| Strand of maths | Term 1 | Term 2 | Term 3 |
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| Number- Number and Place Value | Read, write, order and compare numbers to at least 1000000 and determine the value of each digit. <br> Count forwards or backwards in steps of powers of 10 for any given number up to 1000000. <br> Solve number problems and practical problems that involve all of the above. | Round any number up to 1000000 to the nearest $10,100,1000,10000$ and 100000 <br> Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero. <br> Read Roman numerals to 1000 (M) and recognise years written in Roman numerals. | Round any number up to 1000000 to the nearest $10,100,1000,10000$ and 100000 <br> 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) <br> Add and subtract numbers mentally with increasingly large numbers. <br> Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy <br> Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why. | Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) <br> Add and subtract numbers mentally with increasingly large numbers. <br> Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy <br> Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why. | Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) <br> Add and subtract numbers mentally with increasingly large numbers. <br> Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy <br> Solve addition and subtraction multistep 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. <br> Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy <br> Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why. | Add and subtract numbers mentally with increasingly large numbers. <br> Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy <br> Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why. | Add and subtract numbers mentally with increasingly large numbers. <br> Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy <br> Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use and why. |
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| Number - Multiplication | Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. <br> 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. <br> Multiply and divide whole numbers and those involving decimals by 10,100 and 1000 | Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers. <br> Establish whether a number up to 100 is prime and recall prime numbers up to 19. <br> Multiply and divide numbers mentally drawing upon known facts. <br> Multiply and divide whole numbers and those involving decimals by 10,100 and 1000 <br> Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) <br> Solve problems involving multiplication and division including using their | Multiply and divide numbers mentally drawing upon known facts. <br> Multiply and divide whole numbers and those involving decimals by 10,100 and 1000 <br> Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. <br> Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) <br> Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes. |


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


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


|  | Distinguish between regular and <br> irregular polygons based on reasoning <br> about equal sides and angles. | Draw given angles, and measure them in <br> degrees (o) <br> Identify: <br> angles at a point and one whole turn <br> (total 360o) <br> angles at a point on a straight line and a <br> half a turn (total 180o) <br> other multiples of 900 | Know angles are measured in degrees: <br> estimate and compare acute, obtuse <br> and reflex angles. |
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| Geometry - Position and Direction | Identify, describe and represent the <br> position of a shape following a reflection <br> or translation, using the appropriate <br> language, and know that the shape has <br> not changed. <br> Pupils recognise and use reflection and | Identify, describe and represent the <br> position of a shape following a reflection <br> or translation, using the appropriate <br> language, and know that the shape has <br> not changed. | Identify, describe and represent the <br> position of a shape following a reflection <br> or translation, using the appropriate <br> language, and know that the shape has <br> not changed. <br> translation in a variety of diagrams, <br> including continuing to use a 2-D grid <br> and coordinates in the first quadrant. <br> Reflection should be in lines that are and use reflection and <br> including continuing to use a 2-D grid <br> and coordinates in the first quadrant. <br> Reflection should be in lines that are <br> parallel to the axes. |
| Pupils recognise and use reflection and <br> translation in a variety of diagrams, <br> including continuing to use a 2-D grid <br> and coordinates in the first quadrant. <br> Reflection should be in lines that are <br> parallel to the axes. |  |  |  |
| Statistics | Solve comparison, sum and difference <br> problems using information presented in <br> a line graph. | Complete, read and interpret <br> information in tables, including <br> timetables. | Complete, read and interpret <br> information in tables, including <br> timetables. |

