

		Autumn Term Year	1		
		National Curriculum Obje			
Number:	Place Value	Number: Addition and Su			Geometry: Properties of Shape
identify and represent numbers using ob		read, write and interpret mathematical statement		recognise and name co	ommon 2-D and 3-D shapes, including:
count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number		solve one-step problems that involve addition and objects and pictorial representations, and missing	represent and use number bonds and related subtraction facts within 20 solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? -		epeating patterns with objects with shapes.
10s read and write numbers from 1 to 20 in		add and subtract one-digit and two-digit numbers	to 20, including 0		
given a number, identify 1 more and 1 le	055				
Brend Harriser, Identity I more diffa I ic		Small Steps to Learni	ng		
Step 1 Sort objects Step 2 Count objects Step 3 Count objects from a larger group Step 4 Represent objects Step 5 Recognise numbers as words Step 6 Count on from any number Step 7 1 more Step 8 Count backwards within 10 Step 9 1 less Step 10 Compare groups by matching Step 11 Fewer, more, same Step 12 Less than, greater than, equal to Step 13 Compare numbers Step 14 Order objects and numbers Step 15 The number line End of block assessment (version B)		Step 1 Introduce parts and wholes Step 2 Part-whole model Step 3 Write number sentences Step 4 Fact families - addition facts Step 5 Number bonds within 10 Step 6 Systematic number bonds within 10 Step 7 Number bonds to 10 Step 8 Addition - add together Step 9 Addition - add more Step 10 Addition problems Step 11 Find a part Step 12 Subtraction - find a part Step 13 Fact families - the eight facts Step 14 Subtraction - take away/cross out (How m Step 15 Subtraction - take away (How many left?) Step 16 Subtraction on a number line	any left?)	Step 1 Recognise and r Step 2 Sort 3-D shapes Step 3 Recognise and r Step 4 Sort 2-D shapes Step 5 Patterns with 2- End of block assessmen	name 2-D shapes -D and 3-D shapes
		Step 17 Add or subtract 1 or 2 End of block assessment (version B)			
		Number bonds			
	Secure number bonds within 10			Number bond	ds to 10
		Spring Term year 1			
		National Curriculum Obje			
Number: Place Value	Number: Addition and Subtraction	Number: Place Value	Measurement: Lengt		Measurement: Mass and Volume
identify and represent numbers using objects and pictorial representations including the	digit numbers to 20, including 0	count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number	compare, describe and solve pra- lengths and heights [for example longer/shorter, tall/short, double	e, long/short,	compare, describe and solve practical problems for mass / weight[for example, heavy/light, heavier than lighter than]
number line, and use the language of: equal to, more than, less than (fewer), most, least	related subtraction facts within 20	identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less	measure and begin to record the heights	e following: lengths and	measure and begin to record the following: mass/weight

addition and subtraction, using

concrete objects and pictorial

than (fewer), most, least

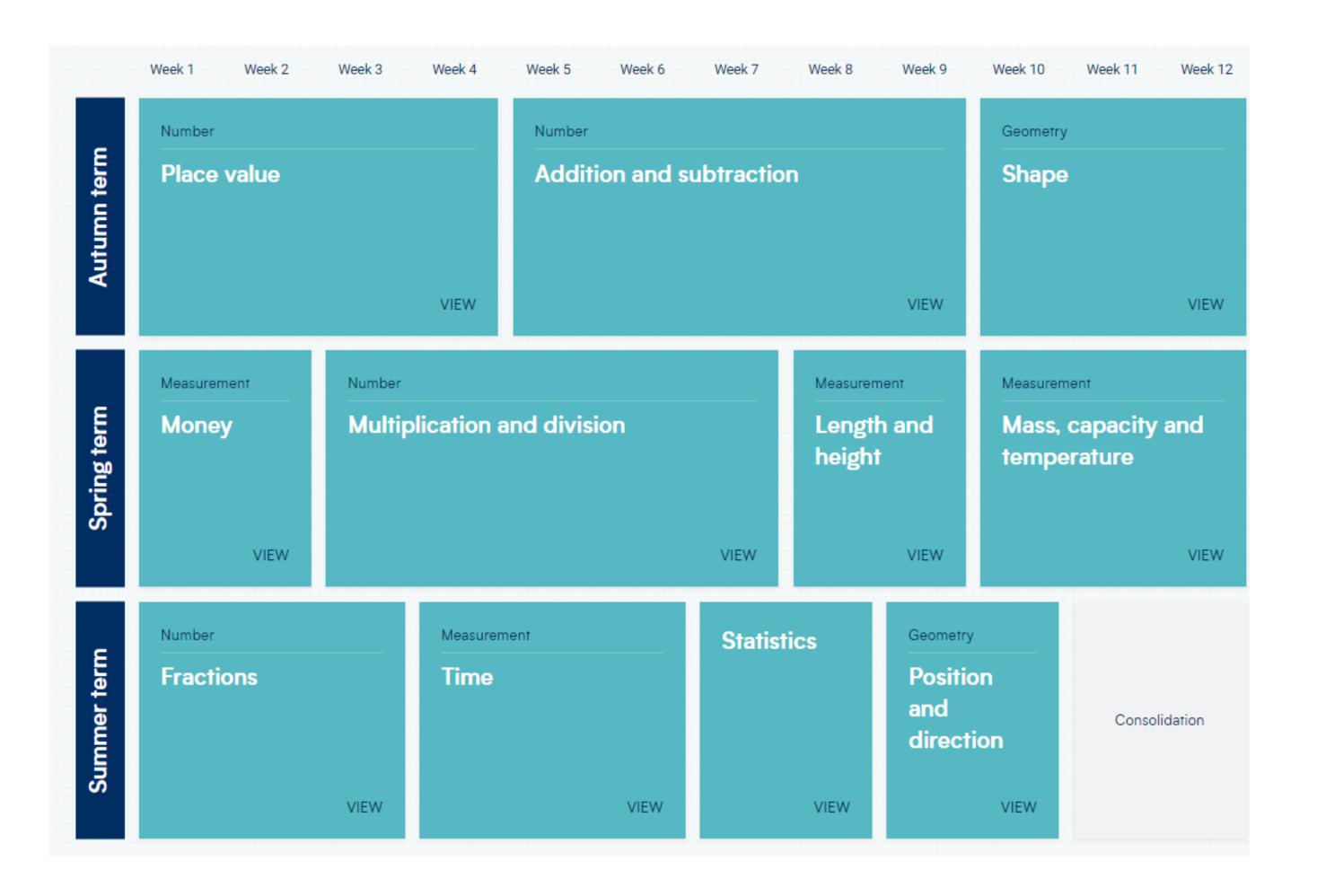
count to and across 100, forwards and backwards, beginning with 0 or	representations, and missing number problems such as 7 = ? – 9	recognise the place value of each digit in a 2-digit number (tens, ones) (Y2)	solve one-step problems that involve addition and subtraction, using concrete objects and pictorial	compare, describe and solve practical problems for capacity and volume [for example, full/empty, more
1, or from any given number	problems such as 7 = 1 = 5	number (tens, ones) (12)	representations, and missing number problems such as	than, less than, half, half full, quarter]
1, or from any given number	read, write and interpret	given a number, identify 1 more and 1 less	7 = ? - 9.	than, less than, han run, quarter
given a number, identify 1 more and	mathematical statements involving	given a namber, identity 1 more and 1 less	, . 3.	measure and begin to record the following:
1 less	addition (+), subtraction (-) and	compare and order numbers from 0 to 100: use < >		volume/capacity
1.655	equals (=) signs	and = signs (Y2)		Volume, capacity
compare and order numbers from 0	equals () signs	3.8.13 (12)		solve one-step problems that involve addition and
to 100; use < > and = sign (year 2)		count, read and write numbers to 100 in numerals;		subtraction, using concrete objects and pictorial
s.g (/ c/		count in multiples of 2s, 5s and 10s		representations, and missing number problems such
		, ,		as 7 = ? - 9.
		Small Steps to Learn	ing	
Step 1 Count within 20	Step 1 Add by counting on within 20	Step 1 Count from 20 to 50	Step 1 Compare lengths and heights	Step 1 Heavier and lighter
Step 2 Understand 10	Step 2 Add ones using number bonds	Step 2 20, 30, 40 and 50	Step 2 Measure length using objects	Step 2 Measure mass
Step 3 Understand 11, 12 and 13	Step 3 Find and make number bonds	Step 3 Count by making groups of tens	Step 3 Measure length in centimetres	Step 3 Compare mass
Step 4 Understand 14, 15 and 16	to 20	Step 4 Groups of tens and ones		Step 4 Full and empty
Step 5 Understand 17, 18 and 19	Step 4 Doubles	Step 5 Partition into tens and ones		Step 5 Compare volume
Step 6 Understand 20	Step 5 Near doubles	Step 6 The number line to 50		Step 6 Measure capacity
Step 7 1 more and 1 less	Step 6 Subtract ones using number	Step 7 Estimate on a number line to 50		Step 7 Compare capacity
Step 8 The number line to 20	bonds	Step 8 1 more, 1 less		
Step 9 Use a number line to 20	Step 7 Subtraction - counting back			
Step 10 Estimate on a number line to	Step 8 Subtraction - finding the			
20	difference			
Step 11 Compare numbers to 20	Step 9 Related facts			
Step 12 Order numbers to 20	Step 10 Missing number problems			
		Number Bonds		
Secure number bonds to 10			Number be	onds to 20

