## Maths Subject Overview

Red - Ready to Progress Criteria
Teaching for Mastery
Our scheme of learning, based on the 'White Rose Scheme' is designed to support a mastery approach to teaching and learning and is consistent with the aims and objectives of the National Curriculum.

## - Putting Number First

Our scheme has number at its heart. A significant amount of time is spent reinforcing number in order to build competency and ensure children can confidently access the rest of the curriculum.

- Depth Before Breadth

Our aim is for children to acquire depth of knowledge within each topic. Opportunities to revisit previously learned skills are built into later units of work.

- Working Together

Children work together on the same schemes of work, with learning adapted as and when necessary to allow access for all. Children of all abilities are encouraged to support each other in their learning.

- Fluency, Reasoning and Problem Solving

Our scheme develops all three key areas of the National Curriculum, giving children the knowledge and skills they need to become confident mathematicians.
declarative knowledge: facts, concepts, formulae
procedural knowledge: methods, procedures, algorithms
conditional knowledge: strategies formed from the combinations of facts and methods to reason and problem-solve
Concrete - Pictorial - Abstract (CPA)
Research shows that all children, when introduced to a new concept, should have the opportunity to build competency by following the CPA approach. This features throughout our scheme of learning.

Common Mistakes, Misconceptions \& Areas Requiring Additional Support
Teachers plan for common mistakes, misconceptions and areas that may require additional support by making themselves familiar with the 'Things to look out for' section on the termly 'White Rose Schemes of Learning'.

## Vocabulary

Understanding a wide range of mathematical vocabulary is essential to our scheme of work; consequently vocabulary is specifically taught through daily lessons and 'Possible Sentence Stems' are used to further support children's mathematical language and to develop their reasoning skills.


| $\begin{aligned} & Y \\ & 1 \end{aligned}$ | Number Place Value Numbers to 10 | Number <br> Add \& Subt <br> Numbers within 10 | Geometry <br> Shape | Number Consol | Number Place Value Numbers to 20 | Number Add \& Subt Numbers within 20 | Number Place Value Numbers within 50 | Measure Length \& Height | Measure <br> Mass \& Vol | Measure Money | Measure | Number <br> Mult \& Div | Number Fractions | Geom Position \& Direction | $\begin{aligned} & \text { Number } \\ & \text { Place } \\ & \text { Value } \\ & \text { Numbers } \\ & \text { within } 100 \end{aligned}$ |
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| $\begin{aligned} & \stackrel{y}{む} \\ & \stackrel{y}{\Psi} \\ & \stackrel{0}{0} \\ & \hline 0 \end{aligned}$ | - Sort objects <br> - Count objects <br> - Count objects from a larger group <br> - Represent objects <br> - Recognise numbers as words <br> - Count on from any number <br> - 1 more <br> - Count backwards within 10 <br> - 1 less <br> - Compare groups by matching <br> - Fewer, more, same <br> - Less than, greater than, equal to <br> - Compare numbers <br> - Order objects \& numbers | - Parts \& wholes <br> - Part-whole model <br> - Write number sentences <br> - Fact families + facts <br> - Number bonds within 10 <br> - Systematic number bonds within 10 <br> - Number bonds to 10 <br> - Add together <br> - Add more <br> - Addition problems <br> - Find a part <br> - Subtraction - find a part <br> - Fact families - the 8 facts <br> - Take away / cross out <br> - Take away - how many left? <br> - Subtraction on a number line <br> - Add or subtract 1 or 2 |  <br> name 3D <br> shapes <br> - Sort 3D <br> shapes <br>  <br> name 2D <br> shapes <br> - Sort 2D <br> shapes <br> - Patterns with <br> 2D \& 3D shapes | Place value <br>  <br> subtract | - Count within 20 <br> - Understand 10 <br> - Understand 11, <br> 12 \& 13 <br> - Understand 14, <br> 15 \& 16 <br> - Understand 17, <br> 18 \& 19 <br> - Understand 20 <br> - 1 more \& 1 less <br> - Number line to <br> 20 <br> - Estimate on a <br> number line to 20 <br> - Compare <br> numbers to 20 <br> - Order numbers <br> to 20 | - Add by counting on within 20 <br> - Add