

# Our School Vision

But those who hope in the Lord will renew their strength. They will soar on wings like eagles; they will run and not grow weary, they will walk and not be faint. Isaiah 40:31

#### **Rationale**

- Promote high aspiration
- Promote opportunities for cultural capital
- 4 Create a vocabulary-rich curriculum

## <u>Intent</u>

As a church school we acknowledge that all of our pupils are significant to God. We therefore value each child's unique personality and aim to develop their character, talents and abilities to the fullest in His name. Our maths curriculum is an intrinsic part of this, unlocking the potential of each child, so that they can flourish. This is also in-keeping with our status as a UNICEF Rights Respecting School and fulfils our obligations under Article 29 of the United Nations Convention on the Rights of the Child.

We want all pupils at Holy Trinity Primary School to experience the beauty, power and enjoyment of mathematics and develop a sense of curiosity about the subject with a clear understanding. At Holy Trinity we foster a positive 'can do' attitude and promote the fact that 'We can all do maths!' We have designed a curriculum which is accessible to all and will maximise the development of every child's ability and academic achievement. We deliver lessons that are creative and engaging and we want children to make rich connections across mathematical ideas to develop fluency, mathematical reasoning and competence in solving increasingly sophisticated problems. We intend for our pupils to be able to apply their mathematical knowledge to science and other subjects. We want children to understand that mathematics has been developed over centuries, providing the solution to some of history's most intriguing problems. We want them to know that it is essential to everyday life, critical to science, technology and engineering, and necessary for financial literacy and most forms of employment.

#### **Implementation**

Each year group studies maths for 1 hour and 15 minutes every day. This is split into an hour's maths lesson and a fifteen minute mini-maths lesson; a time dedicated to practising fluency with mathematical concepts in a fun and engaging way, though the use of games and puzzles. The core of our planning for maths lessons is the National Curriculum, using the White Rose Small Steps documents for detailed guidance but enhanced with rich problems from esteemed practitioners and groups such as NRich, Hamilton Trust and I See Reasoning. We implement a cumulative curriculum; once a topic has been covered it is met many times again in other contexts.

#### The lessons follow a 6-part structure:

- 1. Do Now practises previously taught concepts to address the 'forgetting curve'
- 2. New Learning new concepts and vocabulary are taught, with the use of concrete and pictorial representations to aid understanding
- 3. Talk Task this is a time to practise the new concept using the correct mathematical vocabulary and using the same concrete resources as in the teaching
- 4. Develop Learning misconceptions are addressed and the learning is moved forward
- 5. Independent Learning our independent work generally follows the structure:
  - > Do it (straightforward problems, to practise the new concept)
  - > Practise it (involving procedural and conceptual variation)
  - > Twist it (misconceptions, empty box problems, I am thinking of a number)
  - > Deepen it (spot the mistake, mix it up using more than one method or operation, prove it)
- 6. Plenary celebrate learning, address misconceptions, assess

Each year some classes are taught maths by the subject leader, who works regularly with the Maths Hub. The maths leader also team teaches units if class teachers request support, to ensure that quality teaching is modelled throughout the school.

## Impact

Maths is a well-enjoyed subject across the school. We encourage parents as much as possible to help their children maintain their fluency skills and run maths workshops for KS1 parents to help foster a sense of fun and engagement with maths through games and puzzles. By the end of KS2 children are fluent in the fundamentals of mathematics with a conceptual understanding and the ability to recall and apply knowledge rapidly and accurately. They have the skills to solve problems by applying their mathematics to a variety of situations with increasing sophistication, including in unfamiliar contexts and to model real-life scenarios. Children are able to reason mathematically by following a line of enquiry and develop and present a justification, argument or proof using mathematical language.

