

# Maths Curriculum 2022 -23



	Autumn	Spring	Summer			
	Number: Place Value Count to ten, forwards and backwards, beginning with 0 or 1, or from any given number.	Number: Addition and Subtraction Represent and use number bonds and related subtraction facts within 20	Number: Multiplication and Division Count in multiples of twos, fives and tens.			
	Count, read and write numbers to 10 in numerals and words.	Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.	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.			
Yr1	Given a number, identify one more or one less.	Add and subtract one-digit and two-digit numbers to 20, including zero.	Number: Fractions			
	Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.	Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7= - 9	Recognise, find and name a half as one of two equal parts of an object, shape or quantity.			
		· —	Recognise, find and name a quarter as one of four equal parts of an object,			
	Number: Addition and Subtraction Represent and use number bonds and related subtraction facts within 10	<u>Place Value</u> Count to 50 forwards and backwards, beginning with 0 or 1, or from any	shape or quantity.			
	Read, write and interpret mathematical statements involving addition (+),	number.	Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)			
	subtraction (-) and equals (=) signs.	Count, read and write numbers to 50 in numerals.	Compare, describe and solve practical problems for: mass/weight [for example,			
	Add and subtract one digit numbers to 10, including zero.	Given a number, identify one more or one less.	heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]			
	Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems.	Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.	Geometry: position and direction Describe position, direction and movement, including whole, half, quarter and three quarter turns			
	Geometry: Shape Recognise and name common 2-D shapes, including: (for example, rectangles (including squares), circles and triangles)	Count in multiples of twos, fives and tens.	Number: Place Value Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.			
	Recognise and name common 3-D shapes, including: (for example, cuboids (including cubes), pyramids and spheres.)	Measurement: Length and Height Measure and begin to record lengths and heights.	Count, read and write numbers to 100 in numerals.			
	Number: Place Value	Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)	Given a number, identify one more and one less.			
	Count to twenty, forwards and backwards, beginning with 0 or 1, from any given number.	Measurement: Weight and Volume  Measure and begin to record mass/weight, capacity and volume.	Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than, most, least.			
	Count, read and write numbers to 20 in numerals and words.					
	Given a number, identify one more or one less.	Compare, describe and solve practical problems for mass/weight: [for example, heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]	Measurement: Money Recognise and know the value of different denominations of coins and notes.			
	Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.		<u>Measurement: Time</u> Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening.			
			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.			
			Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later]			

			Measure and begin to record time (hours, minutes, seconds)
	Number – Place Value	Multiplication and Division	Position and Direction
	Read and write numbers to at least 100 in numerals and in words.	Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising add and even numbers	Use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a
	Recognise the place value of each digit in a two digit number (tens, ones)	including recognising odd and even numbers.  Calculate mathematical statements for multiplication and division within the	turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).
	Identify, represent and estimate numbers using different representations	multiplication tables and write them using the multiplication (×), division (÷)	(clockwise and anti-clockwise).
Yr2	including the number line.	and equals (=) signs.	Order and arrange combinations of mathematical objects in patterns and sequences
	Compare and order numbers from 0 up to 100; use <, > and = signs.	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts,	Problem solving and Efficient methods.
	Use place value and number facts to solve problems.	including problems in contexts.	Massurament Time Tell and write the time to five minutes including quarter
	Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.	Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.	Measurement: Time Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.
			Know the number of minutes in an hour and the number of hours in a day.
	Number - Addition and Subtraction	Statistics Interpret and construct simple pictograms, tally charts, block diagrams and	Compare and sequence intervals of time.
	Recall and use addition and subtraction facts to 20 fluently, and derive and use	simple tables.	compare and sequence intervals of time.
	related facts up to 100.		Measurement: Mass, Capacity and Temperature
	Add and subtract numbers using concrete objects, pictorial representations,	Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.	Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity
	and mentally, including: a two-digit number and ones; a two-digit number and	category and sorting the categories by quantity.	(litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers
	tens; two two-digit numbers; adding three one-digit numbers.	Ask and answer questions about totalling and comparing categorical data.	and measuring vessels
	Show that the addition of two numbers can be done in any order		Compare and order lengths, mass, volume/capacity and record the results
	(commutative) and subtraction of one number from another cannot.	Geometry- properties of shape	using >, < and =
	Calva problems with addition and subtraction, using congrets objects and	Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.	Investigations
	Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and	sides and fine symmetry in a vertical line.	
	measures; applying their increasing knowledge of mental and written methods.	Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces.	
	Recognise and use the inverse relationship between addition and subtraction		
	and use this to check calculations and solve missing number problems.	Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid.]	
	Measurement: Money	cymiaer and a changle on a pyrama.	
	Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.	Compare and sort common 2-D and 3-D shapes and everyday objects.	
	Find different combinations of coins that equal the same amounts of money.	Number – fractions Recognise, find, name and write fractions	
	This unferent combinations of coms that equal the same amounts of money.	13	
	Solve simple problems in a practical context involving addition and subtraction	,	
	of money of the same unit, including giving change.	14	
	Multiplication and Division	and 3 4	
	Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers.	of a length, shape, set of objects or quantity.	
	Calculate mathematical statements for multiplication and division within the	Write simple fractions for example,	
	Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷)	12 of 6 = 3	
	and equals (=) sign.	and recognise the equivalence of	
	Calca analytica in all in a calcination of the calcal	24	
	Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts,	and 12	
	including problems in contexts.	Measurement: length and height	
	Show that the multiplication of two numbers can be done in any order	Choose and use appropriate standard units to estimate and measure	
	(commutative) and division of one number by another cannot.	length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity	