ones using number bonds <br> - Find \& make number bonds to 20 <br> - Doubles <br> - Near doubles <br> - Subtract ones using number bonds <br> - Subtraction counting back <br> - Subtraction finding difference <br> - Related facts <br> - Missing number problems | - Count from 20 <br> to 50 <br> - 20, 30, 40 \& 50 <br> - Count by making groups of 10 <br> - Groups of tens \& ones <br> - Partition into tens \& ones <br> - Number line to <br> 50 <br> - Estimate on a <br> number line to 50 <br> - 1 more, 1 less <br> - Compare lengths <br> \& heights <br> - Measure length <br> using objects <br> - Measure length <br> in cms | - Compare <br>  <br> heights <br> - Measure <br> length using <br> objects <br> - Measure <br> length in <br> cms |  <br> lighter <br> - Measure <br> mass <br> - Compare <br> mass <br>  <br> empty <br> - Compare <br> volume <br> - Measure <br> capacity <br> - Compare <br> capacity |  | - Before \& after - Days of the week - Months of the year - Hours, minutes \& seconds - Tell the time to the hour - Tell the time to the half hour | - Count in <br> 2s <br> - Count in <br> 10s <br> - Count in <br> 5s <br> - Recognise <br> equal groups <br> - Add equal <br> groups <br> - Make <br> arrays <br> - Make <br> doubles <br> - Make <br> equal groups <br> - grouping <br> - Make <br> equal groups <br> - sharing | - Recognise half of an object or shape <br> - Find half of an object or shape <br> - Recognise half <br> of a quantity <br> - Find half of a quantity <br> - Recognise <br> quarter of an <br> object or shape <br> - Find a quarter of an object or a shape <br> - Recognise a quarter of a quantity <br> - Find a quarter of a quantity | - Describe <br> turns <br> - Desribe <br> position - <br> left \& right <br> - Describe <br> position - <br>  <br> backwards <br> - Describe <br> position - <br>  <br> below <br> - Ordinal <br> numbers | - Count from <br> 50 to 100 <br> - Tens to <br> 100 <br> - Partition <br>  <br> ones <br> - Number <br> line to 100 <br> - 1 more, 1 <br> less <br> - Compare <br> numbers <br> with same <br> number of <br> tens <br> - Compare <br> any 2 <br> numbers |
|  | - Spot the mistake in number sequences <br> - True of false statements <br> - What comes next? <br> - Do, then explain | - Continue the pattern <br> - Missing numbers <br> - Working backwards <br> - What do you notice? <br> - Fact families <br> - What else do you know? <br> - Missing symbols <br> - Convince me <br> - Making an estimate <br> - Is it true that? | - What's the same, what's different? <br> - Visualising <br> - True or false? <br> - Other <br> possibilities |  | - Spot the mistake in number sequences <br> - True of false <br> statements <br> - What comes next? <br> - Do, then explain | - Cont the pattern <br> - Missing numbs <br> - Working bwards <br> - What do you <br> notice? <br> - Fact families <br> - What else do <br> you know? <br> - Missing symbols <br> - Convince me <br> - Making an est <br> - Is it true that? | - Spot the mistake in number sequences <br> - True of false <br> statements <br> - What comes next? <br> - Do, then explain | - Top tips <br> - Applicatio <br> n | - Top tips <br> - Application | - Possibili <br> ties | - Explain thinking | - Making links <br> - Spot the mistake | - What do you notice? <br> - True or false? | - Working backwards | - Spot the mistake in number sequences <br> - True of false statements - What comes next? <br> - Do, then explain |
|  | English <br> The Gingerbread Man <br> The Enormous Turnip <br> Ten Little Dinosaurs by Mike <br> Brownlow <br> Spelling numbers <br> Science <br> Counting, sorting \& finding specific <br> numbers of living things <br> Music <br> Clapping songs | Science <br> Counting \& calculating with leaves and conkers <br> Real Life Problem Solving | DT Constructing Windmills Making 2D \& 3D shapes Computing Mouse Skills 2D shape pictures Data Handling Pictograms of 2D shapes | Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving | Science Seasons Measuring rainfall in cms |  | PSHE Economic WellBeing Money | Science <br> Seasons <br> Night / <br> day, <br> months | Real Life Problem Solving | DT Cooking Amounts of ingredients | Geography Mapping \& Fieldwork Create maps to show routes <br> Computing Bee-Bots Giving directional instructions Coding Moving objects |  |


