

Term	N.C. Objectives	Small steps	Key Vocabulary
Autumn Place Value (within 10)	 Pupils should be taught to: count to and across 100, forwards and backwards, beginning with o or 1, or from any given number count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s given a number, identify 1 more and 1 less 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 read and write numbers from 1 to 20 in numerals and words 	Sort objects Count objects Represent objects Count, read and write forwards from any number o to 10 Count, read and writing backwards from any number o to 10 Count one more Count one more Count one less One to one correspondence to start to compare groups Compare groups using language such as equal, more/greater, less/fewer Introduce = , > and < symbols Compare numbers Order groups of objects Order numbers Ordinal numbers (1st, 2nd, 3rd) The number line	equal to more than less than (fewer) most least greatest smallest same different sort groups digit value
Autumn Addition and Subtraction	 Pupils should be taught to: read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs represent and use number bonds and related subtraction facts within 20 add and subtract one-digit and two-digit numbers to 20, including o solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9 	Part-whole model Additional symbol Fact families Number bonds within 10 with methods and comparisons Addition - adding together/more Finding part Subtraction symbol Subtraction - crossing out Subtraction - counting back Subtraction - breaking apart Subtraction - finding the difference Comparing statements a + b < c, a + b < c + d	add plus subtract take away part whole first then now bar model equal to (=) fact families part-whole model number bond pattern digit more/greater less/smaller
Autumn Geometry (shape)	 Pupils should be taught to: recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres 	Recognise and name 3d shapes Sort 3d shapes Recognise and name 2d shapes Sort 2d shapes Patterns with 3d and 2d shapes	cube cylinder cuboid pyramid 2d 3d orientation face triangles squares rectangles circles surface

Spring	Pupils should be taught to:	Count within 20	equal to more than less than (fewer)
Place Value (within 20)	• count to and across 100, forwards and backwards, beginning with o or 1, or from any given number	Understand 10	most least greatest smallest same different sort groups digit value
	 count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s 	Understand 11, 12 and 13	
	 given a number, identify 1 more and 1 less 	Understand 14, 15 and 16	
	 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 	Understand 17, 18 and 19	
	• read and write numbers from 1 to 20 in numerals and words	Understand 20	
		1 more and 1 less	
		The number line to 20	
		Use a number line to 20	
		Estimate on a number line to 20	
		Compare numbers to 20	
		Order numbers to 20	
Spring Addition and Subtraction (within 20)	 Pupils should be taught to: read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs represent and use number bonds and related subtraction facts within 20 add and subtract one-digit and two-digit numbers to 20, including o solve one-step problems that involve addition and subtraction. 	Add by counting on within 20 Add ones using number bonds Find and make number bonds to 20 Doubles Near doubles Subtract ones using number bonds Subtraction - counting back Subtraction - finding the difference	add plus subtract take away part whole first then now bar model equal to (=) fact families part-whole model number bond pattern digit more/greater less/smaller
	using concrete objects and pictorial representations, and missing number problems such as 7 = ? – 9	Related facts Missing number problems	

Spring	Pupils should be taught to:	Count from 20 to 50	equal to more than less than (fewer)
Place value	 count to and across 100 forwards and backwards beginning with o 	20, 30, 40 and 50	most least greatest smallest same
(within 50)	or 1, or from any given number	Count by making groups of tens	different sort groups digit value
	• count, read and write numbers to 100 in numerals; count in	Partition into tens and ones	
	multiples of 2s, 5s and 1os	The number line to 50	
	 given a number, identify 1 more and 1 less 	Estimate on a number line to 50	
	 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 		
	read and write numbers from 1 to 20 in numerals and words		
Spring	compare, describe and solve practical problems for:	Compare lengths and heights	long/short longer/shorter tall/short
Measurement – length and	 lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] 	Measure length using objects Measure length in centimetres	length height double/half measure
height	• measure and begin to record the following: lengths and heights		
Spring	Pupils should be taught to:	Heavier and lighter	double/half mass weight light heavy
Measurement –	• compare, describe and solve practical problems for: mass/weight	Measure mass	heavier full/empty more than less than
wass and	[for example, heavy/light, heavier than, lighter than]	Compare mass	capacity volume
Volume	 capacity and volume [for example, full/empty, more than, less than, half, half full, quarter] 	Compare volume Measure capacity	
	measure and begin to record the following:	Compare capacity	
	• mass/weight		
	capacity and volume		
Summer	Pupils should be taught to:	Count in 2s	multiples double arrays lots of groups
Multiplication	• solve one-step problems involving multiplication and division, by	Count in 10s	of times equal grouping sharing
and division	calculating the answer using concrete objects, pictorial	Count in 5s	
	representations and arrays with the support of the teacher	Add equal groups	
		Make arrays	
		Make doubles	
		Make equal groups – grouping	
		Make equal groups - sharing	
Summer	Pupils should be taught to:	Recognise a half of an object or a shape	half quarter fraction equal whole parts
Fractions	• recognise, find and name a half as 1 of 2 equal parts of an object,	Find a half of an object or a shape	shape object quantity
	shape or quantity	Recognise a half of a quantity	
		Find a half of a quantity	

Summer Geometry – Position and direction	 recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity Pupils should be taught to: describe position, direction and movement, including whole, half, quarter and three-quarter turns 	Recognise a quarter of an object or a shape Find a quarter of an object or a shape Recognise a quarter of a quantity Find a quarter of a quantity Describe turns Describe position - left and right Describe position - forwards and backwards Describe position - above and below	Half quarter full turn left right forwards backwards above below ordinal
Summer Place value (within 100)	 Pupils should be taught to: count to and across 100, forwards and backwards, beginning with o or 1, or from any given number count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s given a number, identify 1 more and 1 less 	Ordinal numbers Count from 50 to 100 Tens to 100 Partition into tens and ones The number line to 100 1 more, 1 less Compare numbers with the same number of tens Compare any two numbers	equal to more than less than (fewer) most least greatest smallest same different sort groups digit value partition
	 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 		
Summer Money	 Pupils should be taught to recognise and know the value of different denominations of coins and notes 	Unitising Recognise coins Recognise notes Count in coins	pence coin pound note value
Summer Time	 Pupils should be taught to: compare, describe and solve practical problems for: time [for example, quicker, slower, earlier, later] measure and begin to record the following: time (hours, minutes, seconds) sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] recognise and use language relating to dates, including days of the week, weeks, months and years tell the time to the hour and half past the hour and draw the hands on a clock face to show these times 	Before and after Days of the week Months of the year Hours, minutes and seconds Tell the time to the hour Tell the time to the half hour	before after next hours/minutes/ seconds first today yesterday/tomorrow