Number: Multiplication and Division	Fractions	Geometry: Position and	Number: Place Value	Measurement: Money	Measurement: Time
ivumber: wurtiplication and Division	Fractions	Direction	Number. Place value	ivicasurement. Money	ivieasurement. Time
count, read and write numbers to 100 in	recognise, find and name a	describe position, directions	count, read and write numbers to 100 in numerals;	recognise and know the	
numerals; count in multiples of 2s, 5s and	half as 1 of 2 equal parts of	and movements, including	count in multiples of 2s, 5s and 10s	value of different	sequence events in chronological order using
10s	an object, shape or	whole, half, quarter and		denominations of coins	language
	quantity	three-quarter turns.	identify and represent numbers using objects and	and notes	
solve one-step problems involving			pictorial representations including the number line,		recognise and use language relating to dates,
multiplication and division, by calculating the	recognise, find and name a		and use the language of: equal to, more than, less than	count, read and write	including days of the week, weeks, months and
answer using concrete objects, pictorial	quarter as 1 of 4 equal		(fewer), most, least	numbers to 100 in	years
representations and arrays with the support	parts of an object, shape or			numerals; count in	
of the teacher.	quantity.		count to and across 100, forwards and backwards,	multiples of 2s, 5s and	tell the time to the hour and half past the hour and
			beginning with 0 or 1, or from any given number	10s	draw the hands on a clock face to show these
					times.
			given a number, identify 1 more and 1 less		
					measure and begin to record the following: time
			recognise the place value of each digit in a 2-digit		(hours, minutes, seconds)
			number (tens, ones) (Y2)		
					compare, describe and solve practical problems for
			represent and use number bonds and related		time
	1		1 1 (II	

subtraction facts within 20

Summer Term year 1 National Curriculum Objectives

			recall and use addition and subtraction facts to 20 fluently, and derive related facts to 100 (y2)		solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$
			Small Steps to Learning		
Step 1 Count in 2s Step 2 Count in 10s Step 3 Count in 5s Step 4 Recognise equal groups Step 5 Add equal groups Step 6 Make arrays Step 7 Make doubles Step 8 Make equal groups - grouping Step 9 Make equal groups - sharing	Step 1 Recognise a half of an object or a shape Step 2 Find a half of an object or a shape Step 3 Recognise a half of a quantity Step 4 Find a half of a quantity Step 5 Recognise a quarter of an object or a shape Step 6 Find a quarter of an object or a shape Step 7 Recognise a quarter of a quantity Step 8 Find a quarter of a quantity	Step 1 Describe turns Step 2 Describe position - left and right Step 3 Describe position - forwards and backwards Step 4 Describe position - above and below Step 5 Ordinal numbers	Step 1 Count from 50 to 100 Step 2 Tens to 100 Step 3 Partition into tens and ones Step 4 The number line to 100 Step 5 1 more, 1 less Step 6 Compare numbers with the same number of tens Step 7 Compare any two numbers	Step 1 Unitising Step 2 Recognise coins Step 3 Recognise notes Step 4 Count in coins	Step 1 Before and after Step 2 Days of the week Step 3 Months of the year Step 4 Hours, minutes and seconds Step 5 Tell the time to the hour Step 6 Tell the time to the half hour
			Number bonds		
			Number bonds to 10 and 20		



