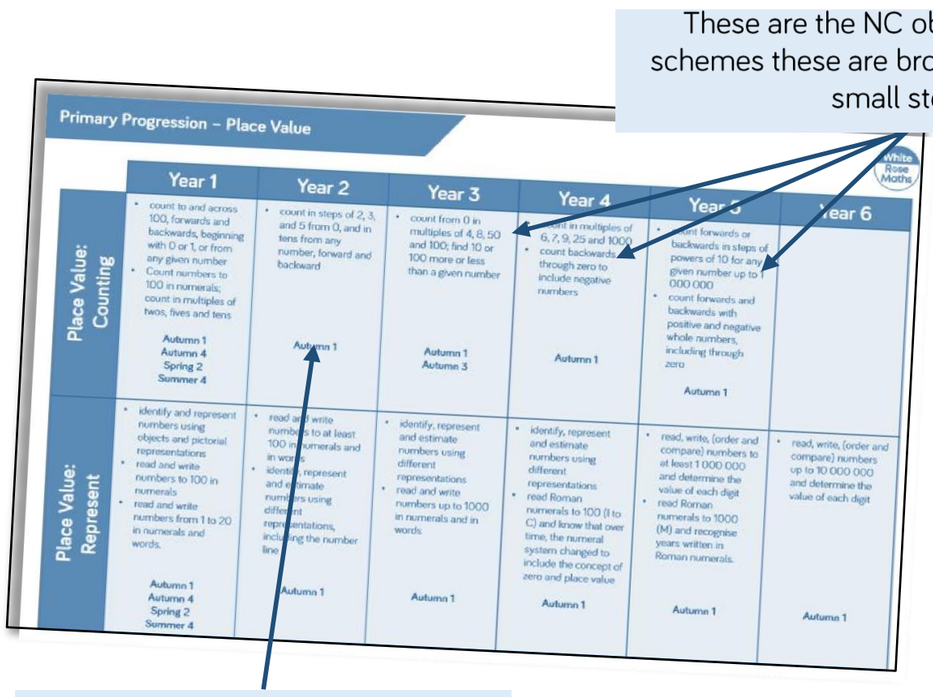
Whole School Maths Overview

How does this document work?

The aim of this document is to give an at-a-glance guide to how the maths curriculum at Westvale Park links to the Early Years 'Development Matters' aims and Key Stage 1 and 2 National Curriculum, and how it progresses through topics.

In each of the major topic areas (Number, Measurement, Geometry and Statistics), the curriculum has been broken down into key areas. For each of these areas, you can then see which NC objectives are covered in that year, together with the term and block in which that objective is first met in the White Rose Maths scheme of learning (followed at Westvale Park).



Who is it for?

The progression will help:

- **Class teachers** – For each topic, teachers will be able to see exactly what they are meant to cover in their year group, but also what they can expect students to have covered in the previous year, and where the learning continues to during the subsequent year.
- **Maths subject leaders and senior leaders** – The progression provides an overview of the whole primary phase so leaders can see clearly how topics are developed over time. They will also be aware of when topics are taught and what resources may be needed across the school at particular times.

When are topics revisited?

The White Rose Maths Curriculum is a cumulative curriculum, so that once a topic is covered, it is met many times again in other contexts – often so many that listing them is impractical. For example, place value is always covered in Autumn 1 but revisited within addition and subtraction, multiplication, and division etc. throughout each year.

	2-3 year olds	3-4 year olds	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Place Value: Counting	Take part in number rhymes Recite numbers to 5	Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Count backwards, for example when reciting number rhymes	Count objects, actions and sounds. **Verbally count beyond 20, recognising the pattern of the counting system.**	• count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number • Count numbers to 100 in numerals; count in multiples of twos, fives and tens **Autumn 1** **Autumn 4** **Spring 2** **Summer 4**	• count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward **Autumn 1**	• count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number **Autumn 1** **Autumn 3**	• count in multiples of 6, 7, 9, 25 and 1000 • count backwards through zero to include negative numbers **Autumn 1** **Autumn 4**	• count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 • count forwards and backwards with positive and negative whole numbers, including through zero **Autumn 1**	
Place Value: Represent	Count some numbers on their fingers.	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Show "finger numbers' up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Experiment with their own symbols and marks as well as numerals.	Link the number symbol (numeral) with its cardinal number value. **Subitise (recognise quantities without counting) up to 5.**	• identify and represent numbers using objects and pictorial representations • read and write numbers to 100 in numerals • read and write numbers from 1 to 20 in numerals and words. **Autumn 1** **Autumn 4** **Spring 2** **Summer 4**	• read and write numbers to at least 100 in numerals and in words • identify, represent and estimate numbers using different representations, including the number line **Autumn 1**	• identify, represent and estimate numbers using different representations • read and write numbers up to 1000 in numerals and in words **Autumn 1**	• identify, represent and estimate numbers using different representations • 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 **Autumn 1**	• read, write, (order and compare) numbers to at least 1 000 000 and determine the value of each digit • read Roman numerals to 1000 (M) and recognise years written in Roman numerals. **Autumn 1**	•read, write, (order and compare) numbers up to 10 000 000 and determine the value of each digit **Autumn 1**