Term	N.C. Objectives	Small steps	Key Vocabulary
Topic/Duration			
Autumn Place Value	 Pupils should be taught to Read and write numbers to at least 100 in numerals and in words. Recognise the place value of each digit in a two-digit number (tens, ones) Identify, represent and estimate numbers using different representations including the number line. Compare and order numbers from 0 up to 100; use <, > and = signs. Use place value and number facts to solve problems. Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward. 	Numbers to 20 Count objects to 100 by making 10s Recognise tens and ones Place value chart Partition numbers to 100 Write numbers to 100 in words Flexibly partition numbers to 100 Write numbers to 100 in expanded form - tens and ones 10s on the number line to 100 10s and 1s on the number line to 100 Estimate numbers on a number line Compare objects Compare numbers Order objects and numbers Count in 2s, 5s and 10s Count in 3s	ones tens digits represents place value column part whole sum total difference plus minus equals combine partition
Autumn Addition and subtraction	 Pupils should be taught to Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100. Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two-digit number and ones; a two-digit number and tens; two two-digit numbers; adding three one-digit numbers. Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot. Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures; applying their increasing knowledge of mental and written methods. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems. 	Bonds to 10 Fact families Related facts Bonds to 100 (tens) Add and subtract 1s Adding by making 10 Add three 1-digit numbers Add to the next 10 Add across 10 Subtract across 10 Subtract from a 10 Subtract 1-digit number from a 2-digit number (across a 10) 10 more, 10 less Add and subtract 10s Add two 2-digit numbers (not across 10) Add two 2-digit numbers (across 10) Mixed addition and subtraction Compare number sentences Missing number problems	Number bonds, number line Add, more, plus, make, sum, total, altogether Inverse Double, near double Half, halve Equals, is the same as (including equals sign) Difference between

Autumn Geometry Shape	 Pupils should be taught to Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line. Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces. Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]. Compare and sort common 2-D and 3-D shapes and everyday objects. 	Recognise 2-D and 3-D Count sides on a 2-D Count vertices on 2-D Draw 2-D shapes Lines of symmetry on shapes Lines of symmetry to complete shapes Sort 2-D Shapes (shapes not taught in Y1) Count faces on 3-D shapes Count edges on 3-D shapes Count vertices on 3-D shapes Sort 3-D shapes Make patterns with 2-D and 3-D shapes	Group, sort Cube, cuboid, pyramid, sphere, cone, cylinder, circle, triangle, square Shape Flat, curved, straight, round Hollow, solid Corner (point, pointed) Face, side, edge
Spring Money	 Pupils should be taught to Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change. 	Count money – pence Count money – pounds Pounds and pence Choose notes and coins Make the same amount Compare amounts of money Calculate with money Make a pound Find change Two-step problems	money coin penny, pence, pound price, cost buy, bought, sell, sold spend, spent pay change dear, costs more cheap, costs less, cheaper costs the same as how much? how many? total
Spring Multiplication and division	 Pupils should be taught to Recall and use multiplication and division facts for the 2, 5- and 10-times tables, including recognising odd and even numbers. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) sign. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts. Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot. 	Recognise equal groups Make equal groups Add equal groups Introduce the multiplication symbol Multiplication sentences Use arrays Make equal groups – grouping Make equal groups – sharing 2 times table Divide by 2 Doubling and halving Odd and even numbers 10 times table Divide by 10 5 times table Divide by 5 5 and 10 times tables	multiplication multiply multiplied by multiple groups of times once, twice, three times ten times repeated addition multiplication multiply multiplied by multiple groups of times once, twice, three times ten times repeated addition

Spring Measurement Length and height	 Pupils should be taught to Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels. Compare and order lengths, mass, volume/capacity and record the results using >, < and =. 	Measure in cm Measure in m Compare lengths and heights Order length and heights Four operations with lengths and heights	centimetre, metre length, height, width, depth long, short, tall high, low wide, narrow thick, thin longer, shorter, taller, higher and so on longest, shortest, tallest, highest and so on far, further, furthest, near, close ruler metre stick, tape measure
Spring Mass, capacity and temperature	 Pupils should be taught to Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels. Compare and order lengths, mass, volume/capacity and record the results using >, < and =. 	Compare mass Measure in grams Measure in kilograms Four operations with mass Compare volume and capacity Measure in millimetres Measure in litres Four operations with volume and capacity Temperature Make equal parts	kilogram, half kilogram, gram weigh, weighs, balances heavy, light heavier than, lighter than heaviest, lightest scales litre, half litre, millilitre capacity volume full empty more than less than half full temperature degree
Fractions	 Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity. Write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2 	Recognise half. Find half. Find half. Recognise quarter. Find a quarter. Recognise a third. Find a third. Unit fractions. Nonounit fractions. Equivalence of 1/2 and 2/4. Find three quarters. Count in fractions.	number numerator, denominator equal part equal grouping equal sharing parts of a whole half, two halves one of two equal parts quarter, two quarters, three quarters one of four equal parts one third, two thirds one of three equal parts
Summer Time	 Pupils should be taught to Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times. Know the number of minutes in an hour and the number of hours in a day. Compare and sequence intervals of time. 	O'clock and half past. Quarter past and quarter to. Telling time to 5 minutes. Minutes in an hour, hours in a day. Find durations of time. Compare durations of time	hour, o'clock, half past, quarter past, quarter to 5, 10, 15 minutes past days of the week, Monday, Tuesday months of the year (January, February) seasons: spring, summer, autumn, winter day, week, weekend, fortnight, month, year

Summer Position and direction	 Pupils should be taught to Use mathematical vocabulary to describe position, direction and movement; 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 (slockwise and anticlockwise) 	Describing movement. Describing turns. Describing movement and turns. Making patterns with shapes.	position over, under, underneath above, below top, bottom, side on, in outside, inside around in front, behind front, back beside, next to opposite apart between middle, edge centre corner direction journey, route left,
Summor	Order and arrange combinations of mathematical objects in patterns and sequences.	Make tally charts	count tally cort yets graph block
Statistics	 Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity. 	Draw pictograms (1-1). Interpret pictograms (1-1). Draw pictograms (2, 5 and 10). Interpret pictograms (2, 5 and 10). Block diagrams.	graph, pictogram represent group, set list, table label, title most popular, most common least popular, least common
	 Ask and answer questions about totalling and comparing categorical data. 		