		(litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers	
		and measuring vessels	
		Compare and order lengths, mass, volume/capacit y and record the results	
		using >, < and	
	Number – Place Value	Number – multiplication and division	Number – fractions
	Identify, represent and estimate numbers using different representations.	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication	Recognise and show, using diagrams, equivalent fractions with small
		tables.	denominators.
	Find 10 or 100 more or less than a given number		
		Write and calculate mathematical statements for multiplication and division	Compare and order unit fractions, and fractions with the same denominators.
	Recognise the place value of each digit in a three-digit number (hundreds, tens,	using the multiplication tables they know, including for two-digit numbers	
	ones).	times one-digit numbers, using mental and progressing to formal written	Add and subtract fractions with the same denominator within one whole [for
	Compare and order numbers up to 1000	methods.	example, 5 7 + 1 7 = 6 7 ]
Yr3	Compare and order numbers up to 1000	Solve problems, including missing number problems, involving multiplication	Solve problems that involve all of the above.
	Read and write numbers up to 1000 in numerals and in words.	and division, including positive integer scaling problems and correspondence	Solve problems that involve all of the above.
	Read and write numbers up to 1000 in numerals and in words.	problems in which n objects are connected to m objectives.	Measurement – time
	Solve number problems and practical problems involving these ideas.	production without the objects are connected to in objectives.	Tell and write the time from an analogue clock, including using Roman
		Measurement- money	numerals from I to XII and 12-hour and 24-hour clocks.
	Count from 0 in multiples of 4, 8, 50 and 100	Add and subtract amounts of money to give change, using both £ and p in	
		practical contexts	Estimate and read time with increasing accuracy to the nearest minute.
	Number – Addition and Subtraction		,
	Add and subtract numbers mentally, including: a three-digit number and ones;	Statistics	Record and compare time in terms of seconds, minutes and hours.
	a three-digit number and tens; a three digit number and hundreds.	Interpret and present data using bar charts, pictograms and tables.	
			Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and
	Add and subtract numbers with up to three digits, using formal written	Solve one-step and two-step questions [for example, 'How many more?' and	midnight.
	methods of columnar addition and subtraction.	'How many fewer?'] using information presented in scaled bar charts and	
		pictograms and tables.	Know the number of seconds in a minute and the number of days in each
	Estimate the answer to a calculation and use inverse operations to check	Management lands and a simple	month, year and leap year.
	answers.	Measurement – length and perimeter	
	Solve problems, including missing number problems, using number facts, place	Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).	Compare durations of events [for example to calculate the time taken by particular events or tasks].
	value, and more complex addition and subtraction.	Volume/capacity (i/mi).	particular events of tasksj.
	value, and more complex addition and subtraction.	Measure the perimeter of simple 2D shapes.	Geometry – properties of shape
	Number – Multiplication and Division	Wedsure the perimeter of simple 25 shapes.	Recognise angles as a property of shape or a description of a turn.
		Number – fractions	The second secon
	Count from 0 in multiples of 4, 8, 50 and 100	Count up and down in tenths; recognise that tenths arise from dividing an	Identify right angles, recognise that two right angles make a half-turn, three
		object into 10 equal parts and in dividing one-digit numbers or quantities by 10	make three quarters of a turn and four a complete turn; identify whether
	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication		angles are greater than or less than a right angle.
	tables.	Recognise and use fractions as numbers: unit fractions and non-unit fractions	
		with small denominators.	Identify horizontal and vertical lines and pairs of perpendicular and parallel
	Write and calculate mathematical statements for multiplication and division		lines.
	using the multiplication tables they know, including for two-digit numbers	Recognise, find and write fractions of a discrete set of objects: unit fractions	
1	times one-digit numbers, using mental and progressing to formal written	and non-unit fractions with small denominators.	Draw 2-D shapes and make 3D shapes using modelling materials.
	methods.		
	Calca marking a traduction minutes around 100 minutes at 100 minut	Solve problems that involve all of the above.	Recognise 3-D shapes in different orientations and describe them.
	Solve problems, including missing number problems, involving multiplication		Management mass and consider
	and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objectives.		Measurement – mass and capacity  Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g);
	problems in which it objects are conhected to in objectives.		volume/capacity (I/ml).
			volume/capacity (i/iii).

