a place value grid <br> - Tenths on a number line <br> - Hundredths <br> - Hundredths as decimals <br> - Hundredths on a place value grid <br> - Write decimals <br> - Halves and quarters <br> - Divide 1-digit by 10 <br> - Divide 2-digit by 10 <br> - Divide 1 or 2-digits by 100 <br> - Make a whole <br> - Decimals up to 2 d.p. <br> - Decimals as fractions <br> - Understand thousandths <br> - Thousandths as decimals <br> - Multiplying and dividing decimals by 10,100 and 1,000 <br> - Adding decimals within 1 <br> - Subtracting decimals within 1 <br> - Complements to 1 <br> - Understand percentages <br> - Percentages as fractions and | Number <br> Decimals $\times 2$ <br> Y4 + inc. money <br> - Pounds and pence <br> - Compare decimals <br> - Order decimals <br> - Ordering money <br> - Round decimals <br> - Estimating money <br> - Four operations <br> - Order and compare decimals <br> - Rounding decimals <br> - Adding and subtracting - same decimal places <br> - Adding and Subtracting - different decimal places <br> - Wholes and decimals <br> - Decimal sequences | Geometry <br> Properties of shape $\times 3$ <br> - Identify angles <br> - Compare and order angles <br> - Triangles <br> - Quadrilaterals <br> - Lines of symmetry <br> - Complete a symmetric figure <br> - Measuring angles in degrees <br> - Measuring with a protractor <br> - Drawing accurately <br> - Angles on a straight line <br> - Angles around a point <br> - Lengths and angles in shapes <br> - Regular and irregular polygons <br> - Reasoning about 3D shapes |
| Y4/5 | Number <br> Addition + Subtraction $\times 2$ <br> - Add two 4-digit numbers - no exchange <br> - Add two 4 -digit numbers - one exchange <br> - Add two 4-digit numbers - more than one exchange <br> - Add and subtract $1 \mathrm{~s}, 10 \mathrm{~s}, 100$ s and 1,000s <br> - Subtract two 4-digit numbers - no |  | Number <br> Fractions $\times 3$ <br> - What is a fraction? <br> - Equivalent fractions <br> - Fractions greater than 1 <br> - Count in fractions <br> - Add 2 or more fractions <br> - Subtract 2 fractions <br> - Subtract from whole amounts <br> - Calculate fractions of a quantity <br> - Problem solving - calculate | decimals <br> - Equivalent F.D.P. | Measure Time <br> - Hours, minutes and seconds <br> - Years, months, weeks, days <br> - Analogue to digital - 12 hour <br> - Analogue to digital - 24 hour <br> - Converting units of time <br> - Timetables | Geometry <br> Position and Direction <br> - Describe position <br> - Draw on a grid <br> - Move on a grid <br> - Describe movement on a grid <br> - Position in the first quadrant <br> - Translation <br> - Translation with coordinates <br> - Reflection <br> - Reflection with coordinates |
|  | exchange <br> - Subtract two 4-digit numbers - one exchange <br> - Subtract two 4-digit numbers more than one exchange <br> - Estimate answers <br> - Checking strategies <br> - Add whole numbers with more than 4-digits (column method) <br> - Subtract whole numbers with more than 4 digits (column method) <br> - Round to estimate and approximate <br> - Inverse operations (addition and subtraction) <br> - Multi-step addition and subtraction problems | Measurement <br> Length, Perimeter and Area x 2 <br> - Perimeter on a grid <br> - Perimeter of a rectangle <br> - Perimeter of rectilinear shapes <br> - Kilometres <br> - What is area? <br> - Counting squares <br> - Making shapes <br> - Comparing area <br> - Measure perimeter <br> - Calculate perimeter <br> - Area of rectangles <br> - Area of compound shapes <br> - Area of irregular shapes | quantities <br> - Equivalent fractions <br> - Improper to mixed <br> - Mixed to improper <br> - Number sequences <br> - Add and subtract fractions <br> - Add fractions within 1 <br> - Add 3 or more fractions <br> - Add mixed numbers <br> - Compare and order <1 <br> - Compare and order >1 <br> - Subtract fractions <br> - Subtract mixed numbers <br> - Subtract - breaking the whole <br> - Subtract 2 mixed numbers <br> - Fraction of an amount <br> - Using fractions as operators <br> - Multiply unit fractions <br> - Multiply non-unit fractions <br> - Multiply mixed numbers |  | Statistics $\times 2$ <br> - Interpret charts <br> - Comparison, sum and difference <br> - Introducing line graphs <br> - Line graphs <br> - Read and interpret line graphs <br> - Draw line graphs <br> - Use line graphs to solve problems <br> - Read and interpret tables <br> - Two-way tables | Measurement <br> Converting units and volume <br> - Kilometres <br> - Kilograms and kilometres <br> - Milligrams and millimetres <br> - Metric units <br> - Imperial units <br> - What is volume <br> - Compare volume <br> - Estimate volume]estimate capacity |


