



## St Helen's Catholic Primary School Mathematics Curriculum Map 2016 – 2017

### Subject content - Key stage 1

The principal focus of mathematics teaching in key stage 1 is to ensure that pupils develop confidence and mental fluency with whole numbers, counting and place value. This should involve working with numerals, words and the four operations, including with practical resources [for example, concrete objects and measuring tools]. At this stage, pupils should develop their ability to recognise, describe, draw, compare and sort different shapes and use the related vocabulary. Teaching should also involve using a range of measures to describe and compare different quantities such as length, mass, capacity/volume, time and money. By the end of year 2, pupils should know the number bonds to 20 and be precise in using and understanding place value. An emphasis on practice at this early stage will aid fluency. Pupils should read and spell mathematical vocabulary, at a level consistent with their increasing word reading and spelling knowledge at key stage 1.

	Number & place value	Number – addition, subtraction, multiplication, division	Number - Fractions	Measurement	Geometry	Statistics
Year 1	<p>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens</li> <li><input type="checkbox"/> given a number, identify one more and one less</li> <li><input type="checkbox"/> identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least</li> <li><input type="checkbox"/> read and write numbers from 1 to 20 in numerals and words.</li> </ul>	<p>read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> represent and use number bonds and related subtraction facts within 20</li> <li><input type="checkbox"/> add and subtract one-digit and two-digit numbers to 20, including zero</li> <li><input type="checkbox"/> solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = - 9</math>.</li> </ul> <p>solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.</p>	<p>recognise, find and name a half as one of two equal parts of an object, shape or quantity</p> <p>recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.</p>	<p>compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</li> <li><input type="checkbox"/> mass/weight [for example, heavy/light, heavier than, lighter than]</li> <li><input type="checkbox"/> capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]</li> <li><input type="checkbox"/> time [for example, quicker, slower, earlier, later]</li> </ul> <p>measure and begin to record the following:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> lengths and heights</li> <li><input type="checkbox"/> mass/weight</li> <li><input type="checkbox"/> capacity and volume</li> <li><input type="checkbox"/> time (hours, minutes, seconds)</li> <li><input type="checkbox"/> recognise and know the value of different denominations of coins and notes</li> <li><input type="checkbox"/> sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</li> <li><input type="checkbox"/> recognise and use language relating to dates, including days of the week, weeks, months and years</li> <li><input type="checkbox"/> tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.</li> </ul>	<p>describe position, direction and movement, including whole, half, quarter and three-quarter turns.</p>	
Year 2	<p>count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> recognise the place value of each digit in a two-digit number (tens, ones)</li> <li><input type="checkbox"/> identify, represent and estimate numbers using different representations, including the number line</li> <li><input type="checkbox"/> compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li><input type="checkbox"/> read and write numbers to at least 100 in numerals and in words</li> <li><input type="checkbox"/> use place value and number facts to solve problems.</li> </ul>	<p>recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs</li> <li><input type="checkbox"/> show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> <li><input type="checkbox"/> solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.</li> </ul>	<p>recognise, find, name and write fractions <math>\frac{1}{3}</math> <math>\frac{1}{4}</math> <math>\frac{2}{4}</math> <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> write simple fractions for example, <math>\frac{1}{2}</math> 1 of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></li> </ul>	<p>choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</li> <li><input type="checkbox"/> recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li><input type="checkbox"/> find different combinations of coins that equal the same amounts of money</li> <li><input type="checkbox"/> solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li><input type="checkbox"/> compare and sequence intervals of time</li> <li><input type="checkbox"/> tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times</li> <li><input type="checkbox"/> know the number of minutes in an hour and the number of hours in a day.</li> </ul>	<p>order and arrange combinations of mathematical objects in patterns and sequences</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).</li> </ul>	<p>interpret and construct simple pictograms, tally charts, block diagrams and simple tables</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li><input type="checkbox"/> ask and answer questions about totalling and comparing categorical data.</li> </ul>