# Number - Place Value

Count in multiples of 6, 7, 9, 25 and 1000.

Find 1000 more or less than a given number.

Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones)

Order and compare numbers beyond 1000

Identify, represent and estimate numbers using different representations.

Round any number to the nearest 10, 100 or 1000

Solve number and practical problems that involve all of the above and with increasingly large positive numbers.

Count backwards through zero to include negative numbers.

Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

# **Number-Addition and Subtraction**

Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.

Estimate and use inverse operations to check answers to a calculation.

Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.

# Measurement: Length and Perimeter

Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres

Convert between different units of measure [for example, kilometre to metre]

#### Number – Multiplication and Division

Recall and use multiplication and division facts for multiplication tables up to  $12 \times 12$ .

Count in multiples of 6, 7, 9. 25 and 1000

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.

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.

# Number - multiplication and division

Recall and use multiplication and division facts for multiplication tables up to  $12 \times 12$ .

Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.

Recognise and use factor pairs and commutativity in mental calculations.

Multiply two digit and three digit numbers by a one digit number using formal written lavout.

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.

#### Measurement- Area

Find the area of rectilinear shapes by counting squares.

#### <u>Fractions</u>

Recognise and show, using diagrams, families of common equivalent fractions.

Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.

Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number.

Add and subtract fractions with the same denominator.

#### Decimals

Recognise and write decimal equivalents of any number of tenths or hundredths.

Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths

Solve simple measure and money problems involving fractions and decimals to two decimal places.

Convert between different units of measure [for example, kilometre to metre]

# Decimals

Compare numbers with the same number of decimal places up to two decimal places.

Round decimals with one decimal place to the nearest whole number.

Recognise and write decimal equivalents to 14, 12 and 34

Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths

#### Measurement- Money

Estimate, compare and calculate different measures, including money in pounds and pence.

Solve simple measure and money problems involving fractions and decimals to two decimal places.

#### Time

Convert between different units of measure [for example, kilometre to metre; hour to minute]

Read, write and convert time between analogue and digital 12- and 24-hour clocks.

Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

#### Statistics

Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.

Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

# Geometry: Properties of shape

Identify acute and obtuse angles and compare and order angles up to two right angles by size.

Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.

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.

#### **Geometry-Position and Direction**

Describe positions on a 2-D grid as coordinates in the first quadrant.

Plot specified points and draw sides to complete a given polygon.

Describe movements between positions as translations of a given unit to the left/right and up/down.

# Yr4

#### Number - Place Value

Read, write, order and compare numbers to at least 1000000 and determine the value of each digit.

Count forwards or backwards in steps of powers of 10 for any given number up to 1000000.

Yr5

Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers including through zero. Round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000

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 and Subtraction**

Add and subtract numbers mentally with increasingly large numbers.

Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.

Solve a ddition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

#### Statistics

Solve comparison, sum and difference problems using information presented in a line graph.

Complete, read and interpret information in tables including timetables.

# Number - multiplication and division

Multiply and divide numbers mentally drawing upon known facts.

Multiply and divide whole numbers by 10, 100 and 1000.

Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.

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.

Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers.

Establish whether a number up to 100 is prime and recall prime numbers up to 19

#### Perimeter and Area

Measure and calculate the perimeter of composite rectilinear shapes in  $\mbox{cm}$  and  $\mbox{m}.$ 

Calculate and compare the area of rectangles (including squares), and including using standard units, cm2, m2 estimate the area of irregular shapes.

# Number - Multiplication and Division

Multiply and divide numbers mentally drawing upon known facts.

Multiply numbers up to 4 digits by a one or two digit number using a formal written method, including long multiplication for 2 digit numbers.

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.

Solve problems involving addition and subtraction, multiplication and division and a combination of these, including understanding the use of the equals sign.

