	NUMBER – Number	and place	value												
	Children should be taug	ght to:													
	Count to and across 100, forwards and backwards, beginning with 0 or 1, or f any given number	to 100) in numer	l write numbers als; count in s, fives and	identify one more and object one less includ langu			objects ar including language	nd represent nd pictorial re the number li of: equal to, er), most, lea	presenta ine, and ι more tha	tions use the		Read and write numbers from 1 to 20 in numerals and words		
	NUMBER – Additior	NUMBER – Addition and subtraction													
	Children should be taug	ght to:													
	Read, write and interpret mathematical statements addition (+), subtraction (equals (=) signs	bonds and				numbers to	ne-digit and o 20,	subtraction represent	Solve one-step problems that invisubtraction, using concrete object representations, and missing number $7 = \Box - 9$.			orial			
	NUMBER – Multiplic	NUMBER – Fractions													
	Children should be taug	Children should be taught to:													
Y1	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.						of two ed	Recognise, find and name a half as one of two equal parts of an object, shape or quantity				d name a half a arts of an object			
	MEASUREMENT														
	Compare, describe and		N	leasure and	begin to	record t	he following:								
	Lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]	Capacity and vo [for example, full/empty, more less than, half, l quarter]		for exampl r, slower, , later]		engths and eights	Mass/v	weight	Capacity and volume	Time (hours, minutes, seconds)					
	Children should be taught to:														
	Recognise and know the different denominations of notes	anguage [for exan er, next, first, toda ow, morning, after	day, yesterday,		dates, in		language re ys of the wee lyears		Tell the time to the hour and half p the hour and draw the hands on a face to show these times.		ands on a clock				
	GEOMETRY - Properties of shapes							GEOMETRY – Position and direction							
		Recognise and name common 2-D and 3-D shapes, including:							Children should be taught to:						
	2 D shapes [for example, re (including squares), circles a	-D shap	-D shapes [for example, cuboids (including								quarter and				

	Count in steps of 2, 3, 5 from 0, and in tens f any number, forward a backward	rom of e and nur	ognise the place ach digit in a two nber (tens, ones	vo-digit	numbers	epresent an using differ ations, incl ne	numbers	e and orde s from 0 up • and = sigr	to 100;	at le	ad and write num east 100 in nume vords			value and number lve problems.	
	NUMBER – Addition														
	Solve problems with						ct numbers using concrete objects,								
	Using concrete objects and pictorial representations, including those involving numbers, quantities and measures	increasir	their g knowledge I and written	Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100		numł 20 ones ind	per and	A two-digit number and tens	Two two- digit numbe rs	Adding three one-digit numbers		How that addition of tw numbers can be done i any order (commutative and subtraction of one number from another cannot		inverse between subtrac check c	ise and use the relationship n addition and tion and use this to alculations and issing number ns.
	NUMBER – Multiplica	I							NUMBER – F	ractions					
Y2	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbersCalculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs					two numbers can be done in any order (commutative) and division of one number by another cannot			Solve problems involving multiplication and division, usin materials, arrays, repeated add mental methods, and multiplica and division facts, including problems in contexts.			Recognise, fin and write fract $\frac{2}{4}$ and $\frac{3}{4}$ of a shape, set of o quantity	tions $\frac{1}{3}$, $\frac{1}{4}$ a length,	, example	mple fractions for e, $\frac{1}{2}$ of 6 = 3 and se the equivalence of $\frac{1}{2}$.