Place Value: Use PV and compare	Compares amounts, saying 'lots', 'more' or 'same'.	Compare quantities using language: 'more than', 'fewer than'. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then…'	Compare numbers. Understand that the number does not change if things are rearranged Understand the 'one more than/one less than' relationship between consecutive numbers. **Compare quantities up to10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.** **Have a deep understanding of numbers to 10, including the composition of each number.**	• given a number, identify one more and one less **Autumn 1** **Autumn 4** **Spring 2** **Summer 4**	• recognise the place value of each digit in a two-digit number (tens, ones) • compare and order numbers from 0 up to 100; use <, > and = signs **Autumn 1**	• recognise the place value of each digit in a three-digit number (hundreds, tens, ones) • compare and order numbers up to 1000 **Autumn 1**	• 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 **Autumn 1**	•(read, write) order and compare numbers to at least 1 000 000 and determine the value of each digit **Autumn 1**	• read, write), order and compare numbers up to 10 000 000 and determine the value of each digit **Autumn 1**
Place Value: Problems and rounding		Solve real world mathematical problems with numbers up to 5. Use a wider range of vocabulary Understand why questions such as "why do you think…?	Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then…'		• use place value and number facts to solve problems. **Autumn 1**	• solve number problems and practical problems involving these ideas **Autumn 1**	• 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 **Autumn 1**	• interpret negative numbers in context • round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 • solve number problems and practical problems that involve all of the above **Autumn 1**	• round any whole number to a required degree of accuracy • in context, and calculate intervals across zero • solve number and practical problems that involve all of the above **Autumn 1**
Addition and Subtraction: Recall Represent and use	React to changes of amount in a group of up to 3 objects Combine objects like stacking blocks and cups.	Use mathematical language such as add and take away	Remove objects from a group Add 2 groups of objects together **Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10,**	• read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs • represent and use number bonds and related subtraction facts within 20	• recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 • show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot • recognise and use the	• estimate the answer to a calculation and use inverse operations to check answers	• estimate and use inverse operations to check answers to a calculation	• use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	

			including double facts.	**Autumn 2** **Spring 1**	inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems **Autumn 2**	**Autumn 2**	**Autumn 2**	**Autumn 2**	
Addition and Subtraction: Calculations	Take or give one or two objects from a group	Start counting from different numbers	Use the language of addition and subtraction **Have a deep understanding of numbers to 10, including the composition of each number.**	• add and subtract one-digit and two-digit numbers to 20, including zero **Autumn 2** **Spring 1**	• add and subtract numbers using concrete objects, pictorial representations, and mentally, including: ➢ and ones ➢ and tens ➢ numbers ➢ numbers **Autumn 2**	• add and subtract numbers mentally, including: ➢ and ones ➢ and tens ➢ and hundreds • add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction **Autumn 2**	• add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate **Autumn 2**	• 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 **Autumn 2**	• perform mental calculations, including with mixed operations and large numbers • use their knowledge of the order of operations to carry out calculations involving the four operations **Autumn 2**
Addition and Subtraction: Solve Problems		Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door".	Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen. Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen. Use new vocabulary in different contexts Solve real world mathematical problems with numbers up to 5. Begin to describe a sequence of events,	• solve problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = □-9 **Autumn 2** **Spring 1**	• 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 **Autumn 2**	• solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction **Autumn 2**	• solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why **Autumn 2**	• solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why • solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign **Autumn 2**	• Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why **Autumn 2**

			real or fictional, using words such as 'first', 'then...' **Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed evenly.**						
Multiplication & Division: Recall, Represent and use			Use the language 'double' and 'share' **Explore and represent evens and odds, double facts and how quantities can be distributed evenly.**		• recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers • show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot **Autumn 4 Spring 1**	• recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables **Autumn 3**	• recall multiplication and division facts for multiplication tables up to 12 × 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 **Autumn 4 Spring 1**	• identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers • 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 • recognise and use square numbers and cube numbers, and the notation for squared (^{2}) and cubed (^{3}) **Autumn 4**	• identify common factors, common multiples and prime numbers • use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy. **Autumn 2**
Multiplication & Division: calculations					• calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs	• 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	• multiply two-digit and three-digit numbers by a one-digit number using formal written layout	• 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 • divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders	• multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication • divide numbers up to 4 digits by a two-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

