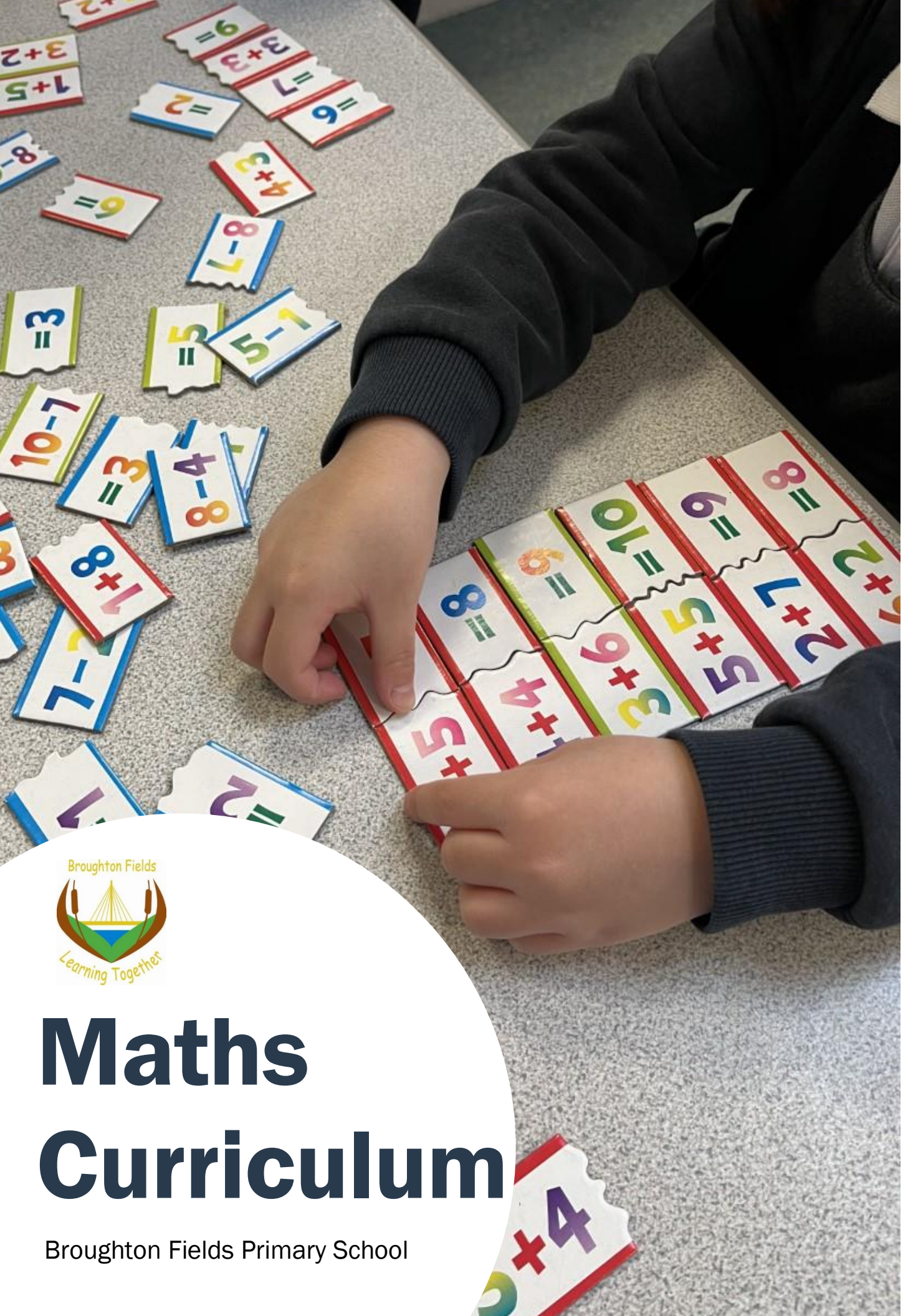

Maths Curriculum

Broughton Fields Primary School

Intent

Mathematics helps us to make sense of our world. It is a powerful, universal language used to explain, predict and represent events and tackle everyday problems. Mathematics is of central importance to our modern society – it develops over time and contributes to our economy. It is an essential part of everyone's daily life and critical to science, technology, finance and engineering and offers ways of handing data in an increasingly digital world. Mathematics is necessary for any employment or independent life.

