Place value

- count in multiples of 6, 7, 9, 25 and 1000
- find 1000 more or less than a given number
- count backwards through zero to include negative numbers
- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
- order and compare numbers beyond 1000
- identify, represent and estimate numbers using different representations
- round any number to the nearest 10, 100 or 1000
- solve number and practical problems that involve all of the above and with increasingly large positive numbers
- read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

Language Enrichment	First Hand Experiences	Purpose / Life Skills	Previous Knowledge
Thousands, hundreds, tens,	Practical activities:	Ordering numbers – link to	• count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more
ones, order, compare,	Making numbers of varying sizes	wages	or less than a given
estimate, round, numerals,	practically using base 10 equipment	Rounding numbers – link to	number
roman numerals.	and counters	process in shops	• I recognise the place value of each digit in a three-digit number
	Human number lines – recreate	Large numbers place value	(hundreds, tens, ones)
Finding similarities and	number lines on the playground	 link to footballer's wages 	 I compare and order numbers up to 1000
differences between	Comparing numbers – Nrich assorted	etc	 I identify, represent and estimate numbers using different
numbers.	games	Negative numbers – link to	representations
	Negative numbers – Nrich game	lifts/elevators /	 I read and write numbers up to 1000 in numerals and in words
Class counting or pair ping	Roman numerals – linked to Romans	temperatures	I solve number problems and practical problems involving these ideas.
pong counting	history topic		
Oracy stem sentences			
around board or available on			
slides to read			

Fractions (inc. decimals)

- recognise and show, using diagrams, families of common equivalent fractions
- & count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
- solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number
- A add and subtract fractions with the same denominator
- A recognise and write decimal equivalents of any number of tenths or hundredths
- A find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths

Language Enrichment	First Hand Experiences	Purpose / Life Skills	Previous Knowledge
Would you rather questions about fractions and fractions of amounts. Counting in decimal intervals. Vocabulary highlighted and taught and put onto working wall. Oracy stem sentences around board or available on slides to read.	 Practical activities: Use of fraction wall packs – visually compare fraction sizes and equivalents Practical Fractions – linked to cakes/ pizzas / chocolate Fractions online equality game – linked to cups/ pizzas/ bar models – different representations Decimals and tenths – chewit packets activity Making decimals with place value counters Decimal place value – nice and nasty nrich game 	Food fractions, fractions of groups of objects. Decimal numbers linked to money notation.	 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 recognise, find and write fractions of a discrete set of objects: unit fractions and nonunit fractions with small denominators recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators recognise and show, using diagrams, equivalent fractions with small denominators add and subtract fractions with the same denominator within one whole compare and order unit fractions, and fractions with the same denominators

MEASURE

- * Convert between different units of measure [for example, kilometre to metre; hour to minute]
- + measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- find the area of rectilinear shapes by counting squares
- sestimate, compare and calculate different measures, including money in pounds and pence. Mathematics key stages 1 and 2 28 Statutory requirements
- * read, write and convert time between analogue and digital 12- and 24-hour clock
- * solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Language Enrichment	First Hand Experiences	Purpose / Life Skills	Previous Knowledge
Rhymes and songs to help learn units of measure and compare them Vocabulary highlighted and taught and put onto working	Practical activities: - Use of metre sticks, trundle wheels to measure perimeter of classroom and playground - Measure challenges in classroom using variety of equipment –	All length activities linked to real life objects – playground/ classroom items etc Change recipes or	 measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) measure the perimeter of simple 2-D shapes add and subtract amounts of money to give change, using both £ and p in practical contexts tell and write the time from an analogue clock, including using Roman
wall. Oracy stem sentences around board or available on slides to read.	 rulers/ tape measures/ metre sticks etc –e.g can you find an item that is 7cm.? Area challenges with cubes – how many ways? Area challenge – design a zoo activity 	measures by converting. Converting travel timetables	 numerals from I to XII, and 12-hour and 24-hour clocks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight know the number of seconds in a minute and the number of days in each
	 Measure challenge – create clothes for a giant Use of stopwatches – measure different units of time- seconds/ minutes etc Using calendars – calendar challenges 		month, year and leap year compare durations of events [for example to calculate the time taken by particular events or tasks].