## 2018-2019 Key Stage 2 Results:

- **4** 85% of our children reached the expected standard in all 3 subjects compared with 65% nationally.
- 4 89% of children achieved the standard in Maths (compared with 79% nationally)
- 4 Our average score at KS2 maths is 108, compared to 105 nationally

# Progression by strand

Area	Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Place Value: Counting	<ul> <li>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>count numbers to 100 in numerals; count in multiples of twos, fives and tens</li> </ul>	<ul> <li>count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward</li> </ul>	• count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number	<ul> <li>count in multiples of 6, 7, 9, 25 and 1000</li> <li>count backwards through zero to include negative numbers</li> </ul>	<ul> <li>count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000</li> <li>count forwards and backwards with positive and negative whole numbers, including through zero</li> </ul>	
Number	Place Value: Represent	<ul> <li>identify and represent numbers using objects and pictorial representations</li> <li>read and write numbers to 100 in numerals</li> <li>read and write numbers from 1 to 20 in numerals and words.</li> </ul>	<ul> <li>read and write numbers to at least 100 in numerals and words</li> <li>identify represent and estimate numbers using different representations, including the number line</li> </ul>	<ul> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers up to 1000 in numerals and words</li> </ul>	<ul> <li>identify, represent and estimate numbers using different representations</li> <li>read Roman Numerals up to 100 (I to C) and know that, over time, the numeral system changed to include the concept of zero and place value</li> </ul>	<ul> <li>read, write, (order and compare) numbers to at least 1 000 000 and determine the value of each digit</li> </ul>	<ul> <li>read, write, (order and compare) numbers to at least 10 000 000 and determine the value of each digit</li> </ul>
	Place Value: Use PV and Compare	given a number, identify one more and one less	<ul> <li>recognise the place value of each digit in a two-digit number (tens, ones) compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> </ul>	<ul> <li>recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</li> <li>compare and order numbers up to 1000</li> </ul>	<ul> <li>find 1000 more or less than a given number</li> <li>recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</li> <li>order and compare numbers beyond 1000</li> </ul>	<ul> <li>(read, write) order and compare numbers to at least 1 000 000 and determine the value of each digit</li> </ul>	<ul> <li>(read, write) order and compare numbers to at least 1 000 000 and determine the value of each digit</li> </ul>

P	Place Value: Problems and Rounding		use place value and number facts to solve problems.	<ul> <li>solve number problems and practical problems involving these ideas</li> </ul>	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	<ul> <li>interpret negative numbers in context</li> <li>round any number up to 1000 000 to the nearest 10,100, 1000,10 000 and 100 000</li> <li>solve number problems and practical problems that involve all of the above</li> </ul>	<ul> <li>round any whole number to a required degree of accuracy</li> <li>use negative numbers in context, and calculate intervals across zero</li> <li>solve number and practical problems that involve all of the above</li> </ul>
F	<b>&amp;&amp;S:</b> Recall, Represent, Jse	<ul> <li>read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (-) signs represent and use number bonds and related subtraction facts within 20</li> </ul>	<ul> <li>recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</li> <li>show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</li> <li>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems</li> </ul>	<ul> <li>estimate the answer to a calculation and use inverse operations to check answers</li> </ul>	estimate and use inverse operations to check answers to a calculation	<ul> <li>use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</li> </ul>	•
-	A&S: Calculations	<ul> <li>add and subtract one- digit and two-digit numbers to 20, including zero</li> </ul>	<ul> <li>add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</li> <li>a two-digit number and ones</li> <li>a two-digit number and tens</li> </ul>	<ul> <li>add and subtract numbers mentally, including:</li> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul>	<ul> <li>add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</li> </ul>	<ul> <li>add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)</li> <li>add and subtract numbers mentally with increasingly large numbers</li> </ul>	<ul> <li>perform mental calculations, including with mixed operations and large numbers</li> <li>use their knowledge of the order of operations to carry out calculations involving the four operations</li> </ul>

		<ul> <li>two two-digit numbers</li> <li>adding three one-digit numbers</li> </ul>	add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction			
A&S: Solve Problems	<ul> <li>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ?</li> <li>9</li> </ul>	<ul> <li>solve problems with addition and subtraction:</li> <li>using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>applying their increasing knowledge of mental and written methods</li> </ul>	<ul> <li>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</li> </ul>	<ul> <li>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</li> </ul>	<ul> <li>solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> <li>solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign</li> </ul>	<ul> <li>solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> </ul>
<b>M&amp;D:</b> Recall, Represent, Use		<ul> <li>recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</li> <li>show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</li> </ul>	<ul> <li>recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</li> </ul>	<ul> <li>recall multiplication and division facts for multiplication tables up to 12 x 12</li> <li>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</li> <li>recognise and use factor pairs and</li> </ul>	<ul> <li>identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers</li> <li>know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers</li> <li>establish whether a number up to 100 is prime and recall prime numbers up to 19</li> </ul>	<ul> <li>identify common factors, common multiples and prime numbers</li> <li>use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</li> </ul>