Subject Leader: Linda van Biljon



## St Helen's Catholic Primary School Mathematics Curriculum Map 2016 – 2017

### Subject content - Lower Key stage 2

The principal focus of mathematics teaching in lower key stage 2 is to ensure that pupils become increasingly fluent with whole numbers and the four operations, including number facts and the concept of place value. This should ensure that pupils develop efficient written and mental methods and perform calculations accurately with increasingly large whole numbers. At this stage, pupils should develop their ability to solve a range of problems, including with simple fractions and decimal place value. Teaching should also ensure that pupils draw with increasing accuracy and develop mathematical reasoning so they can analyse shapes and their properties, and confidently describe the relationships between them. It should ensure that they can use measuring instruments with accuracy and make connections between measure and number. By the end of year 4, pupils should have memorised their multiplication tables up to and including the 12 multiplication table and show precision and fluency in their work. Pupils should read and spell mathematical vocabulary correctly and confidently, using their growing word reading knowledge and their knowledge of spelling.

	Number & place value	Number – addition, subtraction, multiplication, division	Number - Fractions	Measurement	Geometry	Statistics
<b>Year 3</b>	<p>count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</li> <li><input type="checkbox"/> compare and order numbers up to 1000</li> <li><input type="checkbox"/> identify, represent and estimate numbers using different representations</li> <li><input type="checkbox"/> read and write numbers up to 1000 in numerals and in words</li> <li><input type="checkbox"/> solve number problems and practical problems involving these ideas.</li> </ul>	<p>recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> 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</li> <li><input type="checkbox"/> solve problems, including missing number problems, involving multiplication, division, including positive integer scaling probs &amp; correspondence probs in which n objects are connected to objects.</li> </ul>	<p>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</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</li> <li><input type="checkbox"/> recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</li> <li><input type="checkbox"/> recognise and show, using diagrams, equivalent fractions with small denominators</li> <li><input type="checkbox"/> add and subtract fractions with the same denominator within one whole</li> <li><input type="checkbox"/> compare and order unit fractions, and fractions with the same denominators</li> <li><input type="checkbox"/> solve problems that involve all of the above.</li> </ul>	<p>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> measure the perimeter of simple 2-D shapes</li> <li><input type="checkbox"/> add and subtract amounts of money to give change, using both £ and p in practical contexts</li> <li><input type="checkbox"/> tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</li> <li><input type="checkbox"/> 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</li> <li><input type="checkbox"/> know the number of seconds in a minute and the number of days in each month, year and leap year</li> <li><input type="checkbox"/> compare durations of events [for example to calculate the time taken by particular events or tasks].</li> </ul>	<p>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> recognise angles as a property of shape or a description of a turn</li> <li><input type="checkbox"/> 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</li> <li><input type="checkbox"/> identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</li> </ul>	<p>interpret and present data using bar charts, pictograms and tables</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.</li> </ul>
<b>Year 4</b>	<p>count in multiples of 6, 7, 9, 25 &amp; 1000 <input type="checkbox"/> find 1000 more or less than a given number <input type="checkbox"/> count backwards through zero to include negative numbers <input type="checkbox"/> recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> order and compare numbers beyond 1000</li> <li><input type="checkbox"/> identify, represent and estimate numbers using different representations</li> <li><input type="checkbox"/> round any number to the nearest 10, 100 or 1000</li> <li><input type="checkbox"/> solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li><input type="checkbox"/> read Roman numerals to 100 (I to C) know that over time, the numeral system changed to include the concept of zero &amp; place value.</li> </ul>	<p>recall multiplication &amp; division facts multiplication tables to 12x12</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> use place value, known &amp; derived facts to multiply &amp; divide mentally, including: multiplying by 0 &amp; 1; dividing by 1; multiplying together 3 numbers <input type="checkbox"/> recognise and use factor pairs and commutativity in mental calculations</li> <li><input type="checkbox"/> multiply 2 digit &amp; 3-digit numbers by a one-digit number using formal written layout</li> <li><input type="checkbox"/> solve problems involving multiplying &amp; adding, including using the distributive law to multiply 2 digit numbers by 1 digit, integer scaling problems &amp; harder correspondence problems such as n objects are connected to m objects.</li> </ul>	<p>recognise and show, using diagrams, families of common equivalent fractions</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li><input type="checkbox"/> 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</li> <li><input type="checkbox"/> add &amp; subtract fractions with same denominator</li> <li><input type="checkbox"/> recognise and write decimal equivalents of any number of tenths or hundredths</li> <li><input type="checkbox"/> recognise and write decimal equivalents to 1/4, 1/2, 4/3</li> <li><input type="checkbox"/> 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</li> <li><input type="checkbox"/> round decimals with one decimal place to the nearest whole number</li> <li><input type="checkbox"/> compare numbers with the same number of decimal places up to two decimal places</li> <li><input type="checkbox"/> solve simple measure &amp; money probs involving fractions &amp; decimals to 2 decimal places.</li> </ul>	<p>Convert between different units of measure [for example, kilometre to metre; hour to minute]</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> <li><input type="checkbox"/> find the area of rectilinear shapes by counting squares</li> <li><input type="checkbox"/> estimate, compare and calculate different measures, including money in pounds and pence</li> <li><input type="checkbox"/> read, write and convert time between analogue and digital 12- and 24-hour clocks</li> <li><input type="checkbox"/> solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> </ul>	<p>compare and classify geometric shapes, including quadrilaterals &amp; triangles, based on their properties/ sizes</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> identify acute &amp; obtuse angles &amp; compare &amp; order angles up to 2 right angles by size</li> <li><input type="checkbox"/> identify lines of symmetry in 2-D shapes presented in different orientations</li> <li><input type="checkbox"/> complete a simple symmetric figure with respect to a specific line of symmetry.</li> </ul> <p>describe positions on a 2-D grid as coordinates in the first quadrant</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> describe movements between positions as translations of a given unit to the left/right and up/down</li> <li><input type="checkbox"/> plot specified points &amp; draw sides to complete a polygon.</li> </ul>	<p>interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>