	Autumn Town Voor 2	
	Autumn Term Year 2 National Curriculum Objectives	
Number: Place Value	Number: Addition and Subtraction	Geometry: Properties of Shape
	Recall and use addition and subtraction facts to 20 fluently, and derive and use	
Recognise the place value of each digit in a two digit number	related facts to 100.	identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
Compare and order numbers to 100 using < > and =	Add and subtract numbers using concrete objects, pictorial representations, and	identify and describe the association of 2 Debends including the association of
Read and write numbers to 100 in digits	mentally, including: a two digit number and ones; a two digit number and tens; two	identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
and words	two digit numbers; adding three one digit numbers.	
	Show that the addition of two numbers can be done in any order (commutative)	identify 2-D shapes on the surface of 3-D shapes
Count in steps of 2,3,5 from 0 and in tens from any number, forward and backward	and subtraction of one number from another cannot	compare and sort common 2-D and 3-D shapes and everyday objects
Identify, represent and estimate numbers to 100 using different representations		compare and sort common 2 B and 5 B shapes and everyday objects
including a number line	Recognise and sue the inverse relationship between addition and subtraction and	
	use this to check calculations to solve missing number problems.	
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;	
	applying their increasing knowledge of mental and written methods.	
	Small Steps to Learning	
Step 1 Numbers to 20	Step 1 Bonds to 10	Step 1 Recognise 2-D and 3-D shapes
Step 2 Count objects to 100 by making 10s	Step 2 Fact families - addition and subtraction bonds within 20	Step 2 Count sides on 2-D shapes
Step 3 Recognise tens and ones	Step 3 Related facts	Step 3 Count vertices on 2-D shapes
Step 4 Use a place value chart	Step 4 Bonds to 100 (tens)	Step 4 Draw 2-D shapes
Step 5 Partition numbers to 100	Step 5 Add and subtract 1s	Step 5 Lines of symmetry on shapes
Step 6 Write numbers to 100 in words	Step 6 Add by making 10	Step 6 Use lines of symmetry to complete shapes
Step 7 Flexibly partition numbers to 100	Step 7 Add three 1-digit numbers	Step 7 Sort 2-D shapes
Step 8 Write numbers to 100 in expanded form	Step 8 Add to the next 10	Step 8 Count faces on 3-D shapes
Step 9 10s on the number line to 100	Step 9 Add across a 10	Step 9 Count edges on 3-D shapes
Step 10 10s and 1s on the number line to 100	Step 10 Subtract across 10	Step 10 Count vertices on 3-D shapes
Step 11 Estimate numbers on a number line	Step 11 Subtract from a 10	Step 11 Sort 3-D shapes
Step 12 Compare objects	Step 12 Subtract a 1-digit number from a 2-digit number (across a 10)	Step 12 Make patterns with 2-D and 3-D shapes
Step 13 Compare numbers	Step 13 10 more, 10 less	End of block assessment (version B)
Step 14 Order objects and numbers	Step 14 Add and subtract 10s	
Step 15 Count in 2s, 5s and 10s	Step 15 Add two 2-digit numbers (not across a 10)	
Step 16 Count in 3s	Step 16 Add two 2-digit numbers (across a 10)	
End of block assessment (version B)	Step 17 Subtract two 2-digit numbers (not across a 10)	
	Step 18 Subtract two 2-digit numbers (across a 10)	
	Step 19 Mixed addition and subtraction	
	Step 20 Compare number sentences	
	Step 21 Missing number problems	
	End of block assessment (version B) TAFS	
Working Towards:	Working Towards	
Read and write numbers in numerals up to 100	Add and subtract two-digit numbers and ones, and two-digit numbers and tens,	Working Towards
Partition a two-digit number into tens and ones to demonstrate an understanding	where no regrouping is required, explaining their method verbally, in pictures or	name some common 2-D and 3-D shapes from a group of shapes or from
of place value, though they may use structured resources1 to support them	using apparatus (e.g. $23 + 5$; $46 + 20$; $16 - 5$; $88 - 30$)	pictures of the shapes and describe some of their properties (e.g. triangles,
2. place take, along, ale, may use structured resourcest to support them	Recall at least four of the six2 number bonds for 10 and reason about associated	rectangles, squares, circles, cuboids, cubes, pyramids and spheres).
Working At:	facts (e.g. $6 + 4 = 10$, therefore $4 + 6 = 10$ and $10 - 6 = 4$)	3,,,,,,,,,
Partition any two-digit number into different combinations of tens and ones,		Working AT:
explaining their thinking verbally, in pictures or using apparatus	Working AT:	
		1

Add and subtract any 2 two-digit numbers using an efficient strategy, explaining their method verbally, in pictures or using apparatus (e.g. 48 + 35; 72 - 17) Recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships (e.g. If 7 + 3 = 10, then 17 + 3 = 20; if 7 - 3 = 4, then 17 - 3 = 14; leading to if 14 + 3 = 17, then 3 + 14 = 17, 17 - 14 = 3 and 17 - 3 = 14)

name and describe properties of 2-D and 3-D shapes, including number of sides, vertices, edges, faces and lines of symmetry.