M&I Calc	D: culations	calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs	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	<ul> <li>commutativity in mental calculations</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> </ul>	<ul> <li>recognise and use square numbers and cube numbers, and the notation for squared (<sup>2</sup>) and cubed (<sup>3</sup>)</li> <li>multiply numbers up to 4 digits by a one-or two-digit number using a formal written method, including long multiplication for two-digit numbers</li> <li>multiply and divide numbers mentally drawing upon known facts</li> <li>divide numbers up to 4 digits by a one-</li> </ul>	<ul> <li>multiply multi- digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</li> <li>divide numbers up to 4 digits by a two- digit whole number using the formal</li> </ul>
					<ul> <li>division and interpret remainders appropriately for the context</li> <li>multiply and divide whole numbers and those involving decimals by 10,100 and 1000</li> </ul>	<ul> <li>as whole number remainders, fractions, or by rounding, as appropriate for the context</li> <li>divide numbers up to 4 digits by a two- digit number using the formal written method of short division where appropriate, interpreting remainders</li> </ul>

						<ul> <li>according to the context</li> <li>perform mental calculations, including with mixed operations and large numbers</li> </ul>
M&D: Solve Problems	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	solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts	<ul> <li>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</li> </ul>	solve problems     involving multiplying     and adding, including     using the distributive     law to multiply two digit     numbers by one digit,     integer scaling     problems and harder     correspondence     problems such as n     objects are connected     to m objects	<ul> <li>solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes</li> <li>solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates</li> </ul>	solve problems involving addition, subtraction, multiplication and division
<b>M&amp;D:</b> Combined Operations		•	•		solve problems involving addition. subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign	use their knowledge of the order of operations to carry out calculations involving the four operations
Fractions: Recognise and Write	<ul> <li>recognise, find and name a half as one of two equal pans of an</li> </ul>	• recognise, find, name and write fractions $\frac{1}{3}$ , $\frac{1}{4}$ , $\frac{2}{4}$ and $\frac{3}{4}$ of a length,	<ul> <li>count up and down in tenths; recognise that tenths arise from dividing an object into</li> </ul>	<ul> <li>counting up and down in hundredths; recognise that hundredths arise when</li> </ul>	<ul> <li>identify, name and write equivalent fractions of a given fraction, represented</li> </ul>	

	object, shape or quantity • recognise, find and name a quarter as one of four equal parts of an object, shape or quantity	shape, set of objects or quantity	<ul> <li>10 equal parts and in dividing one-digit numbers or quantities by 10</li> <li>recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</li> <li>recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators count unit fractions with small denominators or the set of the set of</li></ul>	dividing an object by one hundred and dividing tenths by ten	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 $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$	
Fractions: Compare		• recognise the equivalence of $\frac{1}{2}$ and $\frac{2}{4}$	<ul> <li>recognise and show, using diagrams, equivalent fractions with small denominators</li> <li>compare and order unit fractions, and fractions with the same denominators</li> </ul>	<ul> <li>recognise and show, using diagrams, families of common equivalent fractions</li> </ul>	<ul> <li>compare and order fractions whose denominators are all multiples of the same number</li> </ul>	<ul> <li>use common factors to simplify fractions; use common multiples to express fractions in the same denomination compare and order fractions, including fractions &gt;1</li> </ul>
Fractions: Calculations		• write simple fractions for example, $\frac{1}{2}$ of 6 = 3	• add and subtract fractions with the same denominator within one whole [for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$	<ul> <li>add and subtract fractions with the same denominator</li> </ul>	<ul> <li>add and subtract fractions with the same denominator and denominators that are multiples of the same number</li> <li>multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams</li> </ul>	<ul> <li>add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</li> <li>multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, <sup>1</sup>/<sub>4</sub> x <sup>1</sup>/<sub>2</sub> = <sup>1</sup>/<sub>8</sub></li> <li>divide proper fractions by whole numbers [for</li> </ul>