Subject Leader: Linda van Biljon



## St Helen's Catholic Primary School Mathematics Curriculum Map 2016 – 2017

### Subject content - Upper Key stage 2

The principal focus of mathematics teaching in upper key stage 2 is to ensure that pupils extend their understanding of the number system and place value to include larger integers. This should develop the connections that pupils make between multiplication and division with fractions, decimals, percentages and ratio. At this stage, pupils should develop their ability to solve a wider range of problems, including increasingly complex properties of numbers and arithmetic, and problems demanding efficient written and mental methods of calculation. With this foundation in arithmetic, pupils are introduced to the language of algebra as a means for solving a variety of problems. Teaching in geometry and measures should consolidate and extend knowledge developed in number. Teaching should also ensure that pupils classify shapes with increasingly complex geometric properties and that they learn the vocabulary they need to describe them. By the end of year 6, pupils should be fluent in written methods for all four operations, including long multiplication and division, and in working with fractions, decimals and percentages. Pupils should read, spell and pronounce mathematical vocabulary correctly.

	Number & place value	Number – addition, subtraction, multiplication, division	Number - Fractions	Measurement	Geometry	Statistics
Year 5	<p>read, write, order &amp; compare numbers to at least 1 000 000 &amp; determine the value of each digit</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> count forwards or backwards in steps of powers of 10 for any given number up to 1000 000</li> <li><input type="checkbox"/> interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero</li> <li><input type="checkbox"/> round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000</li> <li><input type="checkbox"/> solve number problems and practical problems that involve all of the above</li> <li><input type="checkbox"/> read Roman numerals to 1000 (M) and recognise years written in Roman numerals.</li> </ul>	<p>add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> add and subtract numbers mentally with increasingly large numbers</li> <li><input type="checkbox"/> use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</li> <li><input type="checkbox"/> solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.</li> <li>identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers</li> <li><input type="checkbox"/> know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers</li> <li><input type="checkbox"/> establish whether a number up to 100 is prime and recall prime numbers up to 19</li> <li><input type="checkbox"/> multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers</li> <li><input type="checkbox"/> multiply and divide numbers mentally drawing upon known facts</li> <li><input type="checkbox"/> divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context</li> <li><input type="checkbox"/> multiply and divide whole numbers and those involving decimals by 10, 100 and 1000</li> <li>recognise and use square numbers and cube numbers, and the notation for squared <sup>2</sup> and cubed <sup>3</sup></li> <li><input type="checkbox"/> solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes</li> <li><input type="checkbox"/> solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign</li> <li><input type="checkbox"/> solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.