# **Number: Fractions**

Compare and order fractions whose denominators are multiples of the same number.

Identify, name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths.

Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number [for example 25+45=65=115]

Add and subtract fractions with the same denominator and denominators that are multiples of the same number.

Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.

Read and write decimal numbers as fractions [ for example  $0.71 = 71\ 100$  ]

Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

# **Number: Decimals and Percentages**

Read, write, order and compare numbers with up to three decimal places.

Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.

Round decimals with two decimal places to the nearest whole number and to one decimal place.

Solve problems involving number up to three decimal places.

Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal.

Solve problems which require knowing percentage and decimal equivalents of 12, 14, 15, 25, 45 and those fractions with a denominator of a multiple of 10 or 25.

# **Number: Decimals**

Solve problems involving number up to three decimal places.

Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.

Use all four operations to solve problems involving measure [ for example, length, mass, volume, money] using decimal notation, including scaling.

# Geometry- Properties of Shapes and Angles

Identify 3D shapes, including cubes and other cuboids, from 2D representations.

Use the properties of rectangles to deduce related facts and find missing lengths and angles.

Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.

Draw given angles, and measure them in degrees (o)

Identify: angles at a point and one whole turn (total 3600), angles at a point on a straight line and ½ a turn (total 1800) other multiples of 900

#### 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.

# Measurement-converting units

Convert between different units of metric measure [for example, km and m; cm and m; cm and mm; g and kg; l and ml]

Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.

Solve problems involving converting between units of time.

# Measures Volume

Estimate volume [for example using 1cm3 blocks to build cuboids (including cubes)] and capacity [for example, using water]

Use all four operations to solve problems involving measure.

#### Number: Place Value

Yr6

Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit.

Round any whole number to a required degree of accuracy.

Use negative numbers in context, and calculate intervals across zero.

Solve number and practical problems that involve all of the above.

# Number-addition subtraction, multiplication + division

Solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and why.

Multiply multi-digit number up to 4 digits by a 2-digit number using the formal written method of long multiplication.

Divide numbers up to 4 digits by a 2-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding as appropriate for the context.

Divide numbers up to 4 digits by a 2-digit number using the formal written method of short division, interpreting remainders according to the context.

Perform mental calculations, including with mixed operations and large numbers.

Identify common factors, common multiples and prime numbers.

Use their knowledge of the order of operations to carry out calculations involving the four operations.

Solve problems involving addition, subtraction, multiplication and division.

Use estimation to check answers to calculations and determine in the context of a problem, an appropriate degree of accuracy.

#### Fractions

Use common factors to simplify fractions; use common multiples to express fractions in the same denomination.

Compare and order fractions, including fractions > 1

Generate and describe linear number sequences (with fractions)

Add and subtract fractions with different denominations and mixed numbers, using the concept of equivalent fractions. Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example  $14 \times 12 = 18$ ]

Divide proper fractions by whole numbers [for example

13

÷2

=

16

Associate a fraction with division and calculate decimal fraction equivalents [ for example, 0.375] for a simple fraction [for example 3 8 ]

Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

#### **Number: Decimals**

Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places.

Multiply one-digit numbers with up to 2 decimal places by whole numbers.

Use written division methods in cases where the answer has up to 2 decimal places.

Solve problems which require answers to be rounded to specified degrees of accuracy.

# Number: Percentages

Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison.

Recall and use equivalences between simple fractions, decimals and percentages including in different contexts.

# Number: Algebra

Use simple formulae

Generate and describe linear number sequences.

Express missing number problems algebraically.

Find pairs of numbers that satisfy an equation with two unknowns.

Enumerate possibilities of combinations of two variables

#### Measurement: Converting Units

Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate.

Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to 3dp.

Convert between miles and kilometres.

# Measurement: Perimeter, Area and Volume

Recognise that shapes with the same areas can have different perimeters and vice versa.

Recognise when it is possible to use formulae for area and volume of shapes.

Calculate the area of parallelograms and triangles.

Calculate, estimate and compare volume of cubes and cuboids using standard units, including cm3, m3 and extending to other units (mm3, km3)

## Number: Ratio

Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts.

Solve problems involving similar shapes where the scale factor is known or can be found.

Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.

# **Geometry: Properties of Shapes**

Draw 2-D shapes using given dimensions and angles.

Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons.

Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.

#### Statistics

Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.

Interpret and construct pie charts and line graphs and use these to solve problems.

Calculate the mean as an average.

**Problem Solving and investigations** 

Geometry- Position and Direction Describe positions on the full coordinate grid (all four quadrants).	
Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.	