Strand of maths	Term 1	Term 2	Term 3
Number- Number and Place Value	Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit.	Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000	Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000
	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.	Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.
	Solve number problems and practical problems that involve all of the above.	Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	
Number- Addition	Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	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.	Add and subtract numbers mentally with increasingly large numbers.	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	Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	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.	Solve addition and subtraction multi- step problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multi- step problems in contexts, deciding which operations and methods to use and why.
Number - Subtraction	Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)	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.	Add and subtract numbers mentally with increasingly large numbers.	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	Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	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.	Solve addition and subtraction multi- step problems in contexts, deciding which operations and methods to use and why.	Solve addition and subtraction multi- step problems in contexts, deciding which operations and methods to use and why.
Number - Multiplication	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 (non-prime) numbers.	Multiply and divide numbers mentally drawing upon known facts. Multiply and divide whole numbers and those involving decimals by 10, 100 and
	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	Establish whether a number up to 100 is prime and recall prime numbers up to 19. Multiply and divide numbers mentally	Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple
	drawing upon known facts. Multiply and divide whole numbers and	drawing upon known facts. Multiply and divide whole numbers and	rates. Recognise and use square numbers and
	those involving decimals by 10, 100 and 1000	those involving decimals by 10, 100 and 1000	cube numbers, and the notation for squared (2) and cubed (3)
		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 multiplication and division including using their	

		knowledge of factors and multiples, squares and cubes.	
Number – Division	Divide numbers up to 4 digits by a one- digit number using the formal written method of short division and interpret remainders appropriately for the context.	Divide numbers up to 4 digits by a one- digit number using the formal written method of short division and interpret remainders appropriately for the context.	Divide numbers up to 4 digits by a one- digit number using the formal written method of short division and interpret remainders appropriately for the context.
	Multiply and divide numbers mentally drawing upon known facts. Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 Solve problems involving addition, subtraction, multiplication and division	Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign.	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
	and a combination of these, including understanding the meaning of the equals sign.		rates.
Number – Fractions- including decimals and percentages	Compare and order fractions whose denominators are all multiples of the same number.	Add and subtract fractions with the same denominator and denominators that are multiples of the same number.	Read, write, order and compare numbers with up to three decimal places.
	Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths.	Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.	Solve problems involving number up to three decimal places. Recognise the per cent symbol (%) and
	Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a	Read and write decimal numbers as fractions (for example, 0.71 = 71 hundredths) Recognise and use thousandths 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

	mixed number [for example	relate them to tenths, hundredths and	Solve problems which require knowing
	2 fifths + 4 fifths = 6 fifths = 1 and one fifth.	decimal equivalents	percentage and decimal equivalents of one half, one quarter, one fifth, two
		Round decimals with two decimal places	fifths, four fifths and those fractions
		to the nearest whole number and to one	with a denominator of a multiple of 10
		decimal place.	or 25.
Measurement	Convert between different units of	Measure and calculate the perimeter of	Estimate volume [for example, using 1
	metric measure (for example, kilometre	composite rectilinear shapes in	cm3 blocks to build cuboids (including
	and metre; centimetre and metre;	centimetres and metres.	cubes)] and capacity [for example, using
	centimetre and millimetre; gram and		water]
	kilogram; litre and millilitre)	Calculate and compare the area of	
		squares and rectangles including using	Use all four operations to solve
	Understand and use approximate	standard units, square centimetres	problems involving measure [for
	equivalences between metric units and	(cm2) and square metres (m2) and	example, length, mass, volume, money]
	common imperial units such as inches,	estimate the area of irregular shapes.	using decimal notation, including
	pounds and pints.		scaling.
		Use all four operations to solve	
	Estimate volume [for example, using 1	problems involving measure [for	
	cm3 blocks to build cuboids (including	example, length, mass, volume, money]	
	cubes)] and capacity [for example, using water]	using decimal notation, including scaling.	
	Use all four operations to solve		
	problems involving measure [for		
	example, length, mass, volume, money]		
	using decimal notation, including		
	scaling.		
Measurement- time	Solve problems involving converting	Solve problems involving converting	Solve problems involving converting
	between units of time.	between units of time.	between units of time.
Geometry – Properties of Shapes	Identify 3-D shapes, including cubes and	Know angles are measured in degrees:	Use the properties of rectangles to
	other cuboids, from 2-D	estimate and compare acute, obtuse	deduce related facts and find missing
	representations.	and reflex angles.	lengths and angles.

	Distinguish between regular and irregular polygons based on reasoning about equal sides and 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 a half a turn (total 180o) other multiples of 90o	Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.
Geometry – Position and Direction	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.	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.	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.
	Pupils recognise and use reflection and translation in a variety of diagrams, including continuing to use a 2-D grid and coordinates in the first quadrant. Reflection should be in lines that are parallel to the axes.	Pupils recognise and use reflection and translation in a variety of diagrams, including continuing to use a 2-D grid and coordinates in the first quadrant. Reflection should be in lines that are parallel to the axes.	Pupils recognise and use reflection and translation in a variety of diagrams, including continuing to use a 2-D grid and coordinates in the first quadrant. Reflection should be in lines that are parallel to the axes.
Statistics	Solve comparison, sum and difference problems using information presented in a line graph.	Complete, read and interpret information in tables, including timetables.	Complete, read and interpret information in tables, including timetables.