| MATHS | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Number $P V \times 2$ <br> - Numbers to 10,000 <br> - Numbers to 100,000 <br> - Numbers to a million <br> - Roman numerals to 1,000 <br> - Compare and order numbers to 100,000 <br> - Compare and order numbers to one million <br> - Round to nearest 10,100 and 1,000 <br> - Round numbers within 100,000 <br> - Round numbers to one million <br> - Counting in $10 \mathrm{~s}, 100 \mathrm{~s}$, $1,000 \mathrm{~s}, 10,000$ s and 100,000s <br> - Negative numbers <br> - Numbers to ten million <br> - Compare and order any number <br> - Round any number <br> - Negative numbers | Fractions x 5 <br> - Equivalent fractions <br> - Compare and order fractions less than 1 <br> - Compare and order fractions greater than 1 <br> - Improper fractions to mixed numbers <br> - Mixed numbers to improper fractions <br> - Number sequences <br> - Add and subtract fractions <br> - Add fractions within 1 <br> - Add 3 or more fractions <br> - Add mixed numbers <br> - Subtract mixed numbers <br> - Subtract - breaking the whole <br> - Simplify fractions <br> - Fractions on a number line <br> - Compare and order (denominator) <br> - Compare and order | Number <br> Decimals and Percentages x 3 <br> - Decimals up to 2 d.p. <br> - Decimals as fractions <br> - Understand thousandths <br> - Thousandths as decimals <br> - Multiplying and dividing decimals by 10,100 and 1,000 <br> - Rounding decimals <br> - Order and compare decimals <br> - Understand percentages <br> - Percentages as fractions and decimals <br> - Equivalent F.D.P. <br> - Three decimal places <br> - Decimals as fractions <br> - Multiply and divide by 10,100 and 1,000 <br> - Multiply and divide decimals by integers <br> - Division to solve problems <br> - Fractions to decimals <br> - Fractions to percentages <br> - Equivalent F.D.P. <br> - Order F.D.P. <br> - Percentage of an amount <br> - Percentages - missing values | Measurement <br> Perimeter, area and volume $\times 2$ <br> - Measure perimeter <br> - Calculate perimeter <br> - Area of rectangles <br> - Area of compound shapes <br> - Area of irregular shapes <br> - What is volume? <br> - Compare volume <br> - Estimate volume <br> - Estimate capacity <br> - Area and perimeter <br> - Shapes - same area <br> - Area of a triangle <br> - Area of a parallelogram <br> - Volume-counting cubes <br> - Volume of a cuboid | Geometry <br> Properties of shape $\times 2$ <br> - Measuring angles in degrees <br> - Measuring with a protractor <br> - Angles on a straight line <br> - Angles around a point <br> - Lengths and angles in shapes <br> - Regular and irregular polygons <br> - Draw lines and angles accurately <br> - Reasoning about 3D shapes <br> - Measure with a protractor <br> - Introduce angles <br> - Calculate angles <br> - Vertically opposite angles <br> - Angles in a triangle <br> - Angles in quadrilaterals <br> - Angles in polygons <br> - Drawing shapes accurately <br> - Nets of 3D shapes | Consolidation + Investigation |
| Y 5/6 | 4 Operations $\times 4$ <br> - Divide 4-digits by 1-digit <br> - Divide with remainders <br> - Prime numbers <br> - Square numbers <br> - Cube numbers <br> - Round to estimate and approximate <br> - Short division <br> - Division using factors <br> - Long division <br> - Primes <br> - Squares and Cubes <br> - Mental calculations and estimation <br> - Order of operations <br> - Reason from known facts | (numerator) <br> - Add and subtract fractions <br> - Mixed addition and subtraction | Number <br> Y5 - Decimals/ Y6 - Algebra x2 <br> - Adding and subtracting decimals within 1 <br> - Complements to 1 <br> - Adding decimals - crossing the whole <br> - Adding and subtracting decimals (same d.p.) <br> - Adding and subtracting decimals (different d.p.) <br> - Adding and subtracting wholes and decimals <br> - Decimal sequences <br> - Find a rule - one step <br> - Find a rule - two steps <br> - Forming expressions <br> - Substitution <br> - Formulae <br> - Forming equations <br> - Simple one-step equations <br> - Solve two-step equations <br> - Find pairs of values <br> - Enumerate possibilities | Number <br> Y5 - Fractions/ Y6-Ratio x 2 <br> - Consolidate learning about fractions from Term 2 <br> - Using ratio language <br> - Ration and fractions <br> - Introducing the ratio symbol <br> - Calculating ratio <br> - Using scale factors <br> - Calculating scale factors <br> - Ratio and proportion problems | Geometry <br> Position and Direction <br> - Position in the first quadrant <br> - Reflection <br> - Reflection with coordinates <br> - Translation <br> - Translation with coordinates <br> - The first quadrant <br> - Four quadrants <br> - Reflections <br> - Translations |  |
|  |  |  | Measurements <br> Converting units <br> - Kilograms and Kilometres <br> - Milligrams and Millilitres <br> - Metric units <br> - Imperial units <br> - Converting units of time <br> - Metric measures <br> - Convert metric measures <br> - Calculate with metric measures <br> - Imperial measures <br> - Miles and kilometres | Statistics x 2 <br> - Read and interpret line graphs <br> - Draw line graphs <br> - Use line graphs to solve problems <br> - Read and interpret tables <br> - Two-way tables <br> - Timetables <br> - Read and interpret line graphs <br> - Draw line graphs <br> - Use line graphs to solve problems <br> - Circles <br> - Read and interpret pie charts <br> - Pie charts with percentages <br> - Draw pie charts <br> - The mean |  |  |