				example, $\frac{1}{3} \div 2 = \frac{1}{6}$
Fractions: Solve problems	solve problems that     involve all of the above	<ul> <li>solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number</li> </ul>		
Decimals: Recognise and Write		<ul> <li>recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>recognise and write decimal equivalents to <sup>1</sup>/<sub>4</sub>, <sup>1</sup>/<sub>2</sub> and <sup>1</sup>/<sub>3</sub> </li> </ul>	<ul> <li>read and write decimal numbers as fractions, for examples 0.71 = <sup>71</sup>/<sub>100</sub> </li> <li>recognise and use thousandths and relate them to hundredths, tenths and decimal equivalents</li> </ul>	
Decimals: Compare		<ul> <li>round decimals with one decimal place to the nearest whole number</li> <li>compare numbers with the same number of decimal places up to two decimal places</li> </ul>	<ul> <li>round decimals with two decimal places to the nearest whole number and to one decimal place</li> <li>read, write, order and compare numbers with up to three decimal places</li> </ul>	
Decimals: Calculations and Problems		<ul> <li>find the effect of dividing a one- or two- digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</li> </ul>	<ul> <li>solve problems involving number up to three decimal places</li> </ul>	<ul> <li>multiply and divide numbers by 10,100 and 1000 giving answers up to three decimal places</li> <li>multiply one-digit numbers with up to</li> </ul>

				<ul> <li>two decimal places by whole numbers</li> <li>use written division methods in cases where the answer has up to two decimal places</li> <li>solve problems which require answers to be rounded to specified degrees of accuracy</li> </ul>
Fractions, Decimals and Percentages		<ul> <li>solve simple measure and money problems involving fractions and decimals to two decimal places</li> </ul>	<ul> <li>recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred' and write percentages as a fraction with denominator 100, and as a decimal</li> <li>solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 5/5 and 4/5 and those fractions with a denominator of a multiple of 10 or 25</li> </ul>	<ul> <li>associate a fraction with division and calculate decimal fraction equivalents (for example, 0.375) for a simple fraction (for example, <sup>3</sup>/<sub>8</sub>)</li> <li>recall and use equivalences between simple fractions, decimals and percentages, including in different contexts</li> </ul>
Ratio and Proportion				<ul> <li>solve problems involving the relative sizes of two quantities were missing values can be found by using integer multiplication and division facts</li> <li>solve problems involving the calculation of</li> </ul>

					<ul> <li>percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison</li> <li>solve problems involving similar shapes where the scale factor is no nor can be found</li> <li>solve problems involving an equal sharing and grouping using knowledge of fractions in multiples</li> </ul>
Algebra	<ul> <li>solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ?</li> <li>9</li> </ul>	<ul> <li>recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems</li> </ul>	<ul> <li>solve problems, including missing number problems</li> </ul>		<ul> <li>use simple formulae</li> <li>generate and describe linear number sequences</li> <li>express missing number problems algebraically.</li> <li>find pairs of numbers that satisfy an equation with two unknowns.</li> <li>enumerate possibilities of combinations of two variables</li> </ul>

Note: although algebraic notation is not introduced until Year 6, algebraic thinking starts much earlier as exemplified by the 'missing number' objectives from Years 1, 2 and 3.