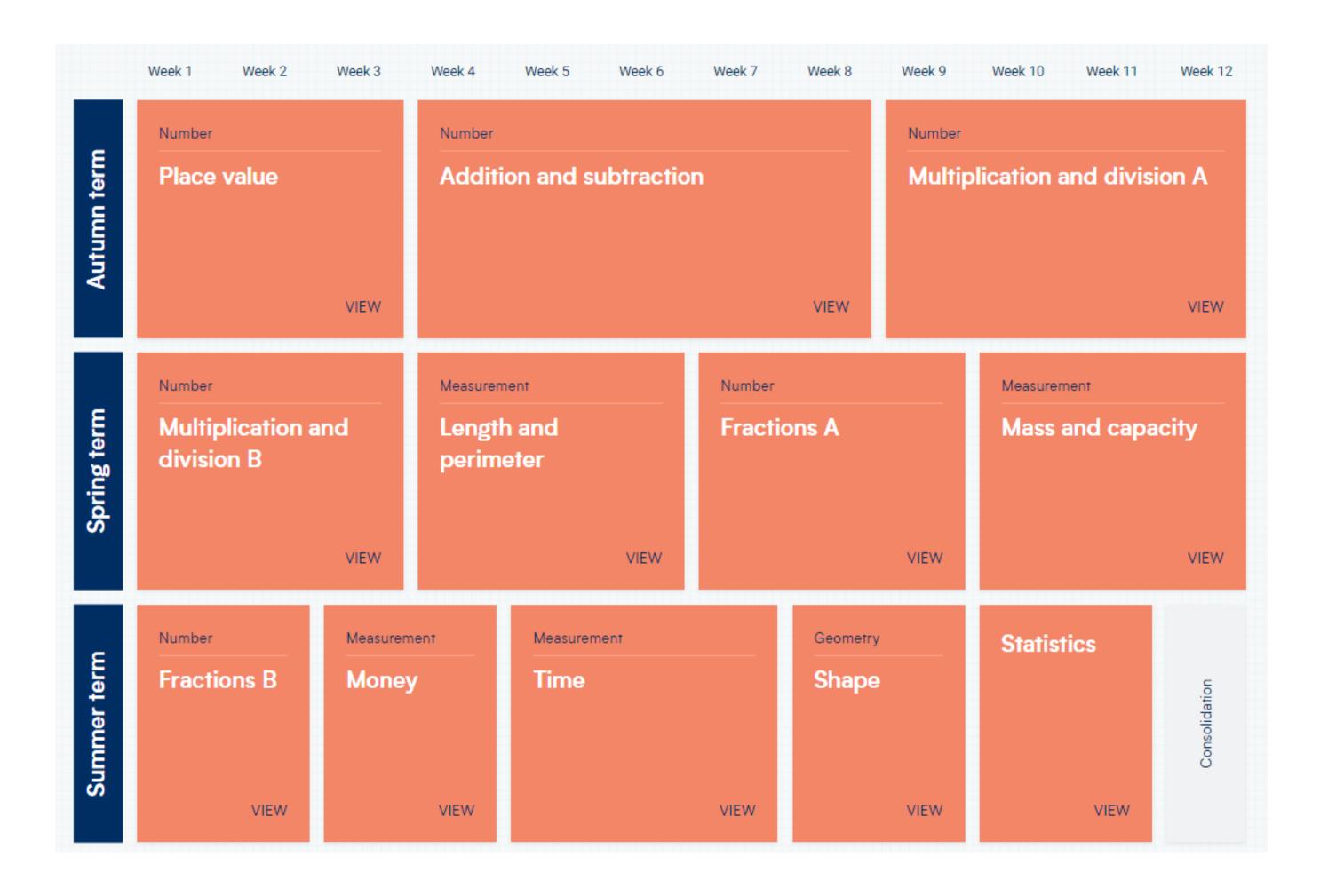
Greater Depth:

describe similarities and differences of 2-D and 3-D shapes, using their properties (e.g. that two different 2-D shapes both have only one line of symmetry; that a cube and a cuboid have the same number of edges, faces and vertices, but different dimensions).

Times table Rock Stars

Recall and use multiplication facts for t		Recall and use multiplication facts for the 10 and 2	times tables
ļ		pring Term year 2	
		al Curriculum Objectives	
Money	Multiplication and division	Length and Height	Mass, capacity and Temperature
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	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 division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and division facts, including problems in contexts.	choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm) to the nearest appropriate unit, using rulers, compare and order lengths and record the results using >, < and =	choose and use appropriate standard units to estimate and measure mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using scales, thermometers and measuring vessels compare and order mass, volume/capacity and record the results using >, < and =
		all Steps to Learning	
Step 1 Count money - pence	Step 1 Recognise equal groups	Step 1 Measure in centimetres	Step 1 Compare mass
Step 2 Count money - pounds (notes	Step 2 Make equal groups	Step 2 Measure in metres	Step 2 Measure in grams
and coins)	Step 3 Add equal groups	Step 3 Compare lengths and heights	Step 3 Measure in kilograms
Step 3 Count money - pounds and	Step 4 Introduce the multiplication symbol	Step 4 Order lengths and heights	Step 4 Four operations with mass
pence	Step 5 Multiplication sentences	Step 5 Four operations with lengths and heights	Step 5 Compare volume and capacity
Step 4 Choose notes and coins	Step 6 Use arrays		answer
Step 5 Make the same amount	Step 7 Make equal groups – grouping		Step 6 Measure in millilitres
Step 6 Compare amounts of money	Step 8 Make equal groups – sharing		Step 7 Measure in litres
Step 7 Calculate with money	Step 9 The 2 times-table		Step 8 Four operations with volume and capacity
Step 8 Make a pound	Step 10 Divide by 2		Step 9 Temperature
Step 9 Find change	Step 11 Doubling and halving		
Step 10 Two-step problems	Step 12 Odd and even numbers		
	Step 13 The 10 times-table		
	Step 14 Divide by 10		
	Step 15 The 5 times-table		
	Step 16 Divide by 5		
	Step 17 The 5 and 10 times-tables		
		TAFs	
WT:	Working Towards	Working At	Working At
Know the value of different coins	count in twos, fives and tens from 0 and use this to solve problems	read scales* in divisions of ones, twos, fives and tens	read scales* in divisions of ones, twos, fives and tens
AT:			
Use different coins to make the same	Working AT:		
amount		Greater Depth	Greater Depth