	MEASUREMENT Children 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 vesselsCompare and order lengths, mass, volume/capacity and record the results using >, < and =			gths, apacity rd the	Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular valueFind differ combinatio coins that the same amounts of money			ions of t equal of	ons of a practical context equal involving addition and subtraction of money			Compare and sequence intervals of time	Tell and v time to fiv minutes, quarter p hour and hands on face to sh times	ve including ast/to the draw the	Know the number of minutes in an hour and the number
	GEOMETRY - Prope	rties of sha							TRY – Pos						
	Identify and describe the 2D shapes, including the number of sides and line symmetry in a vertical lineIdentify 2-d s surface of 3- example, a c cylinder and pyramid]		3-d shapes circle on a	hapes [for commo e on a shapes		d sort l and 3-d everyday	combina mathem patterns	Order and arrange combinations of mathematical objects in patterns and sequences		Use mathematical very movement, including distinguishing betwee angles for quarter, h anti-clockwise).		vement in a otation as a	straight lin turn and ir	e and terms of right	
	STATISTICS Interpret and construct si diagrams and simple tab		Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity Ask and answer questions about totall categorical data.							ut totalling	and comparing				

	NUMBER	– Numb	er and	l place	value											
	Count from 0 i 50 and 100; fir or less than a	nd 10 or 10	0 more	each di	nise the place valu git in a three-digit r (hundreds, tens,		Compare and order numbers up to 1000		Identify, represer estimate number different represer	s usii	ng to	ead and write r 1000 in nume ords		prac		ber problems and problems involving s.
•	NUMBER	– Additi	on an	/	action											
	Add and sul	btract me	ntally in	ncluding	:											
	A three digit number and ones	A three di number a tens	nd nu	three digit mber and ndreds		rmal wr	nbers with up to three ritten methods of	methods of calculation and use inverse			/erse	Solve problems, including missing number p using number facts, place value, and more of addition and subtraction.				
-	NUMBER					lion and	Subilaciion			ur an	ISWEIS		u Subilaci			
	Recall and use division facts f multiplication t	tion and	W u: ni	rite and calculate sing the multiplicat	tion tabl	natical statements fo les that they know, ii imbers, using menta	ncluding	for two-digit		multiplicat		n, including	g positive	intege	ns, involving er scalingproblems are connected to m	
	NUMBER	– Fracti	ons	•												
Y3	recognise that tenths arise from dividing an object into 10 equal parts and in dividing from dividing				se, find and write of a discrete set s: unit fractions unit fractions II denominators	f a discrete set unit fractions nit fractions unit fractions unit fractions			s numbers: using diagrams, ns and non- equivalent fractions ns with small with small			ct fractions with minator within example, 5 7	orde <u>1</u> fracti 7 fracti same	ions, and ions with t	the	Solve problems that involve fractions
	MEASUREMENT															
	Measure, com add and subtra lengths (m/cm mass (kg/g); volume/capaci	Measure perimete simple 2 shapes	er of -d		nounts of money to ve change, using both and p in practical numerals			increasing acc minute; record terms of secor hours; use voo o'clock, a.m./p	nate and read time with asing accuracy to the neares te; record and compare time s of seconds, minutes and s; use vocabulary such as ck, a.m./p.m., morning, noon, noon and midnight			the number of ds in a minute and mber of days in nonth, year and ear		ever calc take	npare durations of nts [for example to ulate the time n by particular nts or tasks].	
	GEOMETR	Y - Prop	oerties	of shap	es		•		•							
	Draw 2-D shap using modellin	Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and Recognise angles as a property of shape or a description of a turn						ake thre	recognise that tw e quarters of a tu es are greater th	ırn ar	nd four a cor	mplete turn;				rertical lines and nd parallel lines
	STATISTIC	CS														
	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.							'] using	

6, 7, 9, 25 and 1000 less than a given number through zero to include negative numbers fund-digit number numbers numbers numbers ind 1000 intervents		Count in	Find 1000	Count	Recognise the		Order and		represent		und any		number and		an numerals to 100	
and 1000 given number include negative tens, and ones) beyond 1000 different representations 10, 100 or 1000 above and with increasingly large positive numbers changed tens, and ones) NUMBER - Addition and subtraction Add and subtract mentally including: Add and subtract numbers with up to 4 digits using the formal appropriate Estimate and use inverse operations to check answers to a calculation Solve addition and subtraction two-step concept to answers to a calculation NUMBER - Multiplication division facts for multiplication tables up to 12 × 12 Withing by and divide mentally, including: multiply and divide mentally, including: multiply and divide mentally, including: multiply and divide mentally, including: tables up to 12 × 12 Multiply two-digit and three digit mumbers by a one-digit multiply