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Торіс			
Autumn	Pupils should be taught to:	Represent numbers to 100	number; zero; numbers to 20; count,
Place value		Partition numbers to 100	forwards, backwards; how many, more,
	 Identify, represent and estimate numbers using different 	Number line to 100	fewer, equal, group, order, largest,
	representations.	Hundreds	smallest, less, even, odd, place value, digit,
	Find 10, 100 more or less	Represent numbers to 1000	integer; symbol; compare; equal to, more,
	 Recognise the place value in a three-digit number 	Partition numbers to 1000	less, greater than, fewer, less than,
	(hundreds, tens, ones).	Flexible partition of numbers to 1000	greatest, smallest; first, second,
	 Compare and order numbers up to 1000. 	Hundreds, tens and ones	thirdlast; ones, tens, partition, exchange;
	 Read and write numbers up to 1000 in numerals and in 	Find 1, 10 or 100 more or less	order, largest, smallest, biggest, least,
	words.	Number line to 1000	most, Numbers to one thousand; 3-digit;
	 Solve number problems and practical problems involving 	Estimate on a number line to 1000	thousand; ascending, descending;
	these ideas.	Compare numbers to 1000 / Order numbers to 1000	
	 Count from o in 4, 8, 50 and 100. 	Count in 50s	
Autumn	Pupils should be taught to:	Apply number bonds within 10	one more, one less, altogether, how many
Addition and		Add and subtract 1s	are left? Same, different, number bond,
subtraction	 Add and subtract numbers mentally, including: a three- 	Add and subtract 10s	part-whole, add, take-away, number
	digit number and ones; a three-digit number and tens, a	Add and subtract 100s	bonds, part, whole; plus; fact family,
	three-digit number and hundreds.	Spot the pattern – exploring the effect of + and – 1s, 1os,	addition sentence, number sentence; how
	• Add and subtract numbers with up to three digits, using	and 100s	many more; number line; commutative;
	formal written methods of columnar addition and	Add 1s across 10	addition, more, make, sum, total, add
	subtraction.	Add 10s across 100	together, altogether; calculation; inverse
	 Estimate the answer to a calculation and use inverse 	Subtract 1s across 10	equals, is the same as (including equals
	operations to check answers.	Subtract 10s across 100	sign); subtract, , subtraction, take away,
	• Solve problems, including missing number problems, using	Make connections – E.g. if children know 5 + 7 = 12, then	minus; difference between, what is the
	number facts, place value, and more complex addition and	they also know that 12 – 5 = 7, 120 – 50 = 70 and 50 + 70 =	difference? how many more?, how many
	subtraction	120	less? how much more is? how many fewer
		Add two numbers (no exchange)	is?, how much less is? Column, column
		Subtract two numbers (no exchange)	addition and subtraction; regroup;
		Add two numbers (across 10) – column addition with	efficient; estimate.
		exchange	
		Add two numbers (across 100) – column addition with	
		exchange	
		Subtract two numbers (across a 10) — column	
		subtraction exchange	

		subtraction exchange	
		Add a-digit and a-digit numbers	
		Subtract a 2-digit from a 2-digit number	
		Complements to 100	
		Ectimate answers	
		Estimate answers	
		Make desisions	
		Make decisions – which operation and method is	
		appropriate	
Autumn	Pupils should be taught to:	Multiplication – equal groups	Double, half, halve, halving, pairs, twice as
Multiplication and		Use arrays 3.	many, share, equal, unequal, group, left
division A	 Count from o in multiples of 4, 8, 50 and 100. Recall and 	Multiples of 2	over, How many altogether? How may are
	use multiplication and division facts for the 3, 4 and 8	Multiples of 5 and 10	there?; groups, groups of, equal groups,
	multiplication tables.	Sharing and grouping	unequal groups; row, column, array;
	 Write and calculate mathematical statements for 	Multiply by 3	number sentence; double, doubles; equal
	multiplication and division using the multiplication tables	Divide by 3	groups of 2, equal groups of 5, equal
	they know, including for two-digit numbers times one digit	3 times tables	groups of 10; share, sharing, equally, odd,
	numbers, using mental and progressing to formal written	Multiply by 4	even, Times-table; facts; multiples;
	methods.	Divide by 4	repeated addition; lots of; of; multiply;
	 Solve problems, including missing number problems, 	The 4 times table	multiplied by; times; commutative; twos,
	involving multiplication and division, including positive	Multiply by 8	fives, tens, threes; array; go into; divide,
	integer scaling problems and correspondence problems in	Divide by 8	divide between, division, dividing;
	which n objects are connected to m objectives.	The 8 times table	grouping, sharing; Fours, eights;
		2, 4 and 8 times tables	remainder; divisor, dividend, quotient.
Spring	Pupils should be taught to:	Multiples of 10	Double, half, halve, halving, pairs, twice as
Multiplication and		Related calculations	many, share, equal, unequal, group, left
Division B	• Recall and use multiplication and division facts for the 3, 4	Reasoning about multiplication	over, How many altogether? How may are
	and 8 multiplication tables.	Multiply a 2-digit number by 1-digit number (no	there?; groups, groups of, equal groups,
	Write and calculate mathematical statements for	exchange)	unequal groups; row, column, array;
	multiplication and division using the multiplication tables	Multiply a 2-digit number by 1-digit number (with	number sentence; double, doubles; equal
	they know, including for two-digit numbers times one-	exchange)	groups of 2, equal groups of 5, equal
	digit numbers, using mental and progressing to formal	Link multiplication and division	groups of 10; share, sharing, equally, odd,
	written methods.	Divide a 2-digit number by a 1-digit number (no	even, Times-table; facts; multiples;
	 Solve problems including missing number problems 	exchange)	repeated addition; lots of; of; multiply;
	involving multiplication and division including positive	Divide a 2-digit number by a 1-digit number (flexible	multiplied by; times; commutative: twos.
	integer scaling problems and correspondence problems in	partitioning)	fives, tens, threes; array; go into; divide.
	which n objects are connected to m objectives	Divide a 2-digit number by a 1-digit number (with	divide between, division, dividing:
	which it objects are connected to it objectives	remainders)	grouping, sharing: Fours, eights:
		Scaling	remainder: divisor, dividend, quotient
		How many ways? – making combinations	
Autumn Multiplication and division A Spring Multiplication and Division B	 Pupils should be taught to: Count from o in multiples of 4, 8, 50 and 100. 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 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 objectives. Pupils should be taught to: 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 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 using the multiplication tables 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 objectives 	Multiplication – equal groups Use arrays 3. Multiples of 2 Multiples of 5 and 10 Sharing and grouping Multiply by 3 Divide by 3 3 times tables Multiply by 4 Divide by 4 The 4 times table Multiply by 8 Divide by 8 The 8 times table 2, 4 and 8 times tables Multiples of 10 Related calculations Reasoning about multiplication Multiply a 2-digit number by 1-digit number (no exchange) Multiply a 2-digit number by 1-digit number (mo exchange) Link multiplication and division Divide a 2-digit number by a 1-digit number (flexible partitioning) Divide a 2-digit number by a 1-digit number (with remainders) Scaling How many ways? – making combinations	Double, half, halve, halving, pairs, twice many, share, equal, unequal, group, lef over, How many altogether? How may there?; groups, groups of, equal groups unequal groups; row, column, array; number sentence; double, doubles; equ groups of 10; share, sharing, equally, oc even, Times-table; facts; multiples; repeated addition; lots of; of; multiply; multiplied by; times; commutative; two fives, tens, threes; array; go into; divide divide between, division, dividing; grouping, sharing; Fours, eights; remainder; divisor, dividend, quotient. Double, half, halve, halving, pairs, twice many, share, equal, unequal, group, lef over, How many altogether? How may there?; groups, groups of, equal groups unequal groups; row, column, array; number sentence; double, doubles; equ groups of 2, equal groups of 5, equal groups of 2, equal groups of 5, equal groups of 10; share, sharing, equally, or even, Times-table; facts; multiples; repeated addition; lots of; of; multiply; multiplied by; times; commutative; two fives, tens, threes; array; go into; divide divide between, division, dividing; grouping, sharing; Fours, eights; remainder; divisor, dividend, quotient.