sir	ecall multiplication and division facts for 2, 5 and 10 and use them to mple problems, demonstrating an understanding of commutativity a ecessary		read scales* where not all numbers on the scale are given and estimate points in between
re	reater Depth ecall and use multiplication and division facts for 2, 5 and 10 and mak eductions outside known multiplication facts		
		Times table Rock Stars	
	Recall and use multiply	lication and division facts for the 10 and 2 times tables	
		Summer Term year 2	
Fractions	Time	National Curriculum Objectives Statistics	Position and Direction
recognise, find, name and write fractions		interpret and construct simple pictograms, tally charts,	
1/3, 1/4, 2/4 and 3/4 of a length, shape, s	· · · · · · · · · · · · · · · · · · ·	block diagrams and tables	sequences
of objects or quantity	tell and write the time to five minutes, including quarter	DIOCK Clidgians and tables	sequences
of objects of quantity	past/to the hour and draw the hands on a clock face to	ask and answer simple questions by counting the	
write simple fractions, for example 1/2 of		number of objects in each category and sorting the	use mathematical vocabulary to describe position, direction and movement
3 and recognise the equivalence of 2/4 ar		categories by quantity	including movement in a straight line and distinguishing between rotation as a
1/2.	know the number of minutes in an hour and the number of	- , , ,	turn and in terms of right angles for quarter, half and three-quarter turns
1, 2.	hours in a day	ask and answer questions about totalling and	(clockwise and anti-clockwise).
		comparing categorical data.	(00000000000000000000000000000000000000
		Small Steps to Learning	
Step 1 Introduction to parts and whole	Step 1 O'clock and half past	Step 1 Make tally charts	Step 1 Language of position
Step 2 Equal and unequal parts	Step 2 Quarter past and quarter to	Step 2 Tables	Step 2 Describe movement
Step 3 Recognise a half		Step 3 Block diagrams	Step 3 Describe turns
Step 4 Find a half		Step 4 Draw pictograms (1-1)	Step 4 Describe movement and turns
Step 5 Recognise a quarter	-	Step 5 Interpret pictograms (1-1)	Step 5 Shape patterns with turns
Step 6 Find a quarter		Step 6 Draw pictograms (2, 5 and 10)	
Step 7 Recognise a third	Step 7 Hours in a day	Step 7 Interpret pictograms (2, 5 and 10)	
Step 8 Find a third	ı	1	
Step 9 Find the whole	ı	1	
Step 10 Unit fractions	ı	1	
Step 11 Non-unit fractions	<u>.</u>	1	
Step 12 Recognise the equivalence of a h	ı ا	1	
and two quarters	1	1	
Step 13 Recognise three-quarters	1	1	
Step 14 Find three-quarters Step 15 Count in fractions up to a whole	.	1	
Step 15 Count in fractions up to a whole		TAFs	
Working At	Working At	TAFS	T
identify 1/4, 1/3, 1/2, 2/4, 3/4, of a numb			
or shape, and know that all parts must be			
equal parts of the whole	Greater Depth		
equal parts of the thirds	• read the time on a clock to the nearest 5 minutes		
		Times table Rock Stars	
		lication and division facts for the 10 and 2 times tables	



	Autumn Term Year 3	
	National Curriculum Objectives	
Number: Place Value	Number: Addition and Subtraction	Multiplication and Division A
recognise the place value of each digit in a 3-digit number (100s, 10s, 1s)	add and subtract numbers mentally, including:	recall and use multiplication and division facts for the 3, 4 and 8 multiplication
read and write numbers up to 1,000 in numerals and in words	i. a three-digit number and 1s	tables
identify, represent and estimate numbers using different representations	ii. a three-digit number and 10s	
compare and order numbers up to 1,000	iii. a three-digit number and 100s	write and calculate mathematical statements for multiplication and division
count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a	add and subtract numbers with up to 3 digits, using formal written methods of	using the multiplication tables that they know, including for two-digit numbers
given number	columnar addition and subtraction	times one-digit numbers, using mental and progressing to formal written
solve number problems and practical problems involving these ideas.		methods
	estimate the answer to a calculation and use inverse operations to check answers	
		solve problems, including missing number problems, involving multiplication
	solve problems, including missing number problems, using number facts, place	and division, including positive integer scaling problems and correspondence
	value, and more complex addition and subtraction.	problems in which n objects are connected to m objects.
	Small Steps to Learning	
Step 1 Represent numbers to 100	Step 1 Apply number bonds within 10	Step 1 Multiplication - equal groups
Step 2 Partition numbers to 100	Step 2 Add and subtract 1s	Step 2 Use arrays
Step 3 Number line to 100	Step 3 Add and subtract 10s	Step 3 Multiples of 2
Step 4 Hundreds	Step 4 Add and subtract 100s	Step 4 Multiples of 5 and 10
Step 5 Represent numbers to 1,000	Step 5 Spot the pattern	Step 5 Sharing and grouping
Step 6 Partition numbers to 1,000	Step 6 Add 1s across a 10	Step 6 Multiply by 3
Step 7 Flexible partitioning of numbers to 1,000	Step 7 Add 10s across a 100	Step 7 Divide by 3
Step 8 Hundreds, tens and ones	Step 8 Subtract 1s across a 10	Step 8 The 3 times-table
Step 9 Find 1, 10 or 100 more or less	Step 9 Subtract 10s across a 100	Step 9 Multiply by 4
Step 10 Number line to 1,000	Step 10 Make connections	Step 10 Divide by 4
Step 11 Estimate on a number line to 1,000	Step 11 Add two numbers (no exchange)	Step 11 The 4 times-table
Step 12 Compare numbers to 1,000	Step 12 Subtract two numbers (no exchange)	Step 12 Multiply by 8
Step 13 Order numbers to 1,000	Step 13 Add two numbers (across a 10)	Step 13 Divide by 8
Step 14 Count in 50s	Step 14 Add two numbers (across a 100)	Step 14 The 8 times-table
	Step 15 Subtract two numbers (across a 10)	Step 15 The 2, 4 and 8 times-tables
	Step 16 Subtract two numbers (across a 100)	
	Step 17 Add 2-digit and 3-digit numbers	
	Step 18 Subtract a 2-digit number from a 3-digit number	
	Step 19 Complements to 100 Step 20 Estimate answers	
	Step 21 Inverse operations	
	Step 22 Make decisions	
	Times table Rock Stars	
	Recall and use multiplication and division facts for the 5, 10 and 2 times tables	
	Soving Torm year 2	