Addition and Subtraction

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- estimate and use inverse operations to check answers to a calculation
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

Language Enrichment	First Hand Experiences	Purpose / Life Skills	Previous Knowledge
Modelling strategies with a partner, explaining using concrete resources and abstract resources. Creating mathematical models to represent word problems Vocabulary highlighted and taught and put onto working wall. Oracy stem sentences around board or available on slides to read.	 Practical activities: add and subtract numbers of varying sizes practically using base 10 and counters. Human numberline 	Money – change and spending Rounding money Maths problems based in real life scenarios as much as possible e.g. shops, recipes etc.	 add and subtract numbers mentally, including: A a three-digit number and ones A a three-digit number and tens A a three-digit number and hundreds A add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction A estimate the answer to a calculation and use inverse operations to check answers Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.

Multiplication and Division

- Recall multiplication and division facts for multiplication tables up to 12 x 12
- 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
- Recognise and use factor pairs and commutativity in mental calculations
- Multiply two-digit and three-digit numbers by a one-digit number using formal written layout
- Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.

Language Enrichment	First Hand Experiences	Purpose / Life Skills	Previous Knowledge
Songs and rhymes to recall times table facts. Creating a times table using a number line, if I know that then Vocabulary highlighted and taught and put onto working wall. Oracy stem sentences around board or available on slides to read.	 Lots of practice of multiply and dividing with counters before introducing written methods. Written methods introduced alongside counters. Area work – practically making shapes and measuring. Area challenges – can you make a shape with the area of? Times tables Liz Hopkins games Times tables songs Daily 10 and TT Rockstars Nrich investigations: Carrying cards Zios and zepts Multiplication square jigsaw 	Maths problems based in real life scenarios as much as possible e.g. shops, recipes etc. Recipe scaling, measuring scaling Correspondence problems such as combinations of football kit shirt and shorts.	 recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one- digit numbers, using mental and progressing to formal written methods solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

Geometry

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- Identify acute and obtuse angles and compare and order angles up to two right angles by size*

- A describe positions on a 2-D grid as coordinates in the first quadrant
- A describe movements between positions as translations of a given unit to the left/right and up/down

Language Enrichment	First Hand Experiences	Purpose / Life Skills	Previous Knowledge
Language Enrichment Giving directions to a partner to move Sorting angles / shapes. Identifying examples that do not fit. Similarities and differences between shapes / angles Vocabulary highlighted and taught and put onto working wall. Oracy stem sentences around board or available on slides to	 First Hand Experiences Practical activities: identify angles around the classroom and the school. create different angles on the tables using tape and get the children to identify as many different angles as they can. Use rulers to demonstrate the different types of angles use practical resources – e.g. 2D and 3D shapes 	Purpose / Life SkillsLayout of a roomBuilding objectsDesigningFollowing mapsMaking shapes fromnetsShape in architectureSymmetry in natureProgramming androbotTreasure map	 Previous Knowledge draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them recognise angles as a property of shape or a description of a turn identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

Statistics

- Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.
- Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Language Enrichment	First Hand Experiences	Purpose / Life Skills	Previous Knowledge
Present information	Creating bar charts and pictograms based	Jobs in the future.	- interpret and present data using bar charts, pictograms and tables
from a research project	on research conducted in Science or	Analysing data.	solve one-step and two-step questions [for example, 'How many more?'
to share what is found.	research related to children's interests		and 'How many fewer?'] using information presented in scaled bar charts
		Weather research	and pictograms and tables.
Work in a group to plan,	Nrich:		
gather and present	Take your dog for a walk – graphs in real	School surveys	
data.	life		
Use a time graph to tell	How big are classes 5, 6 and 7? – bar chart		
the story of events e.g a	and pictogram problem solving		
car's distance journey	Venn diagrams – problem solving		
over time.			
Vocabulary highlighted			
and taught and put onto			
working wall.			
Oracy stem sentences			
around board or			
available on slides to			
read			