and divide mentally, including: multiplying by and fividing by 1; multiplying together three numbers Solve problems involving multiplying using the distributive law to multiply one digit, integer scaling problems as correspondence problems as correspondence problems such as n to on objects. Y4 Recognise and show, using diagrams, families of common equivalent tractions Commuter and dividing tents by and factions to calculate quantities, including mon-unit fractions where the answer is a whole number Add and subtract fractions with the same denominator Recognise and same denominator NUMBER - Fractions Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the and digital 12- and 24-hour centimeters and newset so ens, tenths and hundredths <td< th=""><th></th><th></th><th>more or</th><th>backwards</th><th></th><th></th><th>compare</th><th></th><th colspan="2"></th><th></th><th></th><th></th><th></th><th>d know that over</th></td<>			more or	backwards			compare								d know that over	
Number numbers tens, and ones) representations 1000 increasingly large positive numbers concept (value.) Add and subtract mentally including: Add and subtract mentally including: Add and subtract mentally including: Solve addition and subtraction two-step (value.) Solve addition and subtraction two-step (value.) Solve addition and subtraction two-step (value.) Add and subtract mentally including: Add and subtraction and division and division and division and subtraction where appropriate Estimate and use inverse operations to check answers to a calculation and division and figure three numbers with up to and it. dividing by 1; multiplying by and divide mentally, including: takes up to 12 x 12 Solve problems involving multiplying mental calculations Solve problems involving multiplying by and divide mentally, including an organization and division and subtract fractions within any other two numbers Solve problems involving multiplying by and divide mentally, including an organization and divide appropriate NUMBER - Fractions Recognise and show, using digrams, families of ones, families of the number by 10 and 100, identifying the value of the divide quantities, and fractions to acludate quantities, including non-unit fractions Add and subtract fractions with the same number Recognise and write and convert time fraction with the same number Solve problems involving increasingly harder the one maters is a whole number Add and subtract fractions with the same number Solve simple fractions with the same number									J							
NUMBER - Addition and subtraction positive numbers value. Add and subtract mentally including: Add and subtract numbers with up to 4 digits using the formal appropriate Estimate and use inverse operations to check answers to a calculation Solve addition and subtraction two-step ontexts, deciding which operations and why. NUMBER - Multiplication and division Recall multiplication and division fuels for multiply and divide mentally, including: multiplying by 0 and 1/4 (viding by 1; multiplying to be assess to a calculation Multiply two-digit and three-digit numbers by a one-digit number using tomal write and using the distribute law to multiply and divide mentally, including: mental calculations Multiply two-digit and three-digit numbers by a one-digit numbers by a one-digit number using tomal write layout Solve problems involving multiplying one digit numbers by a one-digit number by 10 and 100, identifying the value of the layout Add and subtract fractions with the same denominator Recognise and slow: using the distribute law to multiply and dividing a one- or two-digit number is a whole number Add and subtract fractions with the same denominator Recognise and slow: using the distribute law to multiply and dividing a one- or two-digit number by 10 and 100, identifying the value of the dividing a one- or two-digit number is a whole number Add and subtract mumbers with the same number of decimal places up to woild dividing a one- or two-digit number is a whole number Compare numbers with the same number of decimal places up to woild dividing a one- or two-digit number by 10 and 1	,		0	0	· ·										f zero and place	
Add and subtract mentally including: 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 contexts, deciding which operations and why. NUMBER – Multiplication and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying by 0 and 1; dividing by 1; multiplying by 0 and 1; dividing by 1; multiplying mental calculation Multiple two-digit and three digit, integer scaling problems involving multiplying using the distributive law to multiply action the entally, including: multiplying by 0 and 1; dividing by 1; multiplying by 0 and 1; dividing by 1; multiplying mental calculations Multiple two-digit and three digit, integer scaling problems incoving multiplying acting problems incoving multiplying is 0; and 1; dividing by 1; multiplying mental calculations Solve problems involving multiplying acting problems incoving multiplying is 0; and 1; dividing by 1; multiplying mental calculations Solve problems involving increasingly harder fractions into hundredths; recognise and show, using digitaries, families of common fact hundredths; recognise and show, using tequivalent fractions Solve problems involving increasingly harder fractions is a whole number Add and subtract numbers with the same dividing a one- or two-digit and three-fractions Add and subtract numbers with the same hundredths; recognise and write a digits in the answer as ones, tenths and hundredths; and fractions of a calculate quantities, including non-unit fractions in bow and pence in power analogue and hundredths in hundredths; and fracting for many by 10 and 100, identifying the value of the answer is a whole number<						,										