Spring Term year 3
National Curriculum Objectives

Multiplication and Division B	Length and Perimeter	Fractions A	Mass and Capacity
recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables	measure, compare, add and subtract: lengths (m/cm/mm)	recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators	measure, compare, add and subtract: mass (kg/g);
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	measure the perimeter of simple 2-D shapes	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	

	compare and order unit fractions, and fractions with the same	
	denominators	
	recognise, find and write fractions of a discrete set of objects:	
	unit fractions and non-unit fractions with small denominators	
	solve problems that involve all of the above.	
		Step 1 Use scales
Step 2 Measure in millimetres	Step 2 Compare and order unit fractions	Step 2 Measure mass in grams
Step 3 Measure in centimetres and millimetres	Step 3 Understand the numerator of non-unit fractions	Step 3 Measure mass in kilograms and grams
Step 4 Metres, centimetres and millimetres	Step 4 Understand the whole	Step 4 Equivalent masses (kilograms and grams)
Step 5 Equivalent lengths (metres and	Step 5 Compare and order non-unit fractions	Step 5 Compare mass
centimetres)	Step 6 Fractions and scales	Step 6 Add and subtract mass
Step 6 Equivalent lengths (centimetres and	Step 7 Fractions on a number line	Step 7 Measure capacity and volume in millilitres
millimetres)	Step 8 Count in fractions on a number line	Step 8 Measure capacity and volume in litres and millilitres
Step 7 Compare lengths	Step 9 Equivalent fractions on a number line	Step 9 Equivalent capacities and volumes (litres and millilitres)
Step 8 Add lengths	Step 10 Equivalent fractions as bar models	Step 10 Compare capacity and volume
Step 9 Subtract lengths		Step 11 Add and subtract capacity and volume
Step 10 What is perimeter?		
Step 11 Measure perimeter		
Step 12 Calculate perimeter		
	Step 1 Measure in metres and centimetres Step 2 Measure in millimetres Step 3 Measure in centimetres and millimetres Step 4 Metres, centimetres and millimetres Step 5 Equivalent lengths (metres and centimetres) Step 6 Equivalent lengths (centimetres and millimetres) Step 7 Compare lengths Step 8 Add lengths Step 9 Subtract lengths Step 10 What is perimeter? Step 11 Measure perimeter	denominators recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators solve problems that involve all of the above. Step 1 Measure in metres and centimetres Step 2 Measure in millimetres Step 3 Measure in centimetres and millimetres Step 4 Metres, centimetres and millimetres Step 5 Equivalent lengths (metres and centimetres) Step 6 Equivalent lengths (centimetres and millimetres) Step 7 Compare lengths Step 8 Add lengths Step 9 Subtract lengths Step 9 Subtract lengths Step 10 What is perimeter? Step 11 Measure perimeter