					Autumn 4 **Spring 1**	**Autumn 3** **Spring 1**	**Spring 1**	appropriately for the context • multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 **Autumn 4** **Spring 1** **Summer 1**	context • divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context • perform mental calculations, including with mixed operations and large numbers. **Autumn 2**
Multiplication & Division: Solve Problems				• 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 **Summer 1**	• solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts **Autumn 4** **Spring 1**	• solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects **Spring 1**	• 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 **Spring 1**	• solve problems, involving multiplication and division including using their knowledge of factors and multiples, squares and cubes • solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates **Autumn 4** **Spring 1**	• solve problems, involving addition, subtraction, multiplication and division **Autumn 2**
Multiplication & Division: Combined Operations								• solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign **Spring 1**	• use their knowledge of the order of operations to carry out calculations involving the four operations **Autumn 2**
Fractions: recognise and write				• recognise, find and name a half as one of two equal parts of an object, shape or	• recognise, find, name and write fractions 1/3, ¼, 2/4, and 2/4 of a length,	• count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal	• count up and down in hundredths; recognise that hundredths arise when dividing an	• Identify, name and write equivalent fractions of a given fraction,	

				quantity • recognise, find and name a quarter as one of four equal parts of an object, shape or quantity **Summer 2**	shape, set of objects or quantity. **Spring 4**	parts and in dividing one-digit numbers or quantities by 10 •recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators •recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators **Spring 5**	object by one hundred and dividing tenths by ten. **Spring 3**	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, 2/5 + 4/5 = 6/5 = 1 1/5] **Spring 2**	
Fractions: Compare					•recognise the equivalence of 2/4 and 1/2 **Spring 4**	•recognise and show, using diagrams, equivalent fractions with small denominators •compare and order unit fractions, and fractions with the same denominators **Summer 1**	• recognise and show, using diagrams, families of common equivalent fractions **Spring 3**	• compare and order fractions whose denominators are all multiples of the same number **Spring 2**	• use common factors to simplify fractions; use common multiples to express fractions in the same denomination • compare and order fractions, including fractions > 1 **Autumn 3**
Fractions: Calculations					•write simple fractions for example, ½ of 6 = 3 **Spring 4**	• add and subtract fractions with the same denominator within one whole [for example, 5/7 +1/7=6/7] **Summer 1**	• add and subtract fractions with the same denominator **Spring 3**	• 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 **Spring 3**	• add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions •multiply simple pairs of proper fractions, writing the answer in its simplest forms [for example, ¼ x ½ = 1/8] •divide proper fractions by whole numbers [for example, 1/3 ÷ 2 = 1/6] **Autumn 3**
Fractions: Solve Problems						• solve problems that involve all of the above	• solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions		

						Spring 5 **Summer 1**	where the answer is a whole number **Spring 3**		
Decimals: Recognise and Write							•recognise and write decimal equivalents of any number of tenths or hundredths •recognise and write decimal equivalents to ¼, ½, ¾. **Spring 4** **Summer 1**	•read and write decimal numbers as fractions [for example, 0.71 = 71/100] •recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents **Spring 3**	• identify the value of each digit in numbers given to three decimal places **Spring 1**
Decimals: Compare							• 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 **Summer 1**	• round decimals with two decimal places to the nearest whole number and to one decimal place • read, write, order and compare numbers with up to three decimal places **Spring 3**	
Decimals: Calculations and Problems							• 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 **Spring 4**	• solve problems involving number up to three decimal places **Summer 1**	• multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places • **multiply one-digit** numbers with up to two decimal places by whole numbers • use written division methods in cases where the answer has up to two decimal places • solve problems which require answers to be rounded to specified degrees of accuracy **Spring 1**

Fractions Decimals and Percentages							• solve simple measure and money problems involving fractions and decimals to two decimal places **Spring 3** **Spring 4** **Summer 1**	•recognise the percent symbol (%) and understand that percent relates to 'number of arts 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 ½, ¼, 1/5, 2/5, 4/5 and thos2 fractions with a denominator of a multiple of 10 or 25. **Spring 3**	•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 **Spring 1** **Spring 2**
Ratio and Proportion									• 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 the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison • 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. **Spring 6**