</li> </ul>	<p>compare and order fractions whose denominators are all multiples of the same number</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths</li> <li><input type="checkbox"/> recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements <math>&gt; 1</math> as a mixed number e.g. <math>2/5 + 4/5 = 6/5 = 1 \frac{1}{5}</math></li> <li><input type="checkbox"/> add and subtract fractions with the same denominator and denominators that are multiples of the same number</li> <li><input type="checkbox"/> multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams</li> <li><input type="checkbox"/> read and write decimal numbers as fractions e.g. <math>0.71 = 71/100</math></li> <li><input type="checkbox"/> recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents</li> <li><input type="checkbox"/> round decimals with two decimal places to the nearest whole number and to one decimal place</li> <li><input type="checkbox"/> read, write, order and compare numbers with up to three decimal places</li> <li><input type="checkbox"/> solve problems involving number up to three decimal places</li> <li><input type="checkbox"/> recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal</li> <li><input type="checkbox"/> solve problems which require knowing percentage and decimal equivalents of <math>\frac{1}{2}</math> <math>\frac{1}{4}</math> <math>\frac{1}{5}</math> <math>\frac{2}{5}</math> <math>\frac{4}{5}</math> and those fractions with a denominator of a multiple of 10 or 25.</li> </ul>	<p>convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints</li> <li>measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</li> <li><input type="checkbox"/> calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm<sup>2</sup>) and square metres (m<sup>2</sup>) and estimate the area of irregular shapes</li> <li><input type="checkbox"/> estimate volume [for example, using 1 cm<sup>3</sup> blocks to build cuboids (including cubes)] and capacity [for example, using water]</li> <li><input type="checkbox"/> solve problems involving converting between units of time</li> <li><input type="checkbox"/> use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.</li> </ul>	<p>identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</li> <li><input type="checkbox"/> draw given angles, and measure them in degrees</li> <li><input type="checkbox"/> identify: <ul style="list-style-type: none"> <li><input type="checkbox"/> angles at a point and one whole turn (total 360o)</li> <li><input type="checkbox"/> angles at a point on a straight line and 2 1 a turn (total 180o)</li> <li><input type="checkbox"/> other multiples of 90o</li> <li><input type="checkbox"/> use the properties of rectangles to deduce related facts and find missing lengths and angles</li> <li><input type="checkbox"/> distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</li> </ul> </li> <li>identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.</li> </ul>	<p>solve comparison, sum and difference problems using information presented in a line graph</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> complete, read and interpret information in tables, including timetables.</li> </ul>



## St Helen's Catholic Primary School Mathematics Curriculum Map 2016 – 2017

### Subject content - Upper Key stage 2

The principal focus of mathematics teaching in upper key stage 2 is to ensure that pupils extend their understanding of the number system and place value to include larger integers. This should develop the connections that pupils make between multiplication and division with fractions, decimals, percentages and ratio. At this stage, pupils should develop their ability to solve a wider range of problems, including increasingly complex properties of numbers and arithmetic, and problems demanding efficient written and mental methods of calculation. With this foundation in arithmetic, pupils are introduced to the language of algebra as a means for solving a variety of problems. Teaching in geometry and measures should consolidate and extend knowledge developed in number. Teaching should also ensure that pupils classify shapes with increasingly complex geometric properties and that they learn the vocabulary they need to describe them. By the end of year 6, pupils should be fluent in written methods for all four operations, including long multiplication and division, and in working with fractions, decimals and percentages. Pupils should read, spell and pronounce mathematical vocabulary correctly.