Add and subtract numbers with up to 4 digits using the formal appropriate Estimate and use inverse operations to check answers to a calculation Solve addition and subtraction two-step contexts, deciding which operations and why. Number using the distributive law to multiplication and subtraction where appropriate Multiply two-digit and three-digit and three-digit numbers by a one-digit number using formal written and use factor multiplication and subtract numbers by a one-digit number using formal written and using the distributive law to multiply ing by 1 and 1; dividing by 1; multiplying by 2 and 1; dividing by 1; multiplying by 2 and 1; dividing an object by one hundred ths; recognise and show, using digrams, families of commom the numdredths; recognise is addition to a divide quantities, including on -unit fractions when dividing an object by one hundred and dividing ant object by one hundred and dividing terms by the decimal equivalent fractions Solve problems involving increasingly harder to divide quantities, including non-unit fractions with the same object by one hundred and dividing terms by the digits in the answer as ones, tenths and hundredths Recognise and fractions with the same number of decimal places up to two digit number by 10 and 100, identifying the value of the input of digits in the answer as ones, tenths and hundredths Round decimals with one decimal places up to two decimal places of a rectilinear figure (nemters) for moust and pence Solve problems and calculate the perimeter of a creditionary for example, hundredths in the answer as ones, tenths and hundredths in the answer as ones, tenths and hundredths Compare nu		-			ion											
written methods of columnar addition and subtraction where appropriate answers to a calculation contexts, deciding which operations and why. VUMBER – Multiplication and division facts for multiplication tables up to 12 x 12 Use place value, known and derived facts to multiplying by 0 and 1; dividing by 1; multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations Multiply two-digit and three- digit number by a one-digit number using the distributive law to multiply on degree and scale star multiplication to mobile to orrespondence problems such as n to mobile to orrespondence problems such as n to mobile to the number Solve problems involving multiplying using the distributive law to multiply on digit number by a one-digit number using from alwritten agains families of common equivalent fractions Count up and down in hundredths: recognise that hundredths arise when dividing an object. Solve problems involving increasingly harder fractions to calculate quantities, and fractions where the answer is a whole number Add and subtract fractions with the same denominator Recognise and equivalent fractions NUMBER – Fractions 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 decimal swith one digita 1 2 and 2 4 bor two decimal places up to two decimal places Compare numbers with the same number of decimal places up to two decimal places Solve simpler problems invoid decimal places Convert between different units of measure for example, kind the resport to a rectilinear innute] Find the area									<u> </u>				<u> </u>			
appropriate why. why. <th></th> <th></th> <th></th> <th></th> <th></th> <th></th> <th colspan="9"></th>																
NUMBER – Multiplication and division Recall multiplication and division Use place value, known and derived facts to multiply and divide mentally, induding: multiplying by 0 and 1; dividing by 1; multiplying by 0; and 1; dividing and by 0; dividing and by 0; and 1; dividing and by 0; dividing and dividing and by 0; dividing and by 0; dividing and by 0; divi			as of columnar	addition and subtra	action where	ar	iswers to a calcu	lation					eciaing which	operations and	methods to use and	
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NUMBER – Fractions Recognise and show, using diagrams, families of common equivalent fractions of common equivalent fractions Count up and down in hundredths; recognise in bat hundredths; recognise and show, using diagrams, families of common equivalent fractions Add and subtract fractions is a whole number Add and subtract fractions Recognise and fractions is divide quantities, including non-unit fractions Add and subtract fractions with the same denominator Recognise and many fractions NUMBER – Fractions Find the effect of dividing a one- or two-digit decimal equivalents to 1, 4, 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 one decimal place to the nearest whole number Compare numbers with the same number of decimal places up to two decimal places Solve simpler