

Summer Term						
EYFS	<u>To 20 and beyond</u>	<u>First, Then and Now</u>	<u>Find my pattern</u>	<u>On the move</u>	<u>consolidation</u>	
	<u>Week 1-3</u>	<u>Week 4-6</u>	<u>Weeks 7-9</u>	<u>Weeks 10 -12</u>		
	- Count to 20 - Recognising number patterns to 20 - Matching quantity and numeral - Recognise numbers to 20 - Order numbers to 20 - Subtraction within 20 - Adding within 20 - Capacity - Estimating 2D shapes	- Counting on - Adding - Taking away - Counting back 2D shapes	- Doubling - Sharing fairly - Odds and evens - Repeated addition	- More or fewer - Addition - Subtraction - Introduce Cuisenaire rods (bar model) - Positional language		
Year 1	<u>Multiplication and division</u>	<u>Fractions</u>	<u>Geometry – position and direction</u>	<u>Number – place value (to 100)</u>	<u>Measurement money</u>	<u>Measurement – time</u>
	<u>Week 1-3</u>	<u>Week 4-5</u>	<u>Week 6</u>	<u>Week 7 – 8</u>	<u>Week 9</u>	<u>Week 10 - 11</u>
	- Count in 10s. - Make equal groups. - Add equal groups. - Make arrays. - Make doubles. - Make equal groups – grouping. - Make equal groups – sharing.	- Halving shapes or objects. - Halving a quantity. - Find a quarter of a shape or object. - Find a quarter of a quantity.	- Describe turns. - Describe Position (1). - Describe Position (2).	- Counting to 100. - Partitioning numbers. - Comparing numbers (1). - Comparing numbers (2). - Ordering numbers. - One more, one less.	- Recognising coins. - Recognising notes. - Counting in coins.	- Before and after. - Dates. - Time to the hour. - Time to the half hour. - Writing time. - Comparing time.

Year 2	<u>Fractions</u>	<u>Measurement – time</u>	<u>Statistics</u>	<u>Position and direction</u>
	<u>Week 1-3</u>	<u>Week 4-6</u>	<u>Week 8 - 10</u>	<u>Week 11</u>
	• Introductions to parts and wholes • Equal and unequal • Halves • Quarters • Thirds • Finding the whole • Unit fractions • Non-unit fractions • Count in fractions	• O'clock and half past. • Quarter past and quarter to. • Telling time to 5 minutes. • Minutes in an hour, hours in a day. • Find durations of time. • Compare durations of time.	• Make tally charts • Tables • Block diagrams • Pictograms	• Positional language • Describing movement • Describing turns • Shape patterns with turns

Year 3	<u>Fractions</u>	<u>Money</u>	<u>Time</u>	<u>Shape</u>	<u>Statistics</u>
	<u>Week 1-2</u>	<u>Week 3 – 4</u>	<u>Week 5-7</u>	<u>Week 8 – 9</u>	<u>Weeks 10 - 11</u>
	• Order fractions. • Add fractions. • Subtract fractions. • Fractions of amounts • Unit fractions and a set of objects • Non-unit fractions and a set of objects.	• Pounds and pence • Convert pounds and pence • Add money • Subtract money • Finding change	Roman numerals to 12 Telling the time to 5 minutes Telling the time to a minute Reading a digital clock Using am and pm Years, months and days Days and hours Using start and end times Duration Units of time	• Turns and angles. • Right angles in shapes. • Compare angles. • Draw accurately. • Horizontal and vertical. • Parallel and perpendicular. • Recognise and describe 2D shapes. • Recognise and describe 3D shapes. • Make 3D shapes	• Pictograms • Drawing pictograms • Interpreting bar charts • Drawing bar charts • Collecting and representing data • Two-way tables

Year 4	<u>Decimals</u>	<u>Money</u>	<u>Time</u>	<u>Property of shape</u>	<u>Statistics</u>	<u>Position and direction</u>
	<u>Week 1-2</u>	<u>Week 3 -4</u>	<u>Week 5</u>	<u>Week 8 – 10</u>	<u>Week 6 – 7</u>	<u>Week 11</u>
	• Make a whole. • Write decimals. • Compare decimals. • Order decimals. • Round decimals. • Halves and quarters.	• Pounds and pence. • Ordering amounts of money. • Using rounding to estimate money. • Four operations	• Hours, minutes and seconds. • Years, months, weeks and days. • Analogue to digital – 12 hour. • Analogue to digital – 24 hour.	• Identify angles. • Compare and order angles. • Triangles. • Quadrilaterals. • Lines of symmetry. • Complete a symmetric figure	• Interpret charts. • Comparison, sum and difference. • Introducing line graphs. • Line graphs.	• Describe position. • Draw on a grid. • Move on a grid. • Describe a movement on a grid.

Year 5	<u>Properties of shapes</u>	<u>Position and direction</u>	<u>Decimals</u>	<u>Negative numbers</u>	<u>Converting units</u>	<u>Volume</u>
	<u>Week 1 – 3</u>	<u>Week 4 – 5</u>	<u>Week 6 – 8</u>	<u>9</u>	<u>Week 10 - 11</u>	<u>Week 12</u>
	• Measuring angles in degrees. • Measuring with a protractor (1). • Measuring with a protractor (2). • Drawing lines and angles accurately. • Calculating angles on a straight line. • Calculating angles around a point. • Calculating lengths and angles in shapes. • Regular and irregular polygons. • Reasoning about 3D shapes.	• Position in the first quadrant. • Reflection. • Reflection with coordinates. • Translation. • Translation with coordinates.	• Adding decimals within 1. • Subtracting decimals within 1. • Complements to 1. • Adding decimals – crossing the whole. • Adding decimals with the same number of decimal places. • Subtracting decimals with the same number of decimal places. • Adding decimals with a different number of decimal places. • Subtracting decimals with a different number of decimal places • Adding and subtracting whole and decimals. • Decimal sequences. • Multiplying decimals by 10, 100 and 1000. • Dividing decimals by 10, 100 and 1,000.	• Understand negative numbers • Count through 0 in 1s • Count through 0s in multiples • Compare and order negative numbers • Find the difference	• Kilograms and kilometres. • Milligrams and millilitres. • Metric units. • Imperial units. • Converting units of time. • Timetables.	• What is volume? • Compare volume. • Estimate volume. • Estimate capacity

Year 6	<u>Properties of shape</u>	<u>Position and direction</u>	<u>Investigations</u>	
	<u>Week 1-2</u>	<u>Week 4</u>	<u>Week 5 – 11</u>	
	• Measure with a protractor. • Introduce angles. • Calculate angles. • Vertically opposite angles. • Angles in a triangle. • Angles in a triangle – special cases. • Angles in a triangle – missing angles. • Angles in special quadrilaterals. • Angles in regular polygons. • Draw shapes accurately. • Nets of 3D shapes.	• The first quadrant • Read and plot points in four quadrants • Solve problems with coordinates • Translations • Reflections		