Times table Rock Stars

Recall and use multiplication and division facts for the 3 and times tables

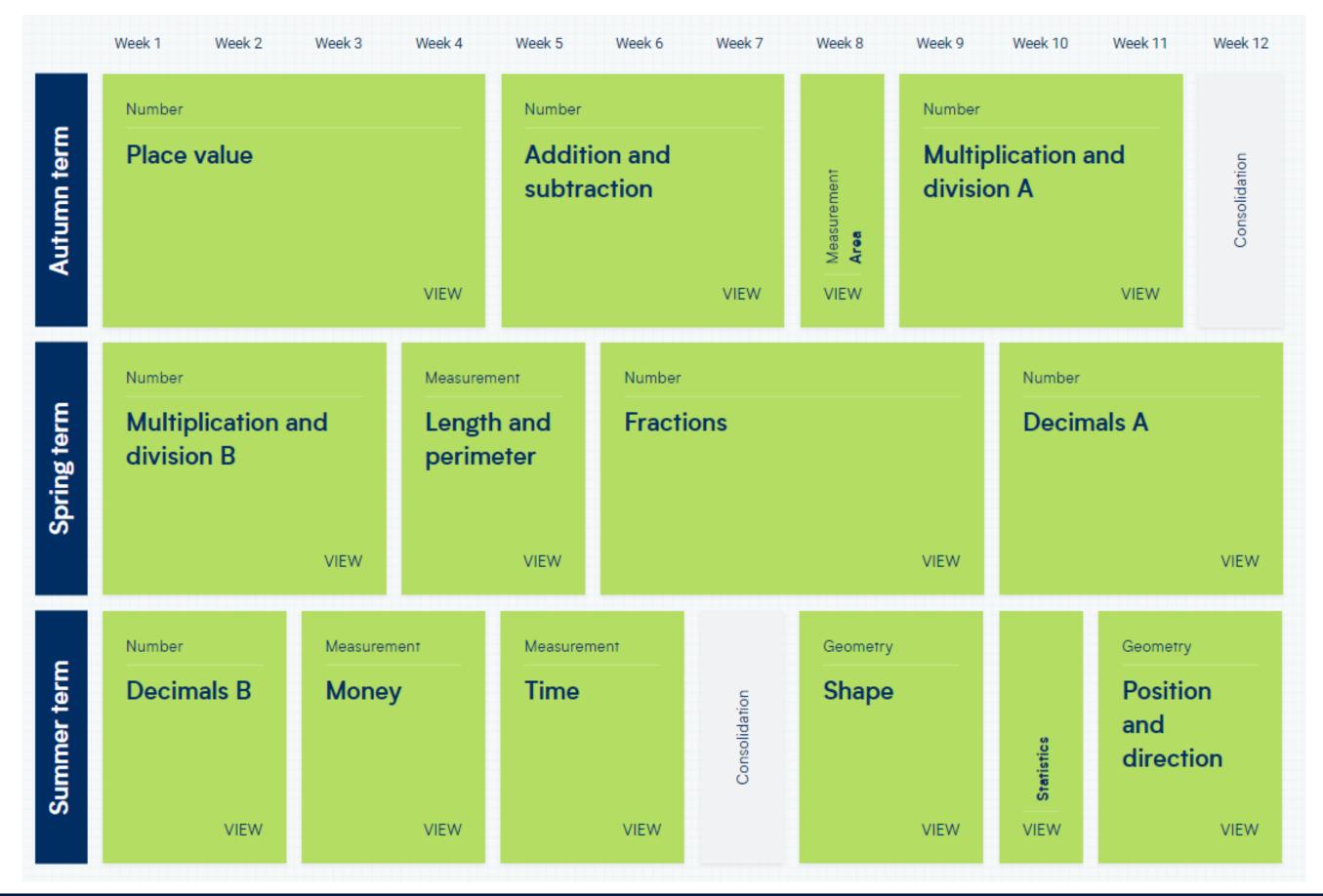
Summer Term year 3

National Curriculum Objectives

Fractions B	Money	Time	Shape	Statistics
recognise and show, using	add and subtract amounts of money to give	tell and write the time from an analogue	draw 2-D shapes and make 3-D shapes using modelling	interpret and present data using bar charts,
diagrams, equivalent fractions with	change, using both £ and p in practical	clock, including using Roman numerals	materials; recognise 3-D shapes in different orientations and	pictograms and tables
small denominators	contexts	from I to XII, and 12-hour and 24-hour	describe them	
		clocks		solve one-step and two-step questions [for example
add and subtract fractions with the			recognise angles as a property of shape or a description of a	'How many more?' and 'How many fewer?'] using
same denominator within one		estimate and read time with increasing	turn	information presented in scaled bar charts and
whole		accuracy to the nearest minute; record		pictograms and tables
		and compare time in terms of seconds,	identify right angles, recognise that 2 right angles make a half-	
		minutes and hours; use vocabulary such	turn, 3 make three quarters of a turn and 4 a complete turn;	
		as o'clock, am/pm, morning, afternoon,	identify whether angles are greater than or less than a right	
		noon and midnight	angle	
		know the number of seconds in a minute	identify horizontal and vertical lines and pairs of perpendicular	
		and the number of days in each month,	and parallel lines.	
		year and leap year		
		compare durations of events		
		Small Steps to Learning		
Step 1 Add fractions	Step 1 Pounds and pence	Step 1 Roman numerals to 12	Step 1 Turns and angles	Step 1 Interpret pictograms

Step 2 Subtract fractions	Step 2 Convert pounds and pence	Step 2 Tell the time to 5 minutes	Step 2 Right angles	Step 2 Draw pictograms		
Step 3 Partition the whole	Step 3 Add money	Step 3 Tell the time to the minute	Step 3 Compare angles	Step 3 Interpret bar charts		
Step 4 Unit fractions of a set of	Step 4 Subtract money	Step 4 Read time on a digital clock	Step 4 Measure and draw accurately	Step 4 Draw bar charts		
objects	Step 5 Find change	Step 5 Use a.m. and p.m.	Step 5 Horizontal and vertical	Step 5 Collect and represent data		
Step 5 Non-unit fractions of a set of		Step 6 Years, months and days	Step 6 Parallel and perpendicular	Step 6 Two-way tables		
objects		Step 7 Days and hours	Step 7 Recognise and describe 2-D shapes			
Step 6 Reasoning with fractions of		Step 8 Hours and minutes - use start and	Step 8 Draw polygons			
an amount		end times	Step 9 Recognise and describe 3-D shapes			
		Step 9 Hours and minutes - use durations	Step 10 Make 3-D shapes			
		Step 10 Minutes and seconds				
		Step 11 Units of time				
		Step 12 Solve problems with time				
	Step 12 Solve problems with time Times table Rock Stars					

Recall and use multiplication and division facts for the 3, 4 and 8 times tables



National Curriculum Objectives					
Number: Place Value	Number: Addition and Subtraction	Area	Multiplication and Division A		
count in multiples of 6, 7, 9, 25 and 1,000	add and subtract numbers with up to 4 digits using the	find the area of rectilinear shapes by	recall multiplication facts for multiplication tables up to 12 × 12		
find 1,000 more or less than a given number	formal written methods of columnar addition and	counting squares			
count backwards through 0 to include negative numbers	subtraction where appropriate		use place value, known and derived facts to multiply mentally, including:		
recognise the place value of each digit in a four-digit number	estimate and use inverse operations to check answers to a		multiplying by 0 and 1; multiplying together 3 numbers		
(1,000s, 100s, 10s and 1s)	calculation				
order and compare numbers beyond 1,000	solve addition and subtraction two-step problems in		recognise and use factor pairs and commutativity in mental calculations		
identify, represent and estimate numbers using different	contexts, deciding which operations and methods to use				
representations	and why		multiply two-digit and three-digit numbers by a one-digit number using formal		
round any number to the nearest 10, 100 or 1,000			written layout		
solve number and practical problems that involve all of the					
above and with increasingly large positive numbers			solve problems involving multiplying and adding, including using the distributive		
read Roman numerals to 100 (I to C) and know that over time,			law to multiply two digit numbers by 1 digit, integer scaling problems and		
the numeral system changed to include the concept of 0 and			harder correspondence problems such as n objects are connected to m objects.		
place value.					
	Small Steps t	o Learning			
Represent numbers to 1000 (R)	Step 1 Add and subtract 1s, 10s, 100s and 1,000s	Step 1 What is area?	Step 1 Multiples of 3		
Partition numbers to 1000 (R)	Step 2 Add up to two 4-digit numbers - no exchange	Step 2 Count squares	Step 2 Multiply and divide by 6		
Number line to 1000 (R)	Step 3 Add two 4-digit numbers - one exchange	Step 3 Make shapes	Step 3 6 times-table and division facts		
Thousands	Step 4 Add two 4-digit numbers - more than one exchange	Step 4 Compare areas	Step 4 Multiply and divide by 9		
Represent numbers to 10,000	Step 5 Subtract two 4-digit numbers - no exchange	End of block assessment (version B)	Step 5 9 times-table and division facts		
Partition numbers to 10,000	Step 6 Subtract two 4-digit numbers - one exchange	, , ,	Step 6 The 3, 6 and 9 times-tables		
Flexible partitioning of number to 10,000	Step 7 Subtract two 4-digit numbers - more than one		Step 7 Multiply and divide by 7		
Find 1, 10, 100, 1000 more or less	Step 8 Efficient subtraction		Step 8 7 times-table and division facts		
Number line to 10,000	Step 9 Estimate answers		Step 9 11 times-table and division facts		
Estimate on a number line to 10,000	Step 10 Checking strategies		Step 10 12 times-table and division facts		
Compare numbers to 10,000	End of block assessment (version B)		Step 11 Multiply by 1 and 0		
Order numbers to 10,000			Step 12 Divide a number by 1 and itself		
Roman numerals			Step 13 Multiply three numbers		
Round to the nearest 10			End of block assessment (version B)		
Round to the nearest 100			, ,		
Round to the nearest 1000					
Rount to the nearest 10, 100, 1000					
End of block assessment (version B)					
	Times table	Rock Stars			
	Recall and use multiplication and di	vision facts for 2,5,10,3,4,8 revisit			
	Spring Ter				
	National Curricul				
Multiplication and Division B	Longth and Parimeter	Eractions	Docimals A		

