

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p><u>Number:</u> Number and Place Value</p> <ul style="list-style-type: none"> - Count in multiples of 6, 7, 9, 25 and 1000. - Find 1000 more or less than a given number. - Count backwards through zero to include negative numbers. - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) <ul style="list-style-type: none"> - 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. - 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. 	<p><u>Number:</u> Addition and Subtraction</p> <ul style="list-style-type: none"> - 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. <p><u>Measure:</u> Area</p> <ul style="list-style-type: none"> - Find the area of rectilinear shapes by counting squares. <p><u>Number:</u> Multiplication and Division:</p> <ul style="list-style-type: none"> - recall multiplication and division facts for multiplication tables up to 12 × 12. 	<p><u>Number:</u> Multiplication and Division:</p> <ul style="list-style-type: none"> - 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 layout. - 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. <p><u>Measure:</u> Length and Perimeter:</p> <ul style="list-style-type: none"> - Convert between different units of measure [for example, kilometre to metre]. - Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. 	<p><u>Number:</u> Fractions</p> <ul style="list-style-type: none"> - 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. <p><u>Number:</u> Decimals</p> <ul style="list-style-type: none"> - Recognise and write decimal equivalents of any number of tenths or hundredths. 	<p><u>Number:</u> Decimals</p> <ul style="list-style-type: none"> - Round decimals with one decimal place to the nearest whole number. - Compare numbers with the same number of decimal places up to two decimal places. - Solve simple measure and money problems involving fractions and decimals to two decimal places. <p><u>Measurement:</u> Money</p> <ul style="list-style-type: none"> - Estimate, compare and calculate different measures, including money in pounds and pence. <p><u>Measurement:</u> Time</p> <ul style="list-style-type: none"> - 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. 	<p><u>Geometry:</u> Properties of Shape</p> <ul style="list-style-type: none"> - Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. - Identify acute and obtuse angles and compare and order angles up to two right angles by size. - 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. <p><u>Geometry:</u> Position and direction</p> <ul style="list-style-type: none"> - Describe positions on a 2-D grid as coordinates in the first quadrant. - Describe movements between positions as translations of a given unit to the left/right and up/down.

<p><u>Number:</u> Addition and Subtraction - Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</p>	<p>- 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.</p>		<p>- Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$. - Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.</p>		<p>- Plot specified points and draw sides to complete a given polygon. <u>Statistics</u> - 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.</p>
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