The aims of our maths teaching at Broughton Fields Primary School are aligned with the aims of the National Curriculum: **fluency, reasoning** and **problem solving** – both in the mathematics lesson and across the curriculum. We recognise that pupils need to learn basic number facts and acquire **fluency in procedures**, alongside **developing conceptual understanding** if they are to be able to solve increasingly complex problems in life and later in the workplace. "The answer is only the beginning" captures our aim to teach children that maths is much more than an answer or a method. We want to teach our pupils to understand the mathematical concepts that they are working with, to explain why a concept works, or why a particular method works and to be able to confidently solve problems, reason, identify patterns, explain strategies, debate solutions, etc. Children delight in using Mathematics to solve a problem, especially when it leads them to an unexpected discovery.

We have adopted a **mastery approach** to the teaching of mathematics, so we have high expectations of all our pupils. We endeavour to make the mathematics curriculum accessible to all pupils; moving them through the programme of study at broadly the same pace, with opportunities to work on the objectives more deeply for those who rapidly grasp concepts. All children need a deep understanding of the mathematics they are learning in order that future learning is built upon firm foundations.

"We recognise that pupils need to learn basic number facts and acquire fluency in procedures, alongside developing conceptual understanding if they are to be able to solve increasingly complex problems in life and later in the workplace"

Leader: Steve Rae

The following grids show:

1) Progression in Mathematics skills.
2) Progression in calculation skills.
3) Long term Maths plan.

Weekly lesson plans are protected by copyright so cannot be published online, but examples can be seen by contacting the school office.

Progression in Mathematics Skills:

Broughton Fields Primary School	Progression in Mathematics Skills	KS1: Year 1				
Number and Place Value	**Number – Addition & Subtraction**	**Number – Multiplication & Division**	**Number – Fractions**	**Measurement**	**Geometry – Properties of shapes**	**Geometry – Position & Direction**
-count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. -count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens. -given a number, identify one more and one 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.	-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 zero. -solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = – 9.	-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.	-recognise, find and name a half as one of two equal parts of an object, shape or quantity. -recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.	-compare, describe and solve practical problems for: *Length and heights, mass/weight, capacity/volume and time.* -Measure and begin to record: *lengths/heights, mass/weight, capacity/volume and time.* -recognise and know the value of different denominations of coins and notes. -sequence events in chronological order using language. -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.	-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].	-describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Broughton Fields Primary School — Progression in Mathematics Skills — KS1: Year 2

Number and Place Value	Number – Addition & Subtraction	Number – Multiplication & Division	Number – Fractions	Measurement	Geometry – Properties of shapes	Geometry – Position & Direction	Statistics
-count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward -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 -read and write numbers to at least 100 in numerals and in words -use place value and number facts to solve problems.	-Solve problems with addition and subtraction: -Using concrete objects and pictorial representations including those involving numbers, quantities and measures. -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 addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot -recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.	-recall and use - multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers -calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs -show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot -solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	-recognise, find, name and write fractions 3 1 , 4 1 , 4 2 and 4 3 of a length, shape, set of objects or quantity -write simple fractions for example, 2 1 of 6 = 3 and recognise the equivalence of 4 2 and 2 1	-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 = -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 -compare and sequence intervals of time -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.	-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.	-order and arrange combinations of mathematical objects in patterns and sequences -use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anticlockwise).	-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 -ask and answer questions about totalling and comparing categorical data.