Multiplication and Division B	Length and Perimeter	Fractions	Decimals A
recall division facts for multiplication tables up to 12 × 12	measure and calculate the perimeter of a	recognise and show, using diagrams, families of common	Recognise and write decimal equivalents of any number of tenths
	rectilinear figure (including squares) in	equivalent fractions	or hundredths.
use place value, known and derived facts to divide mentally,	centimetres and metres		
including: dividing by 1		count up and down in hundredths; recognise that hundredths	Find the effect of dividing a one or two digit number by 10 or 100,
	convert between different units of measure	arise when dividing an object by a 100 and dividing tenths by	identifying the value of the digits in the answer as ones, tenths and
Ma4/2.3c recognise and use factor pairs and commutativity in		10.	hundredths
mental calculations			
		· · · · · · · · · · · · · · · · · · ·	Solve simple measure and money problems involving fractions and
		calculate quantities, and fractions to divide quantities,	decimals to two decimal places.

		including non-unit fractions where the answer is a whole number	Convert between different units of measure [for example, kilometre to metre]
		add and subtract fractions with the same denominator	
	Sma	all Steps to Learning	
Step 1 Factor pairs	Step 1 Measure in kilometres and metres	Step 1 Understand the whole	Step 1 Tenths as fractions
Step 2 Use factor pairs	Step 2 Equivalent lengths (kilometres and metres)	Step 2 Count beyond 1	Step 2 Tenths as decimals
Step 3 Multiply by 10	Step 3 Perimeter on a grid	Step 3 Partition a mixed number	Step 3 Tenths on a place value chart
Step 4 Multiply by 100	Step 4 Perimeter of a rectangle	Step 4 Number lines with mixed numbers	Step 4 Tenths on a number line
Step 5 Divide by 10	Step 5 Perimeter of rectilinear shapes	Step 5 Compare and order mixed numbers	Step 5 Divide a 1-digit number by 10
Step 6 Divide by 100	Step 6 Find missing lengths in rectilinear shapes	Step 6 Understand improper fractions	Step 6 Divide a 2-digit number by 10
Step 7 Related facts – multiplication and division	Step 7 Calculate the perimeter of rectilinear	Step 7 Convert mixed numbers to improper fractions	Step 7 Hundredths as fractions
Step 8 Informal written methods for multiplication	shapes	Step 8 Convert improper fractions to mixed numbers	Step 8 Hundredths as decimals
itep 9 Multiply a 2-digit number by a 1-digit number	Step 8 Perimeter of regular polygons	Step 9 Equivalent fractions on a number line	Step 9 Hundredths on a place value chart
Step 10 Multiply a 3-digit number by a 1-digit number	Step 9 Perimeter of polygons	Step 10 Equivalent fraction families	Step 10 Divide a 1- or 2-digit number by 100
step 11 Divide a 2-digit number by a 1-digit number (1)		Step 11 Add two or more fractions	
Step 12 Divide a 2-digit number by a 1-digit number (2)		Step 12 Add fractions and mixed numbers	
Step 13 Divide a 3-digit number by a 1-digit number		Step 13 Subtract two fractions	
Step 14 Correspondence problems		Step 14 Subtract from whole amounts	
Step 15 Efficient multiplication		Step 15 Subtract from mixed numbers	
	Tin	nes table Rock Stars	
Recall and use multiplication and division facts for 6, 7, 9		Recall and use multiplication and division facts for the	e 11, 12
	Su	ımmer Term year 4	

		Summer Term year 4				
National Curriculum Objectives						
Decimals B	Money	Time	Shape	Statistics	Position and Direction	
recognise and write decimal equivalents to	estimate, compare and calculate different measures,	read, write and convert time between analogue and	compare and classify	interpret and present	describe positions on a	
1/4; 1/2; 3/4	including money in pounds and pence	digital 12 and 24-hour clocks	geometric shapes,	discrete and continuous	2-D grid as coordinates	
			including quadrilaterals	data using appropriate	in the first quadrant	
Understand the effect of dividing a one- or		solve problems involving converting from hours to	and triangles, based on	graphical methods,		
two-digit number by 10 and 100, identifying		minutes, minutes to seconds, years to months, weeks	their properties and	including bar charts and	describe movements	
the value of the digits in the answer as ones,		to days	sizes	time graphs	between positions as	
tenths and hundredths					translations of a given	
			identify acute and	solve comparison, sum	unit to the left/right and	
round decimals with 1 decimal place to the			obtuse angles and	and difference problems	up/down	
nearest whole number			compare and order	using information	alata a saifia da adala a ad	
			angles up to 2 right	presented in bar charts,	plot specified points and	
			angles by size	pictograms, tables and	draw sides to complete a	
			idoutify lines of	other graphs.	given polygon	
			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.			
			or symmetry.			

Small Steps to Learning

Step 1 Make a whole with tenths	Step 1 Write money using decimals	Step 1 Years, months, weeks and days	Step 1 Understand	Step 1 Interpret charts	Step 1 Describe position
Step 2 Make a whole with hundredths	Step 2 Convert between pounds and pence	Step 2 Hours, minutes and seconds	angles as turns	Step 2 Comparison, sum	using coordinates
Step 3 Partition decimals	Step 3 Compare amounts of money	Step 3 Convert between analogue and digital times	Step 2 Identify angles	and difference	Step 2 Plot coordinates
Step 4 Flexibly partition decimals	Step 4 Estimate with money	Step 4 Convert to the 24 hour clock	Step 3 Compare and	Step 3 Interpret line	Step 3 Draw 2-D shapes
Step 5 Compare decimals	Step 5 Calculate with money	Step 5 Convert from the 24 hour clock	order angles	graphs	on a grid
Step 6 Order decimals	Step 6 Solve problems with money		Step 4 Triangles	Step 4 Draw line graphs	Step 4 Translate on a
Step 7 Round to the nearest whole number			Step 5 Quadrilaterals		grid
Step 8 Halves and quarters as decimals			Step 6 Polygons		Step 5 Describe
			Step 7 Lines of		translation on a grid
			symmetry		
			Step 8 Complete a		
			symmetric figure		

Times table Rock Stars

Recall and use multiplication and division facts for the all times tables

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