problems involved decimal places 1 1 3 1/2 · 3 4 Find the effect of a rectilinear figure (including squares) in centimetre of a rectilinear figure (including squares) in centimeters and metres Find the area of rectilinear shapes by counting squares Estimate, compare and claculate measures, including money in pounds and pence Read, write and convert time decimal glaces and size Solve proble for moust seconds; ye down and classify geometric shapes, including quadrilaterals and order angles up to two right angles by size Find the area of rectilinear symmetry in 2-d shapes presented in different orientations Complete a simple symmetric figure with respect to a specific figure with respect to a specific figure with respect to a specific figure with respec	,		× 12		manipiying	mental calcula	10113		ing ion							
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equivalent fractions object by one hundred and dividing tenths by ten. to divide quantities, including non-unit fractions hundredths NUMBER – Fractions Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}, \frac{3}{4}$ 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 one decimal place to the nearest whole number Compare numbers with the same number of decimal places up to two decimal places Solve simple r problems invo decimals to two decimal places MEASUREMENT Convert between different units of measure [for example, kilometre to metre; hour to minute] Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares Estimate, compare and calculate different measures, including money in pounds and pence Read, write and convert time between analogue and digital 12- and 24-hour Solve proble from hours t saconds; ye days. GEOMETRY - Properties of shapes and triangles, based on their properties and sizes Identify lines of symmetry in 2-d shapes presented in different orientations Complete a simple symmetric line of symmetry Describe positions on a 2-d grid as coordinates in the first quadrant Describe positions or a 2-d grid as given unit to the left/right and up/down		diagrams, families of common that hundredths arise when dividing an											ns with the		ny number of tenths of	
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4 digits in the answer as ones, tenths and hundredths whole number decimal places decimals to two places 1, 3/2, 3/4 0 decimal places decimal places decimals to two places MEASUREMENT Convert between different units of measure [for example, kilometre to metre; hour to minute] Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares Estimate, compare and calculate different measures, including more in pounds and pence Read, write and convert time between analogue and digital 12- and 24-hour clocks Solve proble for moust seconds; yee days. GEOMETRY - Properties of shapes Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify acute and obtuse angles up to two 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 Describe positions as translations of a given unit to the left/right and up/down		decimal equivalents to $\frac{1}{2}$ number by 10 and 100, identifying the							place to the nearest numbe					problems involving fractions and		
$\frac{1}{2}, \frac{3}{4}$ MEASUREMENT Convert between different units of measure [for example, kilometre to metre; hour to minute] Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares Estimate, compare and calculate different measures, including money in pounds and pence Read, write and convert time between analogue and digital 12- and 24-hour clocks Solve proble from hours to seconds; ye days. GEOMETRY - Properties of shapes and triangles, based on their properties and sizes Identify acute and obtuse angles up to two 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 Describe positions on a 2-d grid as coordinates in the first quadrant Describe novements between positions of a given unit to the left/right and up/down			4	U U	er as ones, tent	hs and	whole	number	imber decir					decimals to two decimal places.		
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minute] centimetres and metres clocks days. GEOMETRY - Properties of shapes GEOMETRY - Properties of shapes GEOMETRY - Position of shapes Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify acute and obtuse angles and order angles up to two 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 Describe positions on a 2-d grid as coordinates in the first quadrant Describe novements between positions as translations of a given unit to the left/right and up/down						shapes by	counting squares			ding mo	oney b			from hours to minutes; min		
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shapes, including quadrilaterals and triangles, based on their properties and sizes and size	(GEOMETR	Y - Propert	ies of shapes							GEON	IETRY	- Positior	n of shapes	5	
and triangles, based on their properties and sizes to two right angles by size presented in different orientations line of symmetry coordinates in the first quadrant up/down up/down	(Compare and c	lassify geometric												Plot specified poin	
properties and sizes orientations first quadrant up/down							<i>, ,</i>	0	5 I I			,			and draw sides to complete a given	
STATISTICS									le of symmetry						polygon.	