	Number & place value	Number – addition, subtraction, multiplication, division	Number - Fractions	Measurement	Geometry	Statistics
Year 6	<p>read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> round any whole number to a required degree of accuracy</li> <li><input type="checkbox"/> use negative numbers in context, and calculate intervals across zero</li> <li><input type="checkbox"/> solve number and practical problems that involve all of the above.</li> </ul>	<p>multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context</li> <li><input type="checkbox"/> divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context</li> <li><input type="checkbox"/> perform mental calculations, including with mixed operations and large numbers</li> <li><input type="checkbox"/> identify common factors, common multiples and prime numbers</li> <li><input type="checkbox"/> use their knowledge of the order of operations to carry out calculations involving the four operations</li> <li><input type="checkbox"/> solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> <li><input type="checkbox"/> solve problems involving addition, subtraction, multiplication and division</li> <li><input type="checkbox"/> use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</li> </ul>	<p>use common factors to simplify fractions; use common multiples to express fractions in the same denomination</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> compare and order fractions, including fractions <math>&gt; 1</math></li> <li><input type="checkbox"/> add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</li> <li><input type="checkbox"/> multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, <math>\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}</math>]</li> <li><input type="checkbox"/> divide proper fractions by whole numbers e.g <math>\frac{1}{3}</math> divide <math>2 = 6</math></li> <li><input type="checkbox"/> associate a fraction with division and calculate decimal fraction equivalents e.g 0.375, for a simple fraction e.g <math>\frac{3}{8}</math></li> <li><input type="checkbox"/> identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places</li> <li><input type="checkbox"/> multiply one-digit numbers with up to two decimal places by whole numbers</li> <li><input type="checkbox"/> use written division methods in cases where the answer has up to two decimal places</li> <li><input type="checkbox"/> solve problems which require answers to be rounded to specified degrees of accuracy</li> <li><input type="checkbox"/> recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.</li> </ul>	<p><b>Ratio and proportion</b> solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison</li> <li><input type="checkbox"/> solve problems involving similar shapes where the scale factor is known or can be found</li> </ul> <ul style="list-style-type: none"> <li><input type="checkbox"/> solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.</li> </ul> <p><b>Algebra</b> use simple formulae</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> generate and describe linear number sequences</li> <li><input type="checkbox"/> express missing number problems algebraically</li> <li><input type="checkbox"/> find pairs of numbers that satisfy an equation with two unknowns</li> <li><input type="checkbox"/> enumerate possibilities of combinations of two variables.</li> </ul> <p><b>Measurement</b> solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation up to three decimal places</li> <li><input type="checkbox"/> convert between miles and kilometres</li> <li><input type="checkbox"/> recognise that shapes with the same areas can have different perimeters and vice versa</li> <li><input type="checkbox"/> recognise when it is possible to use formulae for area and volume of shapes</li> <li><input type="checkbox"/> calculate the area of parallelograms and triangles</li> <li><input type="checkbox"/> calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (<math>\text{cm}^3</math>) and cubic metres (<math>\text{m}^3</math>), and extending to other units [for example, <math>\text{mm}^3</math> and <math>\text{km}^3</math>].</li> </ul>	<p>draw 2-D shapes using given dimensions and angles</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> recognise, describe and build simple 3-D shapes, including making nets</li> <li><input type="checkbox"/> compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</li> <li><input type="checkbox"/> illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</li> <li><input type="checkbox"/> recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.</li> </ul> <p>describe positions on the full coordinate grid (all four quadrants)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> draw and translate simple shapes on the coordinate plane, and reflect them in the axes.</li> </ul>	<p>interpret and construct pie charts and line graphs and use these to solve problems</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> calculate and interpret the mean as an average.</li> </ul>

Subject Leader: Linda van Biljon