Broughton Fields Primary School Progression in Mathematics Skills KS2: Year 3

Number and Place Value	Number – Addition & Subtraction	Number – Multiplication & Division	Number – Fractions	Measurement	Geometry – Properties of shapes	Statistics
-count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number -recognise the place value of each digit in a three-digit number (hundreds, tens, ones) -compare and order numbers up to 1000 -identify, represent and estimate numbers using different representations -read and write numbers up to 1000 in numerals and in words -solve number problems and practical problems involving these ideas	-add and subtract numbers mentally, including: -a three-digit number and ones -a three-digit number and tens -a three-digit number and hundreds -add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction -estimate the answer to a calculation and use inverse operations to check answers -solve problems, including missing number problems,	-recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables -write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods -solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.	-count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 -recognise, find and write fractions of a discrete set of objects: unit fractions and nonunit fractions with small denominators -recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators -recognise and show, using diagrams, equivalent fractions with small denominators -add and subtract fractions with the same denominator within one whole [for example, 7 5 + 7 1 = 7 6] -compare and order unit fractions, and fractions with the same denominators -solve problems that involve all of the above.	-measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) -measure the perimeter of simple 2-D shapes -add and subtract amounts of money to give change, using both £ and p in practical contexts -tell and write the time from an analogue clock, including using Roman 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]	-draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them -recognise angles as a property of shape or a description of a turn -identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle -identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	-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.

Broughton Fields Primary School — Progression in Mathematics Skills — KS2: Year 4

Number and Place Value	Number – Addition & Subtraction	Number – Multiplication & Division	Number – Fractions	Measurement	Geometry – Properties of shapes	Position & Direction	Statistics
-count in multiples of 6, 7, 9, 25 and 1000 -find 1000 more or less than a given number -count backwards through zero to include negative numbers -recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) -order and compare numbers beyond 1000 -identify, represent and estimate numbers using different representations -round any number to the nearest 10, 100 or 1000 -solve number and practical problems that involve all of the above and with increasingly large positive numbers	-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.	-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 0 and 1; dividing by 1; multiplying together three numbers -recognise and use factor pairs and commutativity in mental calculations -multiply two-digit and three-digit numbers by a one-digit number using formal written layout -solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder	-recognise and show, using diagrams, families of common equivalent fractions -count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. -solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number -add and subtract fractions with the same denominator -recognise and write decimal equivalents of any number of tenths or hundredths -recognise and write decimal	-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	-compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes -identify acute and obtuse angles and compare and order angles up to two right angles by size -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 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.	-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.

-read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.		correspondence problems such as n objects are connected to m objects.	equivalents to 4 1 , 2 1 , 4 3 -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 measure and money problems involving fractions and decimals to two decimal places.	-solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.			

Broughton Fields Primary School — Progression in Mathematics Skills — KS2: Year 5

Number and Place Value	Number – Addition & Subtraction	Number – Multiplication & Division	Number – Fractions, Decimals & Percentages	Measurement	Geometry – Properties of shapes	Position & Direction	Statistics
-read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit -count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 -interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero -round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 -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.	-add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) -add and subtract numbers mentally with increasingly large numbers -use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy -solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why	-identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers -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 numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers -multiply and divide numbers mentally drawing upon known facts -divide numbers up to 4 digits by a one-digit number using the formal written	-compare and order fractions whose denominators are all 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, 5 2 + 5 4 = 5 6 = 1 5 1] -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 = 100 71]	-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 -measure and calculate the perimeter of composite rectilinear shapes in centimetres and metre -calculate and compare the area of rectangles	-identify 3-D shapes, including cubes and other cuboids, from 2-D representations -know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles -draw given angles, and measure them in degrees (o) -identify: -angles at a point and one whole turn (total 360o) -angles at a point on a straight line and 2 1 a turn (total 180o) -other multiples of 90o -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	-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.	-solve comparison, sum and difference problems using information presented in a line graph -complete, read and interpret information in tables, including timetables

		method of short division and interpret remainders appropriately for the context -multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 -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 -solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign -solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates	-recognise and 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 decimal place -read, write, order and compare numbers with up to three decimal places -solve problems involving number up to three decimal places -recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal -solve problems which require knowing percentage and decimal equivalents of 2 1 , 4 1 , 5 1 , 5 2 , 5 4 and those fractions with a denominator of a multiple of 10 or 25	(including squares), and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes -estimate volume [for example, using 1 cm3 blocks to build cuboids (including cubes)] and capacity [for example, using water] -solve problems involving converting between units of time -use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.	equal sides and angles.		