	NUMBER – Number a	nd place va	lue							
	Read, write, order and	Count forwar	ds or	Interpret negative	Roun	d any number up to	Solve numbe	r problem	S	Read roman numerals to
	compare numbers to at	backwards in	steps of	numbers in context, count	1 000	000 to the nearest	and practical	problems		1000 (m) and recognise
	least 1 000 000 and	powers of 10	for any	forwards and backwards	10, 10	00, 1000, 10 000	that involve a	Il of the		years written in roman
	determine the value of	given numbe	r up to	with positive and negative	and 1	00 000	above			numerals.
	each digit	1 000 000		whole numbers, including						
				through zero						
	NUMBER – Addition a	and subtrac								
	Add and subtract whole nur			ract numbers mentally with		ounding to check answ				n and subtraction multi-step
	more than 4 digits, including		increasingly I	arge numbers	calculations and determine, in the					contexts, deciding which
	formal written methods (columnar				context of a problem, levels of accur			operatio	ns ar	nd methods to use and why
	addition and subtraction)									
	NUMBER – Multiplica				_					
	Identify multiples and	Know and us			Multiply numbers up to 4		Multiply and divide			Divide numbers up to 4
	factors, including finding	vocabulary of prime				by a one- or two-	numbers mentally			digits by a one-digit
Y5	all factor pairs of a numbers, prime factors			and recall prime numbers up to 19		number using a	drawing upon known fac		acts	number using the formal
		number, and common and composite (non-				l written method,				written method of short
	factors of two numbers	prime) numbe	ers		including long					division and interpret
						blication for two-digit				remainders appropriately
		tion and div	laian		numb	ers				for the context
	NUMBER – Multiplica								<u> </u>	
	Multiply and divide	Recognise a		Solve problems involving	n subtraction, multip		plication and division n			e problems involving
	whole numbers and	square num		multiplication and divisio						tiplication and division,
	those involving decimals	cube numbe		including using their						uding scaling by simple
	by 10, 100 and 1000	notation for		knowledge of factors and		understanding the	meaning of th			tions and problems
		and cubed (multiples, squares and c	ubes	equals sign			invo	lving simple rates
	NUMBER – Fractions	<u> </u>		nd percentages)						
	Compare and order fractions whose denominators are all	Identify, name a		Recognise mixed numbers and		nd subtract fractions with	Multiply proper f		ł	Read and write decimal
	multiples of the same number	equivalent fraction fraction		improper fractions and convert from one form to the other and	the same denominator and denominators that are multiples		mixed numbers by whole numbers, supported by		erials	numbers as fractions [for $\frac{71}{1}$]
		including tenths		write mathematical statements	of the same number		and diagrams			example, $0.71 = \frac{71}{100}$]
				> 1 as a mixed number [for $2 4 6 1$						
				example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$						
		l		5 5 5 5			1			

	NUMBER – Fractic Recognise and use thousandths and relate them to tenths, hundredths and decima equivalents	decimal places to t nearest whole num	Round decimals with two decimal places to the		Percentages) Read, write, order and compare numbers with up to three decimal places		Solve problems involving number up to three decimal places		nise the per cent I (%) and stand that per cent s to 'number of parts ndred', and write ntages as a fraction enominator 100, s a decimal	Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a		
	MEASUREMENT									multiple of 10 or 25		
Y5	Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)	Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints		te the eer of site rectilinear in centimetres	rectangles squares), including u standard u square ce (cm ²) and metres (m	the area of s (including and using units, ntimetres square 2) and he area of	Estimate volu example, usi blocks to buil cuboids (incl cubes)] and o [for example, water]	ng 1 cm ³ d uding capacity	Solve problems involving convertin between units of tin			
	GEOMETRY - Properties of shapes Identify											
	Identify 3-D shapes, including cubes and oth cuboids, from 2-D representations	Know angles are n in degrees: estima compare acute, ob reflex angles	Draw given and measure in degrees (°)	ngles, Ar them wh	ngles at a point and one hole turn (total 360°)			a point on a ne and ¹ / ₂ a turn °	Other multiples of 90°			
	GEOMETRY - Prope	erties of shapes			1			GEO	METRY – Positi	on of shapes		
	Use the properties of re facts and find missing le	ctangles to deduce relat	ed	Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.				Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has changed				
	STATISTICS Solve comparison, sum and difference problems using information presented in a line graph Complete, read and interpret information in tables, including timetables.											