Spring	Pupils should be taught to:	Measure in m and cm / Measure in mm	length, height, breadth, tall, short, long,
Measurement	· · · · · · · · · · · · · · · · · · ·	Measure in cm and mm / Metres, cm and mm	tallest, shortest, longest, longer/shorter.
Length and	 Measure compare add and subtract-lengths (m/cm/mm)- 	Equivalent lengths (m and cm)	taller/shorter. wider/narrower. length.
perimeter	mass (kg/g): volume/capacity (l/ml)	Equivalent lengths (cm and mm)	measure, measuring: ruler, cm; change,
permeter	 Measure the perimeter of simple 2D shapes 	Compare lengths / Add lengths / Subtract lengths	total·distance·metres·mm·perimeter·
	• Weasore the perimeter of simple 2D shapes.	What is perimeter?	total astance, metes, mill permeter,
		Measure perimeter / Calculate perimeter	
Spring	Pupils should be taught to:	Understand the denominators of unit fractions	Half, halve, halving, whole, parts, equal
Fractions		Compare and order unit fractions	parts, the same: split: groups: share:
Tractions	Recognise and show using diagrams, equivalent fractions	Understand the numerators of non-unit fractions	equally: quarter: four equal parts One half
	with small denominators	Understand the whole	two halves A quarter two quarters two
	 Compare and order unit fractions, and fractions with the 	Compare and order non-unit fractions	quarters three quarters one third two
	• Compare and order onic fractions, and fractions with the	Fractions and scales	thirds: unit fraction numerator
	• Add and subtract fractions with the same denominator	Fractions on a number line	denominator vinculum equivalence
	• Add and sobtract fractions with the same denominator	Count in fractions on a number line	equivalent non-unit fraction: tenths two
	within one whole [for example, $g' + \mu' = g'$].	Equivalent fractions on a number line	tenths three tenths etc. two thirds fifth
	• Solve problems that involve all of the above.	Equivalent fractions as bar models	sixth ninth decimal decimal point.
Spring	Punils should be taught to:		weigh weight heavy heavier heaviest
Mass and canacity		Measure mass in grams	light lighter lightest balance mass
wass and capacity	 Measure compare add and subtract: lengths (m/cm/mm); 	Measure mass in kilograms and grams	halance scale volume full half full
	mass (kg/g): volume/canacity (l/ml)	Fauivalent masses (ka and a)	guarter full empty: capacity: holds
	mass (kg/g), volome/capacity (i/mi).	Compare mass / Add and subtract mass	Container: ml/:
		Measure capacity and volume in mm	container, mi,
		Measure capacity and volume in litres and millilitres	
		Fauivalent capacities and volumes (litres and millilitres)	
		Compare capacity and volume	
		Add and subtract capacity and volume	
Summor	Pupils should be taught to:	Compare fractions	Half halve halving whole parts equal
Eractions B	Population of the contraction of the contracti	Order fractions	parts the same split: groups share
	• Recognise and show, osing diagrams, equivalent fractions	Add fractions	equally: quarter: four equal parts One half
	With Small denominators.	Subtract fractions	two balves A quarter two quarters two
	Compare and order unit fractions, and fractions with the same dependence of the same d		quarters, three quarters, one third, two
	Same denominators.		thirds, unit fraction, numerator
	Add and subtract fractions with the same denominator with in a new hole ffer even when a fer when C fel		denominator vinculum aquivalance
	within one whole [for example, $57 + 17 = 67$].		aquivalent, non unit fraction, tenths, two
	 Solve problems that involve all of the above 		tonthe three tonthe ate two thirds, fifth
			sixth ninth desimal desimal noint
Summer	Pupile chould be taught to:	Pounds and nance / Converting nounds and nance	sixui, minui; decimal, decimal point;
Monov		Adding monoy / Subtracting monoy	
woney	 Add and subtract amounts of money to give change, using hoth cound n in practical systems. 	Civing change	5p, 10p, 20p, 50p, ±1, ±2, ±5, ±10;
	both £ and p in practical contexts.	Giving change	

Summer Time	 Pupils should be taught to: Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks. 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 month, year and leap year. Compare durations of events [for example to calculate the time taken by particular events or tasks 	Months and years. Hours in a day. Telling the time to 5 minutes. Telling the time to the minute. AM and PM. 24 hour clock. Finding the duration. Comparing the duration. Start and end times. Measuring time in seconds	Now, before, soon, later, after, next, fastest; time, yesterday, today, tomorrow, day, week, weekend, month, year; Days of the week: Monday, Tuesday, etc. Seasons: spring, summer, autumn, winter; birthday, holiday; Morning, afternoon, evening, night, midnight bedtime, dinner/lunch time, playtime; hour, o'clock, half past, clock, watch, hands; hour, minute, second; before, after next, last now, soon, early, late, quarter past/to, 5 past, 10 past, twenty to etc, start, duration, end, interval, how long? When did it start /end /finish?, seconds; leap year; minutes past/to; a.m., p.m.; analogue, digital; twelve-hour /twenty-four- hour clock; Roman numerals I to XIII.
Summer Geometry Shape	 Pupils should be taught to: Recognise angles as a property of shape/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. Draw 2-D shapes make 3-D shapes using modelling materials. Recognise 3-D shapes in different orientations and describe them. 	Turns and angles. Right angles in shapes. Compare angles. Draw accurately. Horizontal and vertical. Parallel and perpendicular. Recognise and describe 2D shapes. Recognise and describe 3D shapes. Make 3D shapes.	Shape, circle, triangle, rectangle, square, side, straight, curved, cylinder, cube, cuboid, cone, sphere, pyramid, face, same, different, pattern, polygon, 2D, 3D, group, sort, corner (point, pointed) Face, side, edge Make, build, draw, pentagon, hexagon, octagon, quadrilateral; prism; vertices, vertex;
Summer Statistics	 Pupils should be taught to: Interpret and present data using bar charts, pictograms and tables. 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. 	Pictograms Bar charts Tables.	Count, tally, tally chart, table; data, represent, sort; pictogram, symbol; block diagram, axis; label, title, scale; most popular, most common, least popular, least common; Venn diagram, Carrol diagram, Chart, bar chart; frequency table, Carroll diagram, Diagram



Term	N.C. Objectives	Small steps	Key Vocabulary
Торіс			
Autumn	Pupils should be taught to:	Represent numbers to 1,000	hundreds, tens, counting,
Place Value	 count in multiples of 6, 7, 9, 25 and 1,000 	Partition numbers to 1,000	compare, order, represent, more
	• find 1,000 more or less than a given number	Number line to 1,000 Thousands	than, less than, recombine, partition, numerals rounding',
	 count backwards through o to include negative numbers recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s, and 1s) order and compare numbers beyond 1,000 identify, represent and estimate numbers using different representations round any number to the nearest 10, 100 or 1,000 solve number and practical problems that involve all of the 	Represent numbers to 10,000 Partition numbers to 10,000 Flexible partitioning of numbers to 10,000 Find 1, 10, 100, 1,000 more or less Number line to 10,000 Estimate on a number line to 10,000 add, subtract, sum, total, difference, and exchange. : more than, less than, column method, altogether, strategy, story problem, place value, fact and digit. Compare numbers to 10,000	'round up' and 'round down'
	 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 o and place value 	Order numbers to 10,000 Roman numerals Round to the nearest 10 Round to the nearest 100 Round to the nearest 1,000 Round to the nearest 1,000	
Autumn Addition and subtraction	 Pupils should be taught to: 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. 	Add and subtract 1s, 1os, 1oos and 1,000s Add up to two 4-digit numbers - no exchange Add two 4-digit numbers - one exchange Add two 4-digit numbers - more than one exchange Subtract two 4-digit numbers - no exchange Subtract two 4-digit numbers - one exchange Subtract two 4-digit numbers - more than one exchange Efficient subtraction Estimate answers Checking strategies	add, subtract, sum, total, difference, and exchange. : more than, less than, column method, altogether, strategy, story problem, place value, fact and digit.
Autumn Area	 Pupils should be taught to: find the area of rectilinear shapes by counting squares 	What is area? Count squares Make shapes Compare areas	area squared width, total, distance, convert, equivalent, centimetre (cm) and metre (m).) kilometre'