Broughton Fields Primary School — Progression in Mathematics Skills — KS2: Year 6

Number and Place Value	Number - The 4 Operations	Number – Fractions, Decimals & Percentages	Ratio & Proportion	Algebra	Measurement	Geometry – Properties of shapes	Position & Direction	Statistics
-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	-multiply multi-digit numbers up to 4 digits by a two-digit whole number using 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 up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context -perform mental calculations,	-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 -multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, 4 1 × 2 1 = 8 1] -divide proper fractions by whole numbers [for example, 3 1 ÷ 2 = 6 1] -associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375]	-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 the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison -solve problems involving similar shapes where the scale factor is known or can be found -solve problems	-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.	-solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal 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 -recognise that shapes with the same areas can have different perimeters and vice versa -recognise when it is possible to	-draw 2-D shapes using given dimensions and angles -recognise, describe and build 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 -recognise angles where they meet at a point, are on a straight line, or are vertically	-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	-interpret and construct pie charts and line graphs and use these to solve problems -calculate and interpret the mean as an average.

	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 addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why solve problems involving addition, subtraction, multiplication and division -use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy	for a simple fraction [for example, 8 3] -identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places -multiply one-digit numbers with up to two decimal places by whole numbers -use written division methods in cases where the answer has up to two decimal places -solve problems which require answers to be rounded to specified degrees of accuracy -recall and use equivalences between simple fractions, decimals and percentages, including in different contexts	involving unequal sharing and grouping using knowledge of fractions and multiples		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 cubic centimetres (cm3) and cubic metres (m3), and extending to other units [for example, mm3 and km3].	opposite, and find missing angles.		

Progression in Calculation:

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Addition	Combining two parts to make a whole: part whole model. Starting at the bigger number and counting on. Regrouping to make 10.	Adding three single digits. Column method – no regrouping.	Column method- regrouping. (up to 3 digits)	Column method- regrouping. (up to 4 digits)	Column method- regrouping. (with more than 4 digits) (Decimals- with the same amount of decimal places)	Column method- regrouping. (Decimals- with different amounts of decimal places)
Subtraction	Taking away ones Counting back Find the difference Part whole model Make 10	Counting back Find the difference Part whole model Make 10 Column method- no regrouping	Column method with regrouping. (up to 3 digits)	Column method with regrouping. (up to 4 digits)	Column method with regrouping. (with more than 4 digits) (Decimals- with the same amount of decimal places)	Column method with regrouping. (Decimals- with different amounts of decimal places)
Multiplication	Doubling Counting in multiples Arrays (with support)	Doubling Counting in multiples Repeated addition Arrays- showing commutative multiplication	Counting in multiples Repeated addition Arrays- showing commutative multiplication Grid method	Column multiplication (2 and 3 digit multiplied by 1 digit)	Column multiplication (up to 4 digit numbers multiplied by 1 or 2 digits)	Column multiplication (multi digit up to 4 digits by a 2 digit number)
Division	Sharing objects into groups Division as grouping	Division as grouping Division within arrays	Division within arrays Division with a remainder Short division (2 digits by 1 digit- concrete and pictorial)	Division within arrays Division with a remainder Short division (up to 3 digits by 1 digit- concrete and pictorial)	Short division (up to 4 digits by a 1 digit number interpret remainders appropriately for the context)	Short division Long division (up to 4 digits by a 2 digit number- interpret remainders as whole numbers, fractions or round)