	NUMBER – Number and p	lace va	lue									
	Read, write, order and compare up to 10 000 000 and determine t of each digit					Use negative nun context, and calcu across zero			Solve number and practical problems that involve all of the above.			
	NUMBER – Addition, subt	raction	, multiplica	tion and	division			I				
	Multiply multi-digit numbers up to digits by a two-digit whole numbe the formal written method of long multiplication	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			Divide numbers digit number usi method of short appropriate, inte according to the	ing the form division wh erpreting rer	al written ere		n mental calculations, including xed operations and large rs			
	NUMBER – Addition, subtraction, multiplication and division											
	Identify common factors, common multiples and prime order of		operations to carry out multi-ste ions involving the four deciding		Solve addition a multi-step prob	and subtraction lems in contexts, operations and and why	addition, s	lems involving ubtraction, on and divisio		Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy		
Y6	NUMBER – Fractions (incl	uding	decimals ar	nd percer	ntages)							
	Use common factors to simplify fractions; use common multiples to express fractions in the same denomination				ompare and order fractions, including fractions >					tions with different denominators using the concept of equivalent		
	NUMBER – Fractions (including decimals and percentages)											
	Multiply simple pairs of proper fra writing the answer in its simplest f [for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$]	Divide proper fractions by whole numbers [for example, $\frac{1}{3} \div 2 = \frac{1}{6}$]			Associate a fractical calculate decimination of the fraction	quivalents	number and mu 100 and	the value of each digit in rs given to three decimal places iltiply and divide numbers by 10, d 1000 giving answers up to ecimal places				
	NUMBER – Fractions (including decimals and percentages)											
	Multiply one-digit numbers with up two decimal places by whole num	Use written division methods in cases where the answer has up to two decimal places			Solve problems to be rounded to accuracy		simple	and use equivalences between fractions, decimals and tages, including in different s.				
	RATIO AND PROPORTION											
	Solve problems involving the rela sizes of two quantities where miss values can be found by using inte multiplication and division facts	Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison			where the scale factor is known or			sharing	problems involving unequal and grouping using knowledge ions and multiples.			

Jse simple formulae	Conoral											
MEASUREMENT		ate and describe linear er sequences		Express missing problems algeb			of numbers the equation with t		Enumerate possibilities of combinations of two variables			
MEASUREMENT												
and conversion of units of measu using decimal notation up to three	re, e	standard units, converting measurements of length, mass, volu and time from a smaller unit of meas to a larger unit, and vice versa, using decimal notation to up to three decim					areas		nise that shapes with the same can have different perimeters and rsa			
MEASUREMENT												
Recognise when it is possible to use formulae for area and volume of shapes				ate the area of parallelograms and triangl			cuboids using centimetres (g standa cm³) and	nd compare volume of cubes and rd units, including cubic d cubic metres (m ³), and its [for example, mm ³ and km ³].			
GEOMETRY – PROPERTIES OF SHAPES												
Draw 2-D shapes using given limensions and angles		geometric shape their properties find unknown ar triangles, quadr	es based on and sizes and ngles in any ilaterals, and	circles, inc diameter a and know	cluding radius, and circumfere that the diame	nce	Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.					
GEOMETRY – POSITION OF	SHAPE	S				•						
Describe positions on the full coord	rdinate gr	rid (all four qua	adrants)	Draw and translate sim axes.			shapes on the	coordina	te plane, and reflect them in the			
STATISTICS												
nterpret and construct pie charts	graphs and us		Calculate and interpret the mean as an average.									