| $\begin{aligned} & Y \\ & 2 \end{aligned}$ | Number Place Value Numbers to 100 | Number Add \& Subt Numbers within 100 | Number <br> Mult \& Div | Number <br> Mult \& Div | Number Fractions | Geometry Shape | Measure Length \& Height | Number Money | Statistics | Measure <br> Mass, Cap \& Temp | Measure Time | Geometry Position \& Direction | Number Consolidate |
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| $\begin{aligned} & \stackrel{y}{\stackrel{1}{U}} \\ & \stackrel{\rightharpoonup}{U} \\ & \stackrel{\rightharpoonup}{0} \end{aligned}$ | - Numbers to 20 <br> - Count objects to 100 by making 10s <br> - Recognise tens \& ones <br> - Use a place value chart <br> - Partition numbers to 100 <br> - Write numbers to 100 in words <br> - Flexibly partition numbers to 100 <br> - Write numbers to 100 in expanded form <br> - 10 s on a number line to 100 <br> - 10 s \& 1 s on a number line to <br> 100 <br> - Estimate numbers on a number line <br> - Compare objects <br> - Compare numbers <br> - Order objects \& numbers <br> - Count in $2 \mathrm{~s}, 5 \mathrm{~s}$ and 10 s <br> - Count in 3s | - Bonds to 10 <br> - Fact families - addition \& subtraction bonds within 20 <br> - Related facts <br> - Bonds to 100 (tens) <br> - Add \& subtract 1 s <br> - Add by making 10 <br> - Add three 1-digit numbers <br> - Add to the next 10 <br> - Add across a 10 <br> - Subtract across a 10 <br> - Subtract from a 10 <br> - Subtract a 1-digit from a 2-digit number <br> - 10 more, 10 less <br> - Add \& subtract 10 s <br> - Add two 2-digit numbers (not across a 10) <br> - Add two 2-digit numbers (across a 10) <br> - Subtract two 2-digit numbers (not across a 10) <br> - Subtract two 2-digit numbers (across a 10 ) <br> - Mixed addition \& subtraction <br> - Compare number sentences <br> - Missing number problems | - Recognise equal groups <br> - Make equal groups <br> - Add equal groups <br> - Introduce multiplication symbol <br> - Multiplication sentences <br> - Use arrays <br> - Make equal <br> groups - grouping <br> - Make equal <br> groups - sharing | - 2x tables <br> - Divide by 2 <br> - Doubling \& halving <br> - Odd \& even numbers <br> - 10x tables <br> - Divide by 10 <br> - 5 x tables <br> - Divide by 5 <br> 5 x \& 10x <br> tables | - Intro to parts \& whole <br> - Equal \& unequal parts <br> - Recognise a half <br> - Find a half <br> - Recognise a <br> quarter <br> - Find a quarter <br> - Recognise a third <br> - Find a third <br> - Find the whole <br> - Unit fractions <br> - Non-unit <br> fractions <br> - Recognise the equivalence of a half \& 2 quarters <br> - Recognise three quarters <br> - Count in fractions up to a whole | - Recognise 2D \& 3D shapes <br> - Count sides on 2D shapes <br> - Count vertices on 2 D shapes <br> - Draw 2D shapes <br> - Lines of symmetry on shapes <br> - Use lines of symmetry to complete shapes <br> - Sort 2D shapes <br> - Count faces on 3D shapes <br> - Count edges on 3D shapes <br> - Count vertices on 3D shapes <br> - Sort 3D shapes <br> - Make patterns with 2D \& 3D shapes | - Measure in cms <br> - Measure in m <br> - Compare <br>  <br> heights <br> - Order <br>  <br> heights <br> - Four <br> operations <br> with lengths <br> \& heights | - Count money <br> - pence <br> - Count money <br> - pounds <br> - Count money <br> - pounds \& pence <br> - Choose notes \& coins <br> - Make the same amount <br> - Compare <br> amounts of money <br> - Calculate <br> with money <br> - Make a <br> pound <br> - Find change <br> - 2-step <br> problems | - Make tally <br> charts <br> - Tables <br> - Block <br> diagrams <br> - Draw <br> pictograms (1- <br> 1) <br> - Interpret <br> pictograms (1- <br> 1) <br> - Draw <br> pictograms (2, <br> $5 \& 10$ ) <br> - Interpret <br> pictograms (2, <br> 5 \& 10) | - Compare mass <br> - Measure in grams <br> - Measure in kg <br> - Four <br> operations with mass <br> - Compare volume \& capacity <br> - Measure in ml <br> - Measure in I <br> - Four operations with volume \& capacity <br> - Temperature | - O'clock \& half past <br> - Quarter past <br> \& quarter to <br> - Tell the time <br> past the hour <br> - Tell the time <br> to the hour <br> - Tell the time <br> to 5 minutes <br> - Minutes in an <br> hour <br> - Hours in a <br> day | - Language of position <br> - Describe <br> movement <br> - Describe <br> turns <br> - Describe <br>  <br> turns <br> - Shape <br> patterns with turns | Add \& subtract <br> Mult \& div |
|  | - Spot the mistake in number sequences <br> - True of false? <br> - What comes next? <br> - Do, then explain <br> - Make up an example | - Continue the pattern <br> - Missing numbers <br> - True or false? <br> - Hard \& easy questions <br> - Fact families <br> - What else do you know? <br> - Missing symbols <br> - Convince me <br> - Making an estimate <br> - Always, sometimes, never | - Missing numbers <br> - Making links <br> - Prove it <br> - True or false? <br> - Use the inverse | - Missing numbers <br> - Making links <br> - Prove it <br> - True or <br> false? <br> - Use the <br> inverse | - Spot the mistake <br> - What comes next? <br> - What do you notice? <br> - True or false? <br> - Odd one out | - Whats the same, what's different? <br> - Always, <br> sometimes, never <br> - Other possibilities | - Top tips <br> - Position the symbols <br> - Application | - Possibilities | - True or false? <br> - Convince me <br> - What's the <br> same, what's different? <br> - Create a <br> question | - Top tips <br> - Position the <br> symbols <br> Application | - Undoing <br> - Explain thinking <br> - Working backwards <br> - The answer <br> is... <br> - What do you notice? | - Working backwards <br> - What comes next? <br> - Explain why |  |
|  | Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving | DT Moving Monsters Halving |  | Art <br> Printmaking <br> Symmetry <br> Painting <br>  <br> lines <br> DT <br> Baby Bear's Chair <br> Strong 3D shapes | Science Plants Measure heights of plants DT Moving Monsters Measure pivots on levers | PSHE Economic Well-Being | Computing Data Handling Pictograms \& tally charts | Science Plants <br> Measure volume of water given | PE Run, Jump, <br> Throw Timing using minutes \& seconds | Geography Fieldwork \& Map Skills Position \& movement language | Real Life <br> Problem <br> Solving |