Long Term Maths Plan – Incorporating Ready to Progress Criteria:

Foundation	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	6th September **Getting to Know you** – settling in, routines, times of day, positional language				**Just Like Me** – match and sort, compare amounts, compare size, exploring patterns				1st November **Its Me 1, 2, 3** – Representing, comparing and the composition of 1,2 and 3. Shape – 1, 2 and 3 sided shapes			**Light and Dark:** Representing numbers to five, One more and one less to five Shapes with 4 sides Time			
Spring	5th January **Alive in Five** comparing numbers to five, composition of 4 and 5, introducing zero				**Growing 6, 7, 8** Composition of 6, 7, 8 Making pairs, combining two groups				28th February						
Summer	25th April								7th June						

Year 1	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	**Place Value to 20** - Counting - Tens and Ones - Representing in different ways - One more / one less - Comparing and Ordering					**Shape** - Recognising and naming 2D and 3D shapes		**Addition and Subtraction within 10** - Practically - Using Number Lines - Simple word problems					**Shape Recap**		
Spring	Subject Focus Week	**Place Value to 50** - Counting - Tens and Ones - Representing in different ways - One more / one less - Comparing and Ordering				**Measure (Sp1 and Sp2)** Comparing and measuring length, weight and volume			**Money** Recognising Coins	**Addition and Subtraction within 20** - Practically - Using Number Lines - Simple word problems (incl. measure)					
Summer	**Multiplication and Division** - Counting in 2s, 5s and 10s - Repeated addition - Making equal groups / arrays - Sharing into equal groups - Doubling and halving		**Fractions** - Finding half of a shape and quantity - Finding quarter of a shape and quantity			**Place Value to 100** - Counting - Tens and Ones - Representing in different ways - One more / one less - Comparing and Ordering	**Position and Direction**		**Time** - Dates, days, months - Sequencing - o'clock - Half past - Comparing time					

Year 2	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	Shape		Measure & Capacity Volume & Temperature	Length & Mass		Place Value			Addition & Subtraction				Multiplication		
Spring	Division			Fractions			Time		Money		Statistics	Shape			
Summer	Place Value	Key Stage 1 Revision Addition & Subtraction, Inverse & missing numbers.				Consolidation									

Year 3	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	Place Value			Addition & Subtraction				Perimeter	Measure			Multiplication			
Spring	Fractions			Time			Shape		Angles		Statistics				
Summer	4 Operations			Time		Fractions			Consolidation						

Year 4	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	Place Value			Addition & Subtraction				Statistics	Multiplication & Division			Place Value re-visit		Addition and Subtraction re-visit (& complete arithmetic assessment)	
Spring	Addition and Subtraction (consolidate/re-cap after Xmas break)		Times Tables Focus Week	Multiplication & Division			Multiplication & Division		Times Tables Focus Week	Fractions focused on re-capping Yr3		Re-cap Mult & Div (complete arithmetic assessment)			
Summer	Times Tables Check	Fractions				Decimals			Consolidation						

Year 5	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	Place Value			Addition & Subtraction			Multiplication & Division		Multiplication & Division		Converting Units		Perimeter, Area and Volume		Assessment
Spring	Fractions						Decimals and Percentages		Statistics			Assessment			
Summer	Angles	Shape	Position & Direction	Securing Band 5			Consolidation								

Year 6	Wk 1	Wk 2	Wk 3	Wk 4	Wk 5	Wk 6	Wk 7	Wk 8	Wk 9	Wk 10	Wk 11	Wk 12	Wk 13	Wk 14	Wk 15
Autumn	Place Value		Addition, Subtraction, Multiplication and Division					Algebra	Fractions					Ratio	
Spring	Decimals & Percentages			Measurement			Statistics & Assessment		Shape			Statistics			
Summer	SATs Revision			SATs	Project	Consolidation									

2021-22: Maths long term planning adapted to incorporate the DFE Ready to Progress Criteria 2020.