Autumn	Pupils should be taught to:	Multiples of 3	ones (1s), tens (10s), hundreds
Autumn Multiplication and division	 Pupils should be taught to: recall multiplication and division facts for multiplication tables up to 12 × 12 use place value, known and derived facts to multiply and divide mentally, including: multiplying by o and 1; dividing by 1; multiplying together 3 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 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects 	Multiples of 3 Multiply and divide by 6 The 6 times-table and division facts Multiply and divide by 9 The 9 times-table and division facts The 3, 6 and 9 times-tables Multiply and divide by 7 The 7 times-table and division facts The 11 times-table and division facts The 12 times-table and division facts Multiply by 1 and 0 Divide a number by 1 and itself Multiply three numbers Factor pairs Use factor pairs Multiply by 100 Divide by 100 Divide by 100 Related facts – multiplication and division Informal written methods for multiplication Multiply a 2-digit number by a 1-digit number	ones (1s), tens (1os), hundreds (1oos), zero (0), times, multiple, sharing, share, times, equal, total, divide, multiply (x), multiplication fact, division fact, lots of, grouping, groups of, times-table, array multiplication, multiply (x), divide (÷), division, group, remainder, share, left over, times-tables, equal, correspondence, combination, repeated addition, whole, one- step, two-step, multi-step
		Divide a 2-digit number by a 1-digit number Divide a 3-digit number by a 1-digit number Correspondence problems Efficient multiplication	
Spring	Pupils should be taught to:	Understand the whole	fraction, numerator,
Fractions	• recognise and show, using diagrams, families of common	Count beyond 1	denominator, whole, part,
	equivalent fractions	Partition a mixed number	fraction wall, fraction strip,
	count up and down in bundredthe, recognize that bundredthe	Number lines with mixed numbers	simplify, simplest form, greater
	 count up and down in nondreatins; recognise that nondreatins arise when dividing an object by too and dividing tenths by to 	Compare and order mixed numbers	than (>), equal to, equivalent to,
	anse when dividing an object by 100 and dividing tentils by 10	Understand improper fractions	less than
	 solve problems involving increasingly harder fractions to 	Convert mixed numbers to improper fractions	
	calculate quantities, and fractions to divide quantities, including	Convert improper fractions to mixed numbers	
	non-unit fractions where the answer is a whole number	Equivalent fractions on a number line	
		Equivalent fraction families	

Spring Length and Perimeter	 add and subtract fractions with the same denominator recognise and write decimal equivalents of any number of tenths or hundreds Pupils should be taught to: convert between different units of measure [for example, kilometre to metre] measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres 	Add two or more fractions Add fractions and mixed numbers Subtract two fractions Subtract from whole amounts Subtract from mixed numbers Measure in kilometres and metres Equivalent lengths (kilometres and metres Perimeter on a grid Perimeter of a rectangle Perimeter of rectilinear shapes Find missing lengths in rectilinear shapes Calculate the perimeter of rectilinear shapes Perimeter of regular polygons Perimeter of polygons	width, total, distance, convert, equivalent, centimetre (cm) and metre (m).) kilometre', 'perimeter' and 'rectilinear shape'
Spring Decimals	 Pupils should be taught to: recognise and write decimal equivalents of any number of tenths or hundreds recognise and write decimal equivalents to ¹/₄, ¹/₂, ³/₄ 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 round decimals with 1 decimal place to the nearest whole number compare numbers with the same number of decimal places up to 2 decimal places solve simple measure and money problems involving fractions and decimals to 2 decimal places 	Tenths as fractions Tenths as decimals Tenths on a place value chart Tenths on a number line Divide a 1-digit number by 10 Divide a 2-digit number by 10 Hundredths as fractions Hundredths on a place value chart Divide a 1- or 2-digit number by 100 Make a whole with tenths Make a whole with hundredths Partition decimals Flexibly partition decimals Compare decimals Round to the nearest whole number Halves and quarters as decimals	'regroup', 'partition', 'equivalent' and 'fractions', as well as 'tenths' and 'hundredths' columns integer, one more, one less, greater than (>), less than, regroup, partition, equivalent, fraction, tenths column and hundredths column. decimal point, decimal place
Summer Money	 Pupils should be taught to: estimate, compare and calculate different measures, including money in pounds and pence 	Write money using decimals Convert between pounds and pence Compare amounts of money	pounds (£), pence (p), notes, coins, change, cheaper, more expensive, rounding, nearest,

		Estimate with money Calculate with money Solve problems with money	estimate, over estimate, under estimate, greater than (>), less than (<).)
Summer Time	 Pupils should be taught to: read, write and convert time between analogue and digital 12- and 24-hour clocks solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days 	Years, months, weeks and days Hours, minutes and seconds Convert between analogue and digital times Convert to the 24 hour clock Convert from the 24 hour clock	seconds, minute, hours, days, weeks, months, years, convert, equal to (=), compare, 12-hour, digital, units of time, analogue, 24-hour, am, pm
Summer Shape	 Pupils should be taught to: 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 2 right angles by size identify lines of symmetry in 2-D shapes presented in different orientations complete a simple symmetric figure with respect to a specific line of symmetry 	Understand angles as turns Identify angles Compare and order angles Triangles Quadrilaterals Polygons Lines of symmetry Complete a symmetric figure	equilateral, scalene and isosceles angle quadrilaterals, acute, triangle, obtuse, polygon, symmetry,
Summer Statistics	 Pupils should be taught to: 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 	Interpret charts Comparison, sum and difference Interpret line graphs Draw line graphs	line graph', 'discrete data' and 'continuous data' table, bar chart, pictogram, key, compare, altogether, more than, less than, least, most, greatest, smallest, line graph, discrete data, continuous data
Summer Position and direction	 Pupils should be taught to: describe positions on a 2-D grid as coordinates in the first quadrant describe movements between positions as translations of a given unit to the left/right and up/down plot specified points and draw sides to complete a given polygon 	Describe position using coordinates Plot coordinates Draw 2-D shapes on a grid Translate on a grid Describe translation on a grid	translation coordinate quadrant right angle