| Y 3 | Number Place Value Numbers to 1000 | Number Add \& Subt Numbers within 1000 | Number <br> Mult \& Div | Number <br> Mult \& Div | Measure Length \& Perimeter | Number Fractions | Measure Mass \& Capacity | Number Fractions | Measure Money | Measure Time | Geometry <br> Shape | Statistics |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | - Represent numbers to 100 <br> - Partition numbers to 100 <br> - Number line to 100 <br> - Hundreds <br> - Represent numbers to 1000 <br> - Partition numbers to 1000 <br> - Flexible partitioning of numbers to 1000 <br> - Hundreds, tens \& ones <br> - Find 1,10 or 100 more or less <br> - Number line to 1000 <br> - Estimate on a number line to 1000 <br> - Compare numbers to 1000 <br> - Order numbers to 1000 <br> - Count in 50 s | - Apply number bonds within 10 <br> - Add \& subtract 1 s <br> - Add \& subtract 10 s <br> - Add \& subtract 100 s <br> - Spot patterns <br> - Add ones across a 10 <br> - Add 10 s across a 100 <br> - Subtract 1 s across a 10 <br> - Subtract 10 s across a 100 <br> - Make connections <br> - Add two numbers (no exchange) <br> - Subtract two numbers (no exchange) <br> - Add two numbers (across a 10 ) <br> - Add two numbers (across a 100) <br> - Subtract two numbers (across a 10 ) <br> - Subtract two numbers (across a 100) <br> - Add 2 -digit \& 3 -digit numbers <br> - Subtract 2-digit from 3-digit numbers <br> - Complements to 100 <br> - Estimate answers <br> - Inverse operations <br> - Make decisions | - Multiplication equal groups <br> - Use arrays <br> - Multiples of 2 <br> - Multiples of 5 \& 10 <br> - Sharing \& grouping <br> - Multiply by 3 <br> - Divide by 3 <br> - $3 x$ tables <br> - Multiply by 4 <br> - Divide by 4 <br> - $4 x$ tables <br> - Multiply by 8 <br> - Divide by 8 <br> - $8 x$ tables <br> - 2,4 \& $8 x$ tables | - Multiples of 10 <br> - Related <br> calculations <br> - Reasoning about multiplication <br> - Multiply 2-digit by <br> 1-digit number - no exchange <br> - Multiply 2-digit by <br> 1-digit number - with exchange <br> - Link multiplication <br> \& division <br> - Divide a 2-digit by <br> 1-digit number - no <br> exchange <br> - Divide a 2-digit by <br> 1-digit number - <br> flexible partitioning <br> - Divide a 2 -digit by <br> 1-digit number - with remainders <br> - Scaling <br> - How many ways? | - Measure in m \& cm <br> - Measure in mm <br> - Measure in cm \& mm <br> - $\mathrm{M}, \mathrm{cm}$ \& mm <br> - Equivalent lengths ( $\mathrm{m} \& \mathrm{~cm}$ ) <br> - Equivalent lengths ( $\mathrm{cm} \& \mathrm{~mm}$ ) <br> - Compare lengths <br> - Add lengths <br> - Subtract lengths <br> - What is perimeter? <br> - Measure perimeter <br> - Calculate perimeter | - Understand <br> denominators of unit fractions <br> - Compare \& order unit fractions <br> - Understand numerators of unit fractions <br> - Understand the <br> whole <br> - Compare \& order non-unit fractions <br> - Fractions \& scales <br> - Fractions on a number line <br> - Count in fractions on a number line <br> - Equivalent fractions on a number line <br> - Equivalent fractions <br> as bar models | - Use scales <br> - Measure mass in grams <br> - Measure mass in kg \& g <br> - Equivalent masses <br> ( kg \& g) <br> - Compare mass <br> - Add \& subtract mass <br> - Measure capacity \& volume in ml <br> - Measure capacity \& volume in litres \& ml <br> - Equivalent capacities \& volumes ( $1 \& \mathrm{ml}$ ) <br> - Compare capacity \& volume <br> - Add \& subtract capacity \& volume | - Add fractions <br> - Subtract <br> fractions <br> - Partition the whole <br> - Unit fractions <br> of a set of objects <br> - Non-unit <br> fractions of a <br> set of objects <br> - Reasoning <br> with fractions of <br> an amount | - Pounds \& pence <br> - Convert <br> pounds \& pence <br> - Add money <br> - Subtract <br> money <br> - Find change | - Roman numerals to 12 <br> - Tell the time to 5 minutes <br> - Tell the time <br> to the minute <br> - Read time on <br> a digital clock <br> - Use am \& pm <br> - Years, months <br> \& days <br> - Days \& hours <br>  <br> minutes - use <br> start \& end <br> times <br>  <br> minutes - use <br> durations <br>  <br> seconds <br> - Units of time <br> - Solve <br> problems with <br> time |  <br> angles <br> - Right angles <br> - Compare <br> angles <br>  <br> draw accurately <br>  <br> vertical <br>  <br> perpendicular <br>  <br> describe 2D <br> shapes <br> - Draw <br> polygons <br>  <br> describe 3D <br> shapes <br> - Make 3D <br> shapes | - Interpret pictograms <br> - Draw <br> pictograms <br> - Interpret bar charts <br> - Draw bar charts <br>  <br> represent data <br> - Two-way <br> tables |
|  | - Spot the mistake in number sequences <br> - True of false? <br> - What comes next? <br> - Do, then explain <br> - Make up an example | - Continue the pattern <br> - Missing numbers <br> - True or false? <br> - Hard \& easy questions <br> - Fact families <br> - What else do you know? <br> - Missing symbols <br> - Convince me <br> - Making an estimate <br> - Always, sometimes, never | - Missing numbers <br> - Making links <br> - Use a fact <br> - Prove it <br> - How close can you get? <br> - True or false? <br> - Use the inverse <br> - Size of an answer | - Missing numbers <br> - Making links <br> - Use a fact <br> - Prove it <br> - How close can you get? <br> - True or false? <br> - Use the inverse <br> - Size of an answer | - Top tips <br> - Position the symbols <br> - Testing conditions | - Spot the mistake <br> - What comes next? <br> - What do you notice? <br> - True or false? <br> - Odd one out | - Top tips <br> - Position the <br> symbols <br> - Write more <br> statements | - Spot the mistake <br> - What comes next? <br> - What do you notice? <br> - True or false? <br> - Odd one out | - Possibilities | - Undoing <br> - Explain <br> thinking <br> - Working <br> backwards <br> - The answer <br> is... <br> - What do you notice? | - What's the same, what's different? <br> - Visualising <br> - Other <br> possibilities <br> - Always, <br> sometimes, <br> never <br> - Convince me | - True or false? <br> - Convince me <br> - What's the <br> same, what's different? <br> - Create a <br> question |
|  | English <br> Biography <br> Beatrix Potter - Key dates / <br> timelines <br> History <br> Stone, Bronze \& Iron Age Link <br> numbers to years | History <br> Stone, Bronze \& Iron Age <br> Differences between key dates | DT <br> Cooking \& Nutrition <br>  <br> equipment amongst <br> groups and <br> individuals <br> Pre-teaching of <br> scaling up and down for recipes | Real Life Problem Solving | DT <br> Mechanical Systems Measure equipment in cms and mms | Real- Life Problem Solving | Real-Life Problem Solving | Real-Life Problem Solving | PSHE <br> Economic Well- <br> Being <br> Saving \& paying <br> using pounds <br> and pence | Real-Life <br> Problem <br> Solving <br> Science <br> Plants <br> Measuring <br> durations of <br> time | Geography <br>  <br> Fieldwork <br> Directions <br> DT <br> Structures <br>  <br> using 2D \& 3D <br> shapes | Science <br> Plants <br> Represent investigation data through bar charts |