	M		shares and use		a survey to a true a s		a a b va va a b la va a
	Measurement:	• compare, describe and	choose and use	measure, compare, add	convert between	convert between	solve problems
	Using	solve practical problems	appropriate standard	and subtract lengths	different units of	different units of	involving the
	Measures	for	units to estimate and	(m/cm/mm); mass	measure [for example,	metric measure (for	calculation and
		lengths and heights	measure length/height	(kg/g); volume/capacity	kilometre to metre; hour	example, kilometre and	conversion of units of
		[for example,	in any direction (m/cm);	(1/ml)	to minute)	metre; centimetre and	measure, using
		long/short,	mass (kg/g);		estimate, compare	metre; centimetre and	decimal notation up to
		longer/shorter,	temperature (°C);		and calculate different	millimetre; gram and	three decimal places
		tall/short,	capacity (litres/ml) to		measures	kilogram; litre and	where appropriate
		double/half]	the nearest			millilitre)	<ul> <li>use, read write and</li> </ul>
		<ul> <li>mass/weight [for</li> </ul>	appropriate unit,			<ul> <li>understand and use</li> </ul>	convert between
		example,	using rulers, scales,			approximate	standard units,
		heavy/light, heavier	thermometers and			equivalences between	converting
							measurements of
		than, lighter than]	measuring vessels			metric units and	
		capacity and underse for	compare and order			common imperial	length, mass, volume
		volume [for	lengths, mass,			units such as inches,	and time from a
		example,	volume/capacity and			pounds and pints	smaller unit of
		full/empty, more	record the results using			use all four	measure to a larger
		than, less than,	>, < and =			operations to solve	unit, and vice versa,
		half, half full,				problems involving	using decimal
		quarter]				measure [for	notation to up to three
		<ul><li>time [for example,</li></ul>				example, length,	decimal places
		quicker, slower,				mass, volume,	convert between
		earlier, later]				money] using decimal	miles and kilometres
		<ul> <li>measure and begin to</li> </ul>				notation, including	
		record the following				scaling	
		lengths and				5	
		heights					
		mass/weight					
		<ul> <li>capacity and</li> </ul>					
		volume					
		<ul> <li>time (hours,</li> </ul>					
-	Measuramanti	minutes, seconds)	, recognice and use	add and subtrast	antimate compare and	upp all for approtions to	
	Measurement:	<ul> <li>recognise and know the under af different</li> </ul>	recognise and use	add and subtract	estimate, compare and	use all for operations to     active menous problems	
ъ	Money	value of different	symbols for pounds and	amounts of money to	calculate different	solve money problems including measure (for	
me		denominations of coins	pence; combine	give change, and using	measures, including	example, money)	
Iel		and notes	amounts to make a	base pounds and pence	money in pounds and	chample, money)	
nsı			particular value	impractical contexts	pence		
Measurement			<ul> <li>find different</li> </ul>				
2			combinations of coins				

Measurement: Time	<ul> <li>sequence events in chronological order</li> </ul>	<ul> <li>that equal the same amounts of money</li> <li>solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li>compare and sequence intervals of time</li> </ul>	<ul> <li>tell and write the time from an analogue clock,</li> </ul>	<ul> <li>read, write and convert time between analogue</li> </ul>	<ul> <li>solve problems involving converting</li> </ul>	<ul> <li>use, read write and convert between</li> </ul>
	<ul> <li>chrohological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</li> <li>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</li> </ul>	<ul> <li>tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times</li> <li>know the number of minutes in an hour and the number of hours in a day</li> </ul>	<ul> <li>Irom an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</li> <li>estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight</li> <li>know the number of seconds in a minute and the number of days in each month, year and leap year</li> <li>compare durations of events [for example to calculate the time taken by particular events or tasks]</li> </ul>	<ul> <li>and digital 12- and 24- hour clocks</li> <li>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</li> </ul>	between units of time	standard units, converting measurements of time from a smaller unit of measure to a larger unit, and vice versa
Measurement: Perimeter,			measure the perimeter     of simple 2-D shapes	measure and calculate     the perimeter of a	measure and calculate     the perimeter of	recognise that shapes with the same areas

	Area and				re	ectilinear figure		composite rectilinear	can have different
	Volume					including squares) in		shapes in centimetres	parameters and vice
						entimetres and metres		and metres	versa
						find the rea of	•	calculate and compare the area of rectangles	<ul> <li>recognise when it is possible to use</li> </ul>
						rectilinear shapes by		(including squares),	formulate for area and
					0	counting squares		and including using	volume of shapes
								standard units, square centimetres (cm2) and	<ul> <li>calculate the area of parallelograms and</li> </ul>
								square metres (m2)	triangles
								and estimate the area	calculate, estimate
								of a regular shapes estimate volume [for	and compare volume of cubes and cuboids
								example, using 1 cm	using standard units,
								cube blocks to build keyboards (including	including cubic centimetres (cm3) and
								cubes)] and capacity	cubic metres (m3),
								(for example, using	and extending to other
								water)	units (for example, mm3 and km3)
	Geometry: 2-d	recognise and name	identify and describe	<ul> <li>draw 2-D shapes</li> </ul>		ompare and classify	•	distinguish between	draw 2-D shapes
	Shapes	common 2-D shapes	the properties of 2-0		•	eometric shapes,		regular and irregular	using given
		(for example. rectangles (including squares),	shapes, including the number of sides and			ncluding quadrilaterals nd triangles, based on		polygons based on reasoning about equal	dimensions and angles
		circles and triangles)	line symmetry in a			neir properties and		sides and angles.	<ul> <li>compare and classify</li> </ul>
			vertical line			izes	•	use the properties of	geometric shapes
			identify 2-D shapes on the surface of 3-D			dentify lines of		rectangles to deduce	based on their
			shapes, [for example,			ymmetry in 2-D hapes presented in		related facts and find missing lengths and	<ul> <li>properties and sizes</li> <li>illustrate and name</li> </ul>
			a circle on a cylinder			lifferent orientations		angles	parts of circles,
			and a triangle on a						including radius,
			<ul><li>pyramid]</li><li>compare and sort</li></ul>						diameter and circumference and
τŢ			common 2-D shapes						know that the
met			and everyday objects						diameter is twice the
Geometry									radius
-							1		