Term	N.C. Objectives	Small steps	Key Vocabulary
Торіс			
Autumn Place Value	 Pupils should be taught to: Read, write, order and compare numbers to at least 100000 and determine the value of each digit. Count forwards or backwards in steps of powers of 10 for any given number up to 1000000. Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero. Round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000. Solve number problems and practical problems that involve all of the above. Read Roman numerals to 1000 (M) and recognise years written in Roman numerals. 	Number to 10,000. Roman numerals to 1,000. Round to the nearest 10, 100 and 1000. Number to 100,000. Compare and order numbers to 100,000. Round numbers within 100,000. Numbers to a million. Counting in 105, 1005, 1,0005, 10,0005 and 100,0005. Compare and order numbers to a million. Round numbers to a million. Negative numbers	count, count (up) to, count on (from, to), count back (from, to) forwards backwards count in ones, twos, fives, tens, threes, fours, eights, fifties, sixes, sevens, nines, twenty-fives and so on to hundreds, thousands equal to equivalent to is the same as more, less most, least tally many odd, even multiple of, factor of factor pair sequence continue predict few pattern pair, rule relationship next, consecutive > greater than < less than ≥ greater than or equal to ≤ less than or equal to Roman numerals integer, positive, negative above/below zero, minus negative numbers formula divisibility square number prime number ascending/descending order
Autumn Addition and subtraction	 Pupils should be taught to: + and - numbers mentally with increasingly large numbers. + and - whole numbers with more than 4 digits, including using formal written methods (columnar + and -). Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy Solve + and - multi-step problems in contexts, deciding which operations and methods to use and why 	Mental strategies Add whole numbers with more than four digits Subtract whole numbers with more than four digits Round to check answers Inverse operations (addition and subtraction) Multi-step addition and subtraction problems Compare calculations Find missing numbers	addition add, more, and make, sum, total altogether double near double half, halve one more, two more ten more one hundred more how many more to make ? how many more is than? how much more is? subtract take away how many are left/left over? how many have gone? one less, two less, ten less one hundred less how many fewer is than? how much less is? difference between equals is the same as number bonds/pairs/facts missing number tens boundary, hundreds boundary, ones boundary, tenths boundary inverse
Autumn Multiplication and division A	 Pupils should be taught to: Identify multiples and factors, including finding all factor pairs of a number, and common factors of 2 numbers. 	Multiples Common multiples Factors Common factors	multiply multiplied by multiple, factor groups of times product once, twice, three times ten times repeated addition division dividing, divide, divided by,

	 Know and use the vocabulary of prime numbers, prime factors and composite (nonprime) numbers. Establish whether a number up to 100 is prime and recall prime numbers up to 19. Multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000. Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3). Solve problems involving multiplication and division, including using their knowledge of factors and multiples, squares and cubes. 	Prime numbers Square numbers Cube numbers Multiply by 10,100 and 1000 Divide by 10, 100 and 1000 Multiples of 10, 100 and 1000	divided into left, left over, remainder grouping sharing, share, share equally one each, two each, three each ten each group in pairs, threes tens equal groups of doubling halving array row, column number patterns multiplication table multiplication fact, division fact inverse square, squared cube, cubed
Autumn Fractions A	 Pupils should be taught to: Compare and order fractions whose denominators are multiples of the same number. Identify, name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths. Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number [for example 2/5 + 4/5 = 6/5 = 11/5]. Add and subtract fractions with the same denominator and denominators that are multiples of the same number. Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. Read and write decimal numbers as fractions [for example 0.71 = 71/100]. Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. 	Find fractions equivalent to a unit fraction Find fractions equivalent to a non-unit fraction Recognise equivalent fractions Convert improper fractions to mixed numbers Convert mixed numbers to improper fractions Compare fractions less than 1 Order fractions less than 1 Compare and order fractions greater than 1 Add and subtract fractions with the same denominator Add fractions within 1 Add fractions with total greater than 1 Add to a mixed number Add two mixed number Subtract factions Subtract from a mixed number Subtract from a mixed number	fraction, proper/improper fraction equivalent fraction mixed number numerator, denominator equivalent, reduced to, cancel equal part equal grouping equal sharing parts of a whole half, two halves one of two equal parts quarter, two quarters, three quarters one of four equal parts one third, two thirds one of three equal parts sixths, sevenths, eighths, tenths hundredths, thousandths decimal, decimal fraction, decimal point, decimal place, decimal equivalent proportion, in every, for every percentage, per cent, %
Spring Multiplication and division B	 Pupils should be taught to: Multiply and divide numbers mentally drawing upon known facts. Multiply numbers up to 4 digits by a one or two digit number using a formal written method, including long multiplication for 2 digit numbers. 	Multiply 4-digits by 1-digit. Multiply 2-digits (area model). Multiply 2-digits by 2-digits. Multiply 3-digits by 2-digits. Multiply 4-digits by 2-digits. Solve problems with multiplication Short division Divide a 4-digit number by a 1 digit number Divide with remainders	multiply multiplied by multiple, factor groups of times product once, twice, three times ten times repeated addition division dividing, divide, divided by, divided into left, left over, remainder grouping sharing, share, share equally one each, two each, three each ten each group in pairs, threes tens equal groups of doubling halving array row, column

	• 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.	Efficient division Solve problems with multiplication and division	number patterns multiplication table multiplication fact, division fact inverse square, squared cube, cubed
Fractions B	 Pupils should be taught to: Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. Read and write decimal numbers as fractions [for example 0.71 = 71/100]. Solve problems involving multiplication and division 	Multiply a unit fraction by an integer Multiply a non-unit fraction by an integer Multiply a mixed number by an integer Calculate a fraction of a quantity Fraction of an amount Find the whole Use fractions as operators	fraction, proper/improper fraction equivalent fraction mixed number numerator, denominator equivalent, reduced to, cancel equal part equal grouping equal sharing parts of a whole half, two halves one of two equal parts quarter, two quarters, three quarters one of four equal parts one third, two thirds one of three equal parts sixths, sevenths, eighths, tenths hundredths, thousandths decimal, decimal fraction, decimal point, decimal place, decimal equivalent proportion, in every, for every percentage, per cent, %
Decimals and percentages	 Pupils should be taught to: Read, write, order & compare numbers with up to 3 DP Recognise & use thousandths and relate them to tenths, hundredths and decimal equivalents. Round decimals with two decimal places to the nearest whole number and to one DP Solve problems involving number up to 3 DP Recognise the per cent symbol (%) and understand per cent is 'number of parts per hundred', & write percentages as a fraction with denominator 100, and as a decimal. Solve problems of percentage & decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 & those fractions with a denominator of a multiple of 10 or 25. 	Decimals up to 2 decimals Equivalent fractions and decimals (tenths) Equivalent fractions and decimals (hundredths) Equivalent fractions and decimals (hundredths) Equivalent fractions and decimals Thousandths as a fraction Thousandths on a place value chart Order and compare decimals (same number of decimals) Order and compare any decimals with up to 3 decimal places Round to the nearest whole number Round to 1 decimal place Understand percentages Percentages as fractions Percentages as decimals	grouping equal sharing parts of a whole half, two halves one of two equal parts quarter, two quarters, three quarters one of four equal parts one third, two thirds one of three equal parts sixths, sevenths, eighths, tenths hundredths, thousandths decimal, decimal fraction, decimal point, decimal place, decimal equivalent proportion, in every, for every percentage, per cent, %
Measurement	Pupils should be taught to:	Perimeter of rectangles	millimetre, centimetre, metre, kilometre,
Perimeter and area	 Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres. 	Perimeter of rectilinear snapes Perimeter of polygons Area of rectangles	thick, thin longer, shorter, taller, higher