| $\begin{aligned} & Y \\ & 4 \end{aligned}$ | Number Place Value Numbers to 10,000 | Number Add \& Subt | Number <br> Multi \& Div | Number Fractions | Measure <br>  <br> Perimeter | Measure Area | Number Mult \& Div | Number <br> Fractions \& Decimals | Number Decimals | Measure Money | Measure Time | Geom Shape | Statistics | Geom Pos \& Dir |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \stackrel{y}{4} \\ & \stackrel{\sum}{U} \\ & \stackrel{0}{0} \end{aligned}$ | - Represent number to 1000 <br> - Partition numbers to 1000 <br> - Number line to 1000 <br> - Thousands <br> - Represent numbers to 10,000 <br> - Partition numbers to 10,000 <br> - Flexible partitioning of numbers to 10,000 <br> - Find $1,10,100,1000$ <br> more or less <br> - Number line to 10,000 <br> - Estimate on a number <br> line to 10,000 <br> - Compare numbers to <br> 10,000 <br> - Order numbers to 10,000 <br> - Roman numerals <br> - Round to the nearest 10 <br> - Round to the nearest 100 <br> - Round to the nearest <br> 1000 <br> - Round to the nearest 10 , <br> 100 or 1000 | - Add \& subtract 1 s , 10s, 100s and 1000s - Add up to two 4digit 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 4-digit numbers - one exchange <br> - Subtract 4-digit numbers - more than one exchange <br> - Efficient <br> subtraction <br> - Estimate answers <br> - Checking strategies | - Multiples of 3 <br>  <br> divide by 6 <br>  <br> division facts <br>  <br> divide by 9 <br>  <br> division facts <br> - 3, 6 \& 9x tables <br> - Multiply \& divide by 7 <br>  <br> division facts <br> - $11 x$ tables \& division facts <br>  <br> division facts <br>  <br> 0 <br> - Divide a number <br> by $1 \&$ itself <br> - Multiply 3 <br> numbers | - Understand the whole <br> - Count beyond 1 <br> - Partition a mixed number <br> - Number lines with <br> mixed numbers <br> - Compare \& order <br> mixed numbers <br> - Understand improper <br> fractions <br> - Convert mixed numbers to improper fractions <br> - Convert improper <br> fractions to mixed <br> numbers <br> - Equivalent fractions <br> on a number line <br> - Equivalent fraction <br> families <br> - Add two or more <br> fractions <br> - Add fractions \& mixed <br> numbers <br> - Subtract two fractions <br> - Subtract from whole amounts <br> - Subtract from mixed <br> numbers | - Measure in km \& m <br> - Equivalent lengths <br> ( km \& m) <br> - Perimeter on a grid <br> - Perimeter of a <br> rectangle <br> - Perimeter of rectilinear shapes <br> - Find missing <br> lengths in rectilinear shapes <br> - Calculate perimeter <br> of rectilinear shapes <br> - Perimeter of regular polygons <br> - Perimeter or polygons | - What is area? <br> - Count squares <br> - Make shapes <br> - Compare areas | - Factor pairs <br> - Use factor pairs <br> - Multiply by 10 <br> - Multiply by 100 <br> - Divide by 10 <br> - Divide by 100 <br> - Related facts - <br>  <br> division <br> - Informal written <br> methods for <br> multiplication <br> - Multiply 2-digit by <br> 1-digit number <br> - Multiply 3-digit by <br> 1-digit number <br> - Divide 2-digit by 1 - <br> digit number <br> - Divide 3-digit by 1 digit number <br> - Correspondence problems <br> - Efficient <br> multiplication | - Tenths as fractions <br> - Tenths as decimals <br> - Tenths on a place <br> value chart <br> - Tenths on a number line <br> - Divide a 1-digit <br> number by 10 <br> - Divide a 2-digit <br> number by 10 <br> - Hundredths as <br> fractions <br> - Hundredths as <br> decimals <br> - Hundredths on a place <br> value chart <br> - Divide a 1 or 2-digit <br> number by 100 | - Make a whole with tenths - Make a whole with <br> hundredth <br> - Partition <br> - Flexibly <br> partition <br> decimals <br> decimals <br> - Order <br> decimals <br> the nearest <br> whole <br> number <br>  <br> quarters as | - Write money using decimals <br> - Convert between pounds \& pence <br> - Compare amounts of money <br> - Estimate with money <br> - Calculate with money Solve problems with money | - Years, months, weeks \& days - Hours, minutes \& seconds <br> - Convert bewteen analogue \& digital times - Convert to the 24 -hour clock - Convert from the 24hour clock | - Know angles as turns <br> - Identify angles <br> - Compare and order angles <br> - Triangles <br> - Quadrilate rals <br> - Polygons <br> - Lines of <br> symmetry <br> - Complete <br> a symmetric <br> figure | - Interpret charts <br> - Compariso <br> n , sum \& difference <br> - Interpret <br> line graphs <br> - Draw line <br> graphs | - Describe position using <br> coordinates <br> - Plot <br> coordinates <br> - Draw 2D <br> shapes on a <br> grid <br> - Translate <br> on a grid <br> - Describe <br> translation <br> on a grid |
|  | - Spot the mistake in <br> number sequences <br> - True of false? <br> - What comes next? <br> - Do, then explain <br> - Make up an example <br> - Possible answers <br> - What do you notice? | - Continue the pattern <br> - Missing numbers <br> - True or false? <br> - Hard \& easy <br> questions <br> - Fact families <br> - What else do you know? <br> - Missing symbols <br> - Convince me <br> - Making an estimate <br> - Always, sometimes, never | - Missing numbers <br> - Making links <br> - Use a fact <br> - Prove it <br> - How close can <br> you get? <br> - Always, <br> sometimes, never <br> - Use the inverse <br> - Size of an <br> answer | - Spot the mistake <br> - What comes next? <br> - What do you notice? <br> - True or false? <br> - Odd one out <br> - Complete the pattern <br> - Ordering <br> - Continuing the pattern | - Top tips <br> - Position the <br> symbols <br> - Write more <br> statements <br> - The answer is... | - Testing conditions <br> - Always, sometimes, never | - Missing numbers <br> - Making links <br> - Use a fact <br> - Prove it <br> - How close can you get? <br> - Always, sometimes, never <br> - Use the inverse <br> - Size of an answer | - Spot the mistake <br> - What comes next? <br> - What do you notice? <br> - True or false? <br> - Missing symbol <br> - Do, then explain <br> - Top tips <br> - Odd one out <br> - Complete the pattern <br> - Another \& another <br> - Ordering <br> - Continuing the pattern <br> - Undoing | - Top tips <br> - Missing symbol <br> - Do, then explain <br> - Top tips <br> - Complete the pattern <br> - Ordering <br> - Undoing <br> - Another \& another | Possibilitie <br> s | - Undoing <br> - Explain thinking <br> - Working backwards - What do you notice? | - What's the <br> same, <br> what's <br> different? <br> - Visualising <br> - Other <br> possibilities <br> - Always, <br> sometimes, <br> never <br> - Convince <br> me | - True or false? <br> - Convince me <br> - What's the same, what's different? - Create a question | - Working backwards |
|  | History <br>  <br> Egyptions <br> Timelines <br> RE <br> Buddhism <br> Key dates | Computing Computational Thinking Problem solving using abstraction | Real Life Problem Solving | Real Life Problem Solving | DT Pavillions <br> Measure using cm \& mm to fit within given perimeters | Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving | DT <br>  <br> Nutrition <br>  <br> profit / loss <br> PSHE <br> Economic <br> Well-Being <br>  <br> Savings | Science <br> States of <br> Matter <br> Times taken <br> for materials <br> to melt | PE <br> Orienteering <br> Angles as <br> turns <br> clockwise / <br> anti- <br> clockwise | Science <br> Sound <br> Noise levels <br> in school <br> Computing <br> Spreadsheet <br> Creating <br> graphs from <br> data | Geography Longitude \& Latitude Coordinates \& map reading |