	Solve problems involving the calc and conversion of units of measu sing decimal notation up to three ecimal places where appropriate MEASUREMENT Recognise when it is possible to a and volume of shapes GEOMETRY – PROPERTIES Draw 2-D shapes using given imensions and angles GEOMETRY – POSITION OF Describe positions on the full coo STATISTICS	Solve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three lecimal places where appropriate MEASUREMENT Recognise when it is possible to use formu- nd volume of shapes GEOMETRY – PROPERTIES OF SHA Draw 2-D shapes using given limensions and angles GEOMETRY – POSITION OF SHAPE Describe positions on the full coordinate gr STATISTICS	Solve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three lecimal places where appropriate Use, read, w standard unit measuremen and time from to a larger un decimal nota places MEASUREMENT Recognise when it is possible to use formulae for area ind volume of shapes SEOMETRY – PROPERTIES OF SHAPES Draw 2-D shapes using given limensions and angles Recognise, describe a simple 3-D shapes, in making nets BEOMETRY – POSITION OF SHAPES Describe positions on the full coordinate grid (all four quasition STATISTICS	Golve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three lecimal places where appropriate Use, read, write and con standard units, convertin measurements of length, and time from a smaller to a larger unit, and vice decimal notation to up to places MEASUREMENT Recognise when it is possible to use formulae for area ind volume of shapes Calculate SEOMETRY – PROPERTIES OF SHAPES Draw 2-D shapes using given imensions and angles Recognise, describe and build simple 3-D shapes, including making nets SEOMETRY – POSITION OF SHAPES Describe positions on the full coordinate grid (all four quadrants)	Solve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three lecimal places where appropriate 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 to up to three decimal places MEASUREMENT Calculate the area of parall nd volume of shapes SEOMETRY – PROPERTIES OF SHAPES Calculate the area of parall simple 3-D shapes, including making nets Oraw 2-D shapes using given imensions and angles Recognise, describe and build simple 3-D shapes, including making nets Compare and c geometric shap their properties find unknown at triangles, quadr regular polygon SEOMETRY – POSITION OF SHAPES Describe positions on the full coordinate grid (all four quadrants)	Solve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three ecimal places where appropriate 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 to up to three decimal places 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 to up to three decimal places 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 to up to three decimal places 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 to up to three decimal places MEASUREMENT Recognise hormulae for area nd volume of shapes Calculate the area of parallelograms and trial geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons SEOMETRY – POSITION OF SHAPES Draw and trans axes. Describe positions on the full coordinate grid (all four quadrants) Draw and trans axes.	MEASUREMENT Solve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three ecimal places where appropriate 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 to up to three decimal places Convert between miles and MEASUREMENT The ASUREMENT Calculate the area of parallelograms and triangles MEASUREMENT Calculate the area of parallelograms and triangles MEASUREMENT Calculate the area of parallelograms and triangles MEASUREMENT Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons Illustrate a circles, including making nets SEOMETRY – POSITION OF SHAPES Draw and translate simple s axes. SEOMETRY – POSITION OF SHAPES Draw and translate simple s axes.	MEASUREMENT Solve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three ecimal places where appropriate 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 to up to three decimal places Convert between miles and kilometres MEASUREMENT The appropriate Calculate from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places Calculate, es cuboids using centimetres (extending to geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons Illustrate and name parts circles, including radius, diameter and circumfere and know that the diame twice the radius BEOMETRY – POSITION OF SHAPES Draw and translate simple shapes on the axes. SEOMETRY – POSITION OF SHAPES Describe positions on the full coordinate grid (all four quadrants) Draw and translate simple shapes on the axes.	MEASUREMENT Solve problems involving the calculation ind conversion of units of measure, sing decimal notation up to three ecimal places where appropriate 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 to up to three decimal places Convert between miles and kilometres Recogn areas of vice versa, using decimal notation to up to three decimal places MEASUREMENT Ecognise when it is possible to use formulae for area ind volume of shapes Calculate the area of parallelograms and triangles Calculate, estimate a cuboids using standa centimetres (cm ³) and extending to other un simple 3-D shapes, including making nets Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius SEOMETRY – POSITION OF SHAPES Draw and translate simple shapes on the coordina axes. Describe positions on the full coordinate grid (all four quadrants) Draw and translate simple shapes on the coordina axes.			