	 Calculate and compare the area of rectangles (including squares), including using standard units, square centimetres (cm2) and square metres (m2), and estimate the area of irregular shapes 	Area of compound shapes Estimate area	and so on longest, shortest, tallest, highest and so on far, further, furthest, near, close distance apart between to from edge, perimeter area, covers square centimetre (cm2), square metre (m2), square millimetre (mm2) ruler metre stick, tape measure
Statistics	 Pupils should be taught to: Solve comparison, sum and difference problems using information presented in a line graph. Complete, read and interpret information in tables including timetables. 	Draw line graphs Read and interpret line graphs Read and interpret tables Two-way tables Read and interpret timetables	count, tally, sort, vote survey, questionnaire, data, database graph, block graph, pictogram represent group, set list, table, chart, bar chart, frequency table, bar line chart Carroll diagram, Venn diagram line graph label, title, axis, axes diagram most popular, most common least popular, least common maximum/minimum value outcome
Summer Geometry Shape	 Pupils should be taught to: Identify 3D shapes, including cubes and other cuboids, from 2D representations. Use the properties of rectangles to deduce related facts and find missing lengths and angles. Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles. Draw given angles and measure them in degrees. Identify: angles at a point and one whole turn (total 360°), angles at a point on a straight line and 1/2 a turn (total 180°) other multiples of 90°. 	Understand and use degrees Classify angles Estimate angles Measure angles up to 180 degrees Draw lines and angles accurately Calculate angles around a point Calculate angles on a straight line Lengths and angles in shapes Regular and irregular polygons 3D shapes	2-D, two-dimensional corner, side point, pointed rectangle (including square), rectangular, oblong rectilinear circle, circular triangle, triangular equilateral triangle, isosceles triangle, scalene triangle pentagon, pentagonal hexagon, hexagonal heptagon octagon, octagonal quadrilateral parallelogram, rhombus, trapezium 3-D, three-dimensional face, edge, vertex, vertices cube, cuboid pyramid sphere, hemisphere, spherical cone cylinder, cylindrical prism, triangular prism tetrahedron, polyhedron octahedron
Summer Geometry Position and direction	 Pupils should be taught to: 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. 	Read and plot coordinates Problem solving with coordinates Translation Translation with coordinates Lines of symmetry Reflection in horizontal and vertical lines	clockwise, anticlockwise compass point north, south, east, west, N, S, E, W north- east, north-west, south-east, south-west, NE, NW, SE, SW horizontal, vertical, diagonal translate, translation coordinate movement slide roll turn stretch, bend whole turn, half turn, quarter turn, three- quarter turn rotate, rotation angle, is a greater/smaller angle than degree right angle acute angle obtuse angle reflection

			straight line ruler, set square angle
			measurer, compass, protractor
Summer	Pupils should be taught to:	Adding decimals within 1.	Add subtract decimal place whole
Decimals		Subtracting decimals within 1.	sequence multiply divide complements
	 Solve problems involving number up to three decimal 	Complements to 1.	
	places.	Adding decimals – across 1	
	 Multiply and divide whole numbers and those involving 	Adding decimals with the same number of decimal	
	decimals by 10, 100 and 1000.	places.	
	 Use all four operations to solve problems involving 	Subtracting decimals with the same number of decimal	
	measure [for example, length, mass, volume, money]	places.	
	using decimal notation, including scaling.	Adding decimals with a different number of decimal	
		places.	
		Subtracting decimals with a different number of decimal	
		places.	
		Adding and subtracting whole and decimals.	
		Decimal sequences.	
		Multiplying decimals by 10, 100 and 1000.	
		Dividing decimals by 10, 100 and 1,000	
Summer	Pupils should be taught to:	Count forward and backwards with positive and	Negative compare find order difference
Negative numbers	 Interpret negative numbers in context, count forwards and 	negative numbers	count through zero
	backwards with positive and negative whole numbers	Count through zero	
	including through zero	Find the difference	
Measurment	Pupils should be taught to:	Kilograms and kilometres.	Kilograms kilometres milligrams millilitres
Converting units	 Convert between different units of metric measure [for 	Milligrams and millilitres.	centimetres millimetres litres convert
	example, km and m; cm and m; cm and mm; g and kg; l	Convert units of length	change unit metric imperial
	and ml].	Convert metric and imperial	
	 Understand and use approximate equivalences between 	Convert units of time	
	metric units and common imperial units such as inches,	Calculate with timetables	
	pounds and pints.		
	 Solve problems involving converting between units of 		
	time.		
Measurement	Pupils should be taught to:	Cubic centimetres	Volume capacity cubic centimetres full
Volume	Estimate volume	Compare volume	empty more than less than half full quarter
	 Use all four operations to solve problems involving 	Estimate volume	full holds, contains container, measuring
	measure.	Estimate capacity	cylinder pint, gallon



Term Topic/Duration	N.C. Objectives	Small steps	Key Vocabulary
Autumn Place value	 Pupils should be taught to: Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit. Round any whole number to a required degree of accuracy. Use negative numbers in context, and calculate intervals across zero. Solve number and practical problems that involve all of the above. 	Numbers to 1,000,000 Numbers to 10,000,000 Read and write numbers to 10,000,000 Powers of 10 Number line to 10,000,000 Compare and order any integers Round any integer Negative Numbers	Roman numerals integer, positive, negative above/below zero, minus negative numbers formula divisibility square number prime number factorise prime factor ascending/descending order digit total
Four operations	 Pupils should be taught to: Solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and why. Multiply multi-digit number up to 4 digits by a 2-digit number using the formal written method of long multiplication. Divide numbers up to 4 digits by a 2-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. Divide numbers up to 4 digits by a 2-digit number using the formal written method of short division, interpreting remainders according to the context. Perform mental calculations, including with mixed operations and large numbers. Identify common factors, common multiples and prime numbers. Use their knowledge of the order of operations to carry out calculations involving the four operations. Solve problems involving addition, subtraction, multiplication and division. 	Add and subtract integers Common factors Common multiples Rules of divisibility Primes to 100 Square and cube numbers Multiply up to a 4-digit number by a 2-digit number Solve problems with multiplication Short division Division using factors Introduction to long division Long division with remainders Solve problem with division Solve multi-step problems Order of operations Mental calculations and estimation Reason from known facts	addition add, more, and make, sum, total altogether double near double half, halve multiply multiplied by multiple, factor groups of times product once, twice, three times ten times repeated addition division dividing, divide, divided by, divided into left, left over, remainder grouping sharing, share, share equally one each, two each, three each ten each group in pairs, threes tens equal groups of doubling halving array row, column number patterns multiplication table multiplication fact, division fact inverse square, squared cube, cubed
Autumn Fractions A	Pupils should be taught to:	Equivalent fractions and simplifying Equivalent fractions on a number line	equivalent fraction mixed number numerator, denominator equivalent, reduced to, cancel equal