| $Y$ 5 | Number Place Value | Number Add \& Subt | Number <br> Mult \& Div | Number Fractions | Number <br> Mult \& Div | Number Fractions | Number <br> Decimals \& Percentage | Measure <br> Perimeter <br>  <br> Area | Statistics | Geom Shape | Geom Position \& Direction | Number Decimals | Number Neg Number | Measure Convert Units | Measure Volume |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \stackrel{y}{ \pm} \\ & \stackrel{y}{\tilde{0}} \\ & \stackrel{0}{0} \end{aligned}$ | - Roman numerals to 1000 <br> - Numbers to 10,000 <br> - Numbers to <br> 100,000 <br> - Numbers to <br> 1,000,000 <br> - Read \& write <br> numbers to <br> 1,000,000 <br> - Powers of 10 <br> 10 / 100 / 1000 / <br> 10,000 / 100,000 <br> more or less <br> - Partition numbers <br> to 1,000,000 <br> - Number line to <br> 1,000,000 <br> - Compare \& order numbers to 100,000 <br> - Compare \& order numbers to <br> 1,000,000 <br> - Round to the nearest 10, 100 or 1000 <br> - Round within 100,000 <br> - Round within 1,000,000 | - Mental strategies <br> - Add whole numbers with more than four digits <br> - Subtract whole <br> numbers with more than four digits <br> - Round to check answers <br> - Inverse operations <br> - Mult-step addition <br> \& subtraction <br> problems <br> - Compare <br> calculations <br> - Find missing <br> numbers | - Multiples <br> - Common <br> multiples <br> - Factors <br> - Common <br> factors <br> - Prime <br> numbers <br> - Square <br> numbers <br> - Cube <br> numbers <br> - Multiply by <br> 10,100 \& 1000 <br> - Divide by 10 , <br> 100 \& 1000 <br> - Multiples of <br> $10,100 \& 1000$ | - Find fractions equivalent to a unit fraction <br> - Find fractions equivalent to a non-unit fraction <br> - Recognise equivalent fractions <br> - Convert improper fractions to mixed numbers <br> - Convert mixed numbers to improper fractions <br> - Compare fractions less than <br> 1 <br> - Order fractions less than 1 <br> - Compare \& order fractions greater than 1 <br> - Add \& subtract fractions with the same denominator <br> - Add fractions within 1 <br> - Add fractions with total greater than 1 <br> - Add to a mixed number <br> - Add two mixed numbers <br> - Subtract fractions <br> - Subtract from a mixed number <br> - Subtract from a mixed number - breaking the whole <br> - Subtract two mixed numbers | - Multiply up to a 4-digit by 1-digit number - Multiply 2digit by 2-digit (area model) number <br> - Multiply 2digit by 2-digit number <br> - Multiply 3digit by 2-digit number <br> - Multiply 4digit by 2-digit number <br> - Solve <br> problems with mult <br> - Short division <br> - Divide 4-digit <br> by 1-digit <br> number <br> - Divide with <br> remainders <br> - Efficient <br> division <br> - Solve <br> problems with <br> mult and <br> division | - Multiply a unit fraction by an integer <br> - Multiply a nonunit fraction by an integer <br> - Multiply a mixed number by an integer <br> - Calculate a fraction of a quantity <br> - Fraction of an amount <br> - Find the whole <br> - Use fractions as operators | - Decimals up to 2 <br> decimal places <br> - Equivalent fractions <br> \& decimals (tenths) <br> - Equivalent fractions <br> \& decimals <br> - Thousandths as <br> fractions <br> - Thousandths as <br> decimals <br> - Thousandths on a <br> place value chart <br> - Order \& compare <br> decimals (same <br> number of decimal <br> places) <br> - Order \& compare <br> any decimals with up <br> to 3 dp <br> - Round to the <br> nearest whole <br> number <br> - Round to 1dp <br> - Understand <br> percentages <br> - Percentages as <br> fractions <br> - Percentages as <br> decimals <br> - Equivalent <br>  <br> percentages | - Perimeter of rectangles <br> - Perimeter of rectilinear <br> shapes <br> - Perimeter of polygons <br> - Area of <br> rectangles <br> - Area of <br> compound <br> shapes <br> - Estimate area | - Draw line graphs <br>  <br> interpret line graphs <br> - Read \& interpret tables <br> - Two-way tables <br> - Read \& interpret timetables | - Understan d \& use degrees <br> - Classify <br> angles <br> - Estimate angles <br> - Measure angles up to 180 <br> - Draw lines \& angles accurately <br> - Calculate angles around a point <br> - Calculate angles on a straight line <br> - Lengths \& angles in shapes <br> - Regular \& irregular polygons <br> - 3D shapes | - Read \& plot coordinates <br> - Problem <br> solving with <br> coorindates <br> - Translatio <br> n <br> - Translatio <br> n with <br> coorindates <br> - Lines of <br> symmetry <br> - Reflection <br> in horizontal <br> \& vertical <br> lines | - Use known facts to add \& subtract