Geometry: 3-d Shapes	<ul> <li>recognise and name common 3-D shapes (for example, cuboids (including cubes), pyramids and spheres]</li> </ul>	<ul> <li>recognise and name common 3-D shapes ]for example, cuboids (including cubes), pyramids and spheres].</li> <li>compare and sort common 3-D shapes and everyday objects</li> </ul>	make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them		<ul> <li>identify 3-D shapes, including cubes and other cuboids, from 2- D representations</li> </ul>	<ul> <li>recognise, describe and build simple 3-D shapes, including making nets</li> </ul>
Geometry: Angles and Lines			<ul> <li>recognise angles as a property of shape or a description of a turn</li> <li>identify right angles, recognise that two right angles make a half turn, three make 3/4 of a turn and for a complete turn; identify whether angles are greater than or less than a right angle</li> <li>identify horizontal and vertical lines and pairs of perpendicular and parallel lines</li> </ul>	<ul> <li>Identify acute adoptees angles and compare and order angles up to 2 right angles by size</li> <li>identify lines of symmetry and 2-D shapes presented in different orientations</li> <li>complete a simple symmetric figure with respect to a specific line of symmetry</li> </ul>	<ul> <li>know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</li> <li>draw given angles, and measure them in degrees</li> <li>identify:         <ul> <li>angles at a point and one whole turn (total 360°)</li> <li>angles at a point on a straight line and half a turn (total 180°)</li> <li>other multiples of 90°</li> </ul> </li> </ul>	<ul> <li>find unknown angles in any triangles, quadrilaterals, and regular polygons</li> <li>recognise angles where they meet at a point, are on a straight line, or our vertically opposite, and find missing angles</li> </ul>
Geometry: Position and Direction	describe position, direction and movement, including hole, half, quarter and three-quarter turns	<ul> <li>order and arrange combinations of mathematical objects and patterns and sequences</li> <li>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,</li> </ul>		<ul> <li>describe positions on a to D grade as coordinates in the first quadrant</li> <li>describe movements between positions as translations of a given unit to the left/right and up/down</li> <li>plot specified points and draw sides to complete a given polygon</li> </ul>	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	<ul> <li>describe positions on the full coordinate grid (or four quadrants)</li> <li>draw and translate simple shapes on the coordinate plane, and reflect them in the axes</li> </ul>

		half and three-quarter turns open brackets clockwise and anticlockwise)				
Statistics	Statistics: Present and Interpret	<ul> <li>interpret and construct simple pictograms, tally charts, block diagrams and simple tables</li> </ul>	<ul> <li>interpret and present data using bar charts, pictograms and tables</li> </ul>	<ul> <li>interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</li> </ul>	complete, read and interpret information in tables, including timetables	<ul> <li>interpret and construct pie charts and line graphs and use these to solve problems</li> </ul>
	Statistics: Solve Problems	<ul> <li>ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>ask and answer questions about totalling and comparing categorical data</li> </ul>	<ul> <li>solve one-step and two- step questions (for example, "How many more?" and "How many fewer?") using information presented in scaled bar charts and pictograms and tables</li> </ul>	<ul> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</li> </ul>	solve comparison, sum and difference problems using information presented in a line graph	Calculate and interpret the mean as an average