	 Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. Compare and order fractions, including fractions >1. Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions 	Compare and order (denominator) Compare and order (numerator) Add and subtract simple fractions Add and subtract any two fractions Add mixed numbers Subtract mixed numbers Multi-step problems	part equal grouping equal sharing parts of a whole half, two halves one of two equal parts quarter, two quarters, three quarters one of four equal parts one third, two thirds one of three equal parts sixths, sevenths, eighths, tenths hundredths, thousandths decimal, decimal fraction, decimal point, decimal place, decimal equivalent proportion, in every, for every ratio percentage, per cent, %
Autumn Fractions B	 Pupils should be taught to: Multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. 1/4 × 1/2 = 1/8). Divide proper fractions by whole numbers (e.g. 1/3 ÷ 2 = 1/6). Associate a fraction with division to calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8). Identify the value of each digit to 3DP and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places. Multiply 1-digit numbers with up to 2DP by whole numbers 	Multiply fractions by integers Multiply fractions by fractions Divide a fraction by an integer Divide any fraction by an integer Mixed questions with fractions Fraction of an amount Fraction of an amount – find the whole	equivalent fraction mixed number numerator, denominator equivalent, reduced to, cancel equal part equal grouping equal sharing parts of a whole half, two halves one of two equal parts quarter, two quarters, three quarters one of four equal parts one third, two thirds one of three equal parts sixths, sevenths, eighths, tenths hundredths, thousandths decimal, decimal fraction, decimal point, decimal place, decimal equivalent proportion, in every, for every ratio percentage, per cent, %
Autumn Measurement Converting units	 Pupils should be taught to: Use, read, write & convert between standard units, converting measurements of length, mass, volume & time from a smaller unit of measure to a larger unit, using decimal notation to up to 3 DP Convert between miles & kilometres. 	Metric measures Convert metric measures Calculate with metric measures Miles and Kilometres Imperial measures	compare unit, standard unit metric unit, imperial unit measuring scale, division centimetre, metre, millimetre, kilometre, mile, yard, foot, feet, inch, inches length, height, width, depth, breadth
Spring Ratio	 Pupils should be taught to: Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. Solve problems involving similar shapes where the scale factor is known or can be found. Solve problems involving un 	Add or multiply? Use ratio language Introduce ratio symbol Ratio and fractions Scale drawing Use scale factors Similar shapes Ratio problems Proportion problems Recipes	Ratio for every () there are () scale scale factors proportion
Spring Algebra	Pupils should be taught to:	1-step function machines 2-step function machines	formula, formulae equation unknown variable substitution

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	 Use simple formulae. Generate and describe linear number sequences. Express missing number problems algebraically. Find pairs of numbers that satisfy an equation with two unknowns. Enumerate possibilities of combinations of two variables. 	Form expressions Substitution Formulae Form equations Solve 1-step equations Solve 2-step equations Find pairs of values Solve problems with two unknowns	
Decimals	 Pupils should be taught to: Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places. Multiply one-digit numbers with up to 2 decimal places by whole numbers. Use written division methods in cases where the answer has up to 2 decimal places. Solve problems which require answers to be rounded to specified degrees of accuracy. Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison. Recall and use equivalences between simple fractions, decimals and percentages including in different contexts. 	Place value within 1 Place value – integers and decimals Round decimals Add and subtract decimals Multiply by 10, 100 and 1000 Divide by 10, 100 and 1000 Multiply decimals by integers Divide decimals by integers Multiply and divide	decimal, decimal fraction, decimal point, decimal place, decimal equivalent add subtract round multiply divide
Spring Fractions, decimals and percentages	 Pupils should be taught to: Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places. Multiply one-digit numbers with up to 2 decimal places by whole numbers. Use written division methods in cases where the answer has up to 2 decimal places. Solve problems which require answers to be rounded to specified degrees of accuracy. Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison. Recall and use equivalences between simple fractions, decimals and percentages including in different contexts. 	Decimal and fraction equivalents Fractions as division Understand percentages Fractions to percentages Equivalent fractions, decimals and percentages Order fractions, decimals and percentages Percentage of an amount – one step Percentage of an amount – multi step Percentages – missing values	equivalent fraction mixed number numerator, denominator equivalent, reduced to, cancel equal part equal grouping equal sharing parts of a whole half, two halves one of two equal parts quarter, two quarters, three quarters one of four equal parts one third, two thirds one of three equal parts sixths, sevenths, eighths, tenths hundredths, thousandths decimal, decimal fraction, decimal point, decimal place, decimal equivalent proportion, in every, for every ratio percentage, per cent, %

Spring Measurement Area, perimeter and volume	 Pupils should be taught to: Recognise that shapes with the same areas can have different perimeters and vice versa. Recognise when it is possible to use formulae for area and volume of shapes. Calculate the area of parallelograms and triangles. Calculate, estimate and compare volume of cubes and cuboids using standard units, including cm₃, m₃ and extending to other units (mm₃, km₃). 	Shapes – same area Area and perimeter Area of a triangle – counting squares Area of a right-angled triangle Area of any triangle Area of a parallelogram Volume – counting cubes Volume of a cuboid	Area perimeter triangle right-angled triangle parallelogram volume formulae calculate estimate compare cm3, m3 mm3, km3
Spring Statistics	 Pupils should be taught to: Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. Interpret and construct pie charts and line graphs and use these to solve problems. Calculate the mean as an average. 	Line graphs Dual bar charts Read and interpret pie charts Pie charts with percentages Draw pie charts The mean	count, tally, sort, vote survey, questionnaire, data, database graph, block graph, pictogram represent group, set list, table, chart, bar chart, frequency table, bar line chart Carroll diagram, Venn diagram line graph pie chart label, title, axis, axes diagram most popular, most common least popular, least common maximum/minimum value outcome mean (mode, median, range as estimates for this) statistics, distribution
Summer Geometry Shape	 Pupils should be taught to: Draw 2 -D shapes using given dimensions and angles. Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons. Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. 	Measure and classify angles Calculate angles Vertically opposite angles Angles in a triangle Angles in a triangle – special cases Angles in a triangle – missing angles Angles in quadrilaterals Angles in polygons Circles Draw shapes accurately Nets of 3D shapes	rectangle (including square), rectangular, oblong rectilinear circle, circular triangle, triangular equilateral triangle, isosceles triangle, scalene triangle pentagon, pentagonal hexagon, hexagonal heptagon octagon, octagonal quadrilateral parallelogram, rhombus, trapezium, kite polygon right-angled parallel, perpendicular x- axis, y-axis, quadrant face, edge, vertex, vertices cube, cuboid pyramid sphere, hemisphere, spherical cone cylinder, cylindrical prism, triangular prism tetrahedron, polyhedron octahedron dodecahedron net, open, closed
Summer Geometry Position and direction	 Pupils should be taught to: Describe positions on the full coordinate grid (all four quadrants) Draw and translate simple shapes on the coordinate plane, and reflect them in the axes. 	Coordinates in the first quadrant Coordinate in four quadrants Translations Reflections	clockwise, anticlockwise compass point north, south, east, west, N, S, E, W north-east, north- west, south-east, south-west, NE, NW, SE, SW horizontal, vertical, diagonal translate, translation coordinate movement slide roll turn stretch, bend whole turn, half turn, quarter turn, three-quarter turn rotate, rotation angle, is a greater/smaller angle than degree right angle acute angle obtuse angle reflex angle reflection straight line ruler, set square angle measurer, compass, protractor