decimals within 1 - Complements to 1 <br> - Add \& subtract decimals across 1 <br> - Add decimals with the same number of $d p$ <br> - Subtract decimals with different numbers of dp <br> - Efficient strategies fofr adding \& subtracting decimals <br> - Decimal <br> sequences <br> - Multiply by 10, 100 \& 1000 <br> - Divide by 10, <br> 100 \& 1000 <br> - Mutliply \& divide decimals missing values | $\begin{aligned} & \text { - Underst } \\ & \text { and } \\ & \text { negative } \\ & \text { numbers } \\ & \text { - Count } \\ & \text { through } \\ & \text { zero in 1s } \\ & \text { - Count } \\ & \text { through } \\ & \text { zero in } \\ & \text { multiples } \\ & \text { - Compar } \\ & \text { e \& order } \\ & \text { negative } \\ & \text { numbers } \\ & \text { - Find the } \\ & \text { differenc } \end{aligned}$ | - Kilogram s \& kilometres - Millimetr es millilitres - Convert units of length - Convert between metric \& imperial units - Convert units of time - Calculate with timetables | - Cubic centimetres <br> - Compare <br> volume <br> - Estimate <br> volume <br> - Estimate <br> capacity |
|  | - Spot the mistake in number sequences <br> - True of false? <br> - What comes next? <br> - Do, then explain <br> - Make up an example <br> - Possible answers <br> - What do you notice? | - Continue the pattern <br> - Missing numbers <br> - True or false? <br> - Hard \& easy <br> questions <br> - Fact families <br> - What else do you know? <br> - Missing symbols <br> - Convince me <br> - Making an estimate <br> - Always, sometimes, never | - Missing numbers <br> - Making links <br> - Use a fact <br> - Prove it <br> - Always, sometimes, never <br> - Use the inverse <br> - Size of an answer | - Spot the mistake <br> - What comes next? <br> - What do you notice? <br> - True or false? <br> - Missing symbol <br> - Top tips <br> - Odd one out <br> - What do you notice? <br> - Ordering <br> - Continue the pattern | - Missing numbers <br> - Making links <br> - Use a fact <br> - Prove it <br> - Always, sometimes, never <br> - Use the inverse <br> - Size of an answer | - Spot the mistake <br> - What comes next? <br> - What do you notice? <br> - True or false? <br> - Missing symbol <br> - Top tips <br> - Odd one out <br> - What do you notice? <br> - Ordering <br> Continue the pattern | - Spot the mistake <br> - What comes next? <br> - What do you notice <br> - True or false? <br> - Missing symbol <br> - Do, then explain <br> - Top tips <br> - Odd one out <br> - What do you <br> notice? <br> - Another \& another <br> - Ordering <br> - Undoing | - Top tips <br> - Other <br> possibilities <br> - Testing <br> conditions <br> - Always, <br> sometimes, <br> never | $\begin{aligned} & \hline \text { - True or } \\ & \text { false? } \\ & \text { - Convince } \\ & \text { me } \end{aligned}$ | - What's the same, what's different? <br> - Visualising <br> - Other <br> possibilities <br> - Always, <br> sometimes, <br> never <br> - Other <br> possibiliti | - Working backwards | - Spot the mistake <br> - What comes <br> next? <br> - True or false <br> - Missing symbol <br> - Do, then explain <br> - Top tips <br> - Complete the <br> pattern <br>  <br> another <br> - Ordering <br> - Undoing | - Spot the mistake <br> - True or false? <br> - What comes next? - Do, then explain | $\begin{aligned} & \hline \text { - Undoing } \\ & \text { - Working } \\ & \text { backwards } \\ & \text { - The } \\ & \text { answer is } \\ & \text { - What do } \\ & \text { you } \\ & \text { notice? } \end{aligned}$ | - Write more statements |
|  | History Victorians Roman numerals The Mayans Number systems / base 20 <br> The Mayans, Ancient Greeks \& Victorians Timeline Science Animals Inc Humans Rounding to 10 Geography Locational Knowledge Populations | Real Life Problem Solving | Real Life Problem Solving | Science <br> Earth \& Space <br> Phases of the moon <br> Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving | Science <br> Earth \& Space <br> Planet data facts | Real Life Problem Solving | Science Living Things \& Their Habitats Two-way tables Animals Inc Humans Line graph comparing gestation | Science <br> Forces <br> Gears - <br>  <br> anti- <br> clockwise <br> Geography <br> Locational <br> Knowledge <br>  <br> longitude <br> degrees <br> DT <br> Structures <br> Cutting at <br> 45 \& 90 <br> degree <br> angles | Geography 4 \& 6 Figure Grid <br> References <br> Locate <br> places using grid references | Real Life Problem Solving | Real Life Problem Solving | DT <br> Structures <br> Weight <br> capacities <br> of bridges | Real Life Problem Solving |


| $\begin{aligned} & Y \\ & 6 \end{aligned}$ | Number Place Value Numbers to 10,000,000 | Number <br> Add, Subtract, Mult \& Div | Number <br> Fractions | Number <br> Fractions, Decimals \& Percentages | Number Ratio | Number Convert Units | Number Consol | Number Algebra | Measure <br> Area, Perim \& Volume | Statistics | Geometry <br> Shape | Geom <br> Position \& Direction | Number Consolid | Number Real Life Skills | Number Algebra |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \stackrel{y}{u} \\ & \stackrel{3}{4} \\ & \stackrel{0}{0} \\ & \stackrel{0}{0} \end{aligned}$ | - Numbers to 1,000,000 <br> - Numbers to 10,000,000 <br> - Read \& write numbers to 10,000,000 <br> - Powers of 10 <br> - Number line <br> to $10,000,000$ <br> - Compare \& order any integers <br> - Place value within 1 <br> - Place value integers \& decimals <br> - Round any integer <br> - Round decimals <br> - Negative numbers | - Add \& subtract integers <br> - Common factors <br> - Common multiples <br> - Rules of divisibility <br> - Primes to 100 <br> - Square \& cube numbers <br> - Multiply up to a 4 -digit by a 2 - <br> digit number <br> - Solve problems with multiplication <br> - Short division <br> - Division using factors <br> - Intro to long division <br> - Long division with remainders <br> - Solve problems with division <br> - Solve multi-step problems <br> - Order of operations <br>  <br> estimation <br> - Reason from known facts <br> - Add \& subtract decimals <br> - Multiply by 10,100 \& 1000 <br> - Divide by 10,100 \& 1000 <br> - Multiply decimals by integers <br> - Divide decimals by integers <br> - Multiply \& divide decimals in context | - Equivalent fractions and simplifying <br> - Equivalent fractions on a number line <br> - Compare \& order <br> fractions <br> - Add \& subtract simple <br> fractions <br> - Add \& subtract any <br> two fractions <br> - Add mixed numbers <br> - Subtract mixed <br> numbers <br> - Multi-step problems <br> - Multiply fractions by <br> integers <br> - Multiply fractions by <br> fractions <br> - Divide a fraction by an <br> integer <br> - Mixed questions with <br> fractions <br> - Fraction of an amount <br> - Fraction of an amount <br> - find the whole | - Decimal \& fraction equivalents <br> - Fractions as division <br> - Understand percentages <br> - Fractions to percentages <br> - Equivalent <br> fractions, decimals <br> \& percentages <br> - Order fractions, <br>  <br> percentages <br> - Percentage of an amount - one step <br> - Percentage of an amount - multi- <br> step <br> - Percentages missing values | - Add or multiply? <br> - Use ratio language - Intro to the ratio symbol <br>  <br> fractions <br> - Scale <br> drawing <br> - Use scale <br> factors <br> - Similar <br> shapes <br> - Ratio <br> problems <br> - Proportion problems <br> - Recipes | - Metric <br> measures <br> - Convert <br> metric <br> measures <br> - Calculate with metric <br>  <br> kilometres Imperial <br> measures | Fractions <br> Decimals <br> Percentages <br>  <br> proportion | - 1-step function machines <br> - 2-step function machines <br> - Form expressions <br> - Substitutio <br> n <br> - Formulae <br> - Form <br> equation <br> - Solve 1- <br> step <br> equations <br> - Solve 2- <br> step <br> equations <br> - Find pairs <br> of values <br> - Solve <br> problems <br> with two <br> unknowns | Shapes same area <br> - Area \& perimeter <br> - Area of a triangle counting squares <br> - Area of a right-angled triangle <br> - Area of <br> any triangle <br> - Area of a parallelogra m <br> - Volume counting cubes <br> - Volume of <br> a cuboid | - Line <br> graphs <br> - Dual bar <br> charts <br>  <br> interpret pie charts <br> - Pie charts with <br> percentages <br> - Draw pie <br> charts <br> - The mean | - Measure \& classify angles <br> - Calculate angles <br> - Vertically opposite angles <br> - Angles in a triangle <br> - Angles in a triangle special cases <br> - Angles in a triangle - <br> missing angles <br> - Angles in a quadrilateral <br> - Angles in polygons <br> - Circles <br> - Draw shapes accurately <br> - Nets of 3D <br> shapes | - The first quadrant <br> - Read \& plot points in four quadrants - Solve problems with coordinates <br> - Translations <br> - Reflections | Consolidate all aspects of number: <br> Place value <br> Calculation <br> Fractions, decimals \& percentage <br> Ratio \& proportion Conversions | Application of skills to real life problem solving | Algebra in prep for KS3 |
|  | - Spot the mistake in number sequences <br> - True of false? <br> - Do, then explain <br> - Make up an example <br> - Possible answers <br> - What do you notice? | - Continue the pattern <br> - Missing numbers <br> - Making links <br> - True or false? <br> - Hard \& easy questions <br> - Fact families <br> - What else do you know? <br> - Missing symbols <br> - Convince me <br> - Making an estimate <br> - Always, sometimes, never | - Spot the mistake <br> - True or false? <br> - What do you notice? <br> - Do, then explain <br> - Another \& another <br> - Odd one out <br> - Ordering <br> - Undoing <br> - Continue the pattern | - Spot the mistake <br> - True or false? <br> - What do you notice? <br> - Do, then explain <br>  <br> another <br> - Odd one out <br> - Ordering <br> - Undoing <br> - Continue the pattern | - What else do you know? <br> - Do, then explain <br> - Undoing <br> - Unpicking | - Top tips <br> - Write more statements - What do you notice? | - Spot the mistake <br> - True or false? <br> - What do you notice? <br> - Do, then explain <br> - Another \& another <br> - Odd one out <br> - Ordering <br> - Undoing Continue the pattern | - Connected calculations <br> - Undoing <br> - Generalisi <br> ng | - Other possibilities <br> - Top tips <br> - Testing <br> conditions <br> - Always, <br> sometimes, <br> never <br> - The <br> answer is... <br> - Visualising | - True or false? <br> - Convince me <br> - What's the same, what's different? <br> - Create a question <br> - Missing information | - What's the same, what's different? <br> - Other <br> possibilities <br> - Always, <br> sometimes, <br> never <br> - Convince me | - Working backwards | - Spot the mistake <br> - True or false? <br> - What do you notice? <br> - Do, then explain <br> - Another \& another <br> - Odd one out <br> - Ordering <br> - Undoing <br> Continue the <br> pattern | - Continue the pattern <br> - Missing numbers <br> - Making links <br> - True or false? <br> - Hard \& easy questions <br> - Fact families <br> - What else do you know? <br> - Convince me <br> - Making an estimate | - Connected calculations <br> - Undoing <br> - Generalising |
|  | History Monarchs, Battle of Britain, Windrush Timelines | Real Life Problem Solving | Real Life Problem Solving | Science <br> Animals Inc <br> Humans <br> Blood components | DT Cooking Proportion adapting recipes for set numbers of people | DT Automata Toys Measuring materials in cm and mm | Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving | Science - <br> Animals Inc <br> Humans <br> Blood <br> components <br> through pie <br> chart <br> Investigation <br> results | Science - Light <br> Measuring <br> angles of <br>  <br> reflection <br> Computing <br> Intro to Python <br> Measuring <br> angles for turns | Geography Maps \& Orienteering Coordinates | Real Life Problem Solving | Real Life Problem Solving | Real Life Problem Solving |