Algebra Note – although algebraic notation is not introduced until Y6, algebraic thinking starts much earlier as exemplified by the 'missing number' objectives from Y1/2/3				• problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = □	• recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems	• solve problems, including missing number problems			• use simple formulae • 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. **Spring 3**
Measurement: Using Measurement	Compare sizes, weights, etc. using gesture and language e.g. big, tall heavy	Make comparisons between objects relating to size, length, weight and capacity.	Compare length, weight and capacity.	• compare, describe and solve practical problems for: ➢ lengths and heights [for example, long/short, longer/shorter, tall/short, double/half] ➢ 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] ➢ time [for example, quicker, slower, earlier, later] • measure and begin to record the following: ➢ lengths and heights ➢ mass/weight ➢ capacity and volume ➢ time (hours, minutes, seconds) **Spring 3** **Spring 4** **Summer 6**	• choose and use appropriate standard units to estimate and measure 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/capacity and record he results using >, < and = **Spring 5** **Summer 4**	• measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) **Spring 4** **Summer 4**	• convert between different units of measure [for example, kilometre to metre; hour to minute] • estimate, compare and calculate different measures **Autumn 3** **Spring 2** **Summer 3**	• convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) • understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints • use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling **Summer 1** **Summer 4** **Summer 5**	• 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 three decimal places • convert between miles and kilometres **Spring 4**
Measurement: Money				• recognise and know the value of different denominations of coins and notes	• recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value	• add and subtract amounts of money to give change, using both £ and p in practical contexts	• estimate, compare and calculate different measures, including money in pounds and pence	• use all four operations to solve problems involving measure [for example, money]	

				• 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 **Autumn 3**	**Spring 2**	**Summer 2**	**Summer 1**	
Measurement Time		Begin to describe a sequence of events, real or fictional, using words, such as 'first', 'then…'		• 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 **Summer 6**	• compare and sequence intervals of 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 **Summer 3**	• tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks • estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight • know the number of seconds in a minute and the number of days in each month, year and leap year • compare durations of events [for example to calculate the time taken by particular events or tasks] **Summer 2**	• 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	• solve problems involving converting between units of time **Summer 4**	• use, read, write and convert between standard units, converting measurements of time from a smaller unit of measure to a larger unit, and vice versa **Year 5 Summer 4**
Measurement: Perimeter, Area, Volume						• measure the perimeter of simple 2-D shapes	• measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres • find the area of rectilinear shapes by counting squares	• measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres • calculate and compare the area of rectangles (including squares), and	• 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

								including using standard units, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular shapes • example, using 1 cm^3 blocks to build cuboids (including cubes)] and capacity [for example, using water] **Autumn 5** **Summer 5**	• calculate the area of parallelograms and triangles • calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm^3) and cubic metres (m^3), and extending to other units [for estimate volume [for example, mm^3 and km^3] **Spring 5**
Geometry: 2D shapes		Talk about and explore 2D shapes (for example, circles, rectangles, triangles) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Combine shapes to make new ones.	Talk about and explore 2D shapes using informal mathematical language Select, rotate and manipulate shapes in order to develop spatial reasoning skills Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.	• recognise and name common 2-D shapes [for example, rectangles (including squares), circles and triangles] **Autumn 3**	• identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line • on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid] • compare and sort common 2-D shapes and everyday objects **Spring 3**	• draw 2-D shapes **Summer 3**	• 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 **Summer 5**	• distinguish between regular and irregular polygons based on reasoning about equal sides and angles. • use the properties of rectangles to deduce related facts and find missing lengths and angles **Summer 2**	• draw 2-D shapes using given dimensions and angles • compare and classify geometric shapes based on their properties and sizes • illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius **Summer 1**
Geometry: 3D shapes	Learning to place a square and triangle shape into an easy inset puzzles / shape into a posting toy	Talk about and explore 3D shapes (for example, cuboids and sphere) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Select shapes appropriately: flat surfaces for building, a	Talk about and explore 3D shapes using informal mathematical language	• recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] **Autumn 3**	• recognise and name common 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]. • compare and sort common 3-D shapes and everyday objects **Spring 3**	• make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them **Summer 3**		• identify 3-D shapes, including cubes and other cuboids, from 2-D representations **Summer 2**	• recognise, describe and build simple 3-D shapes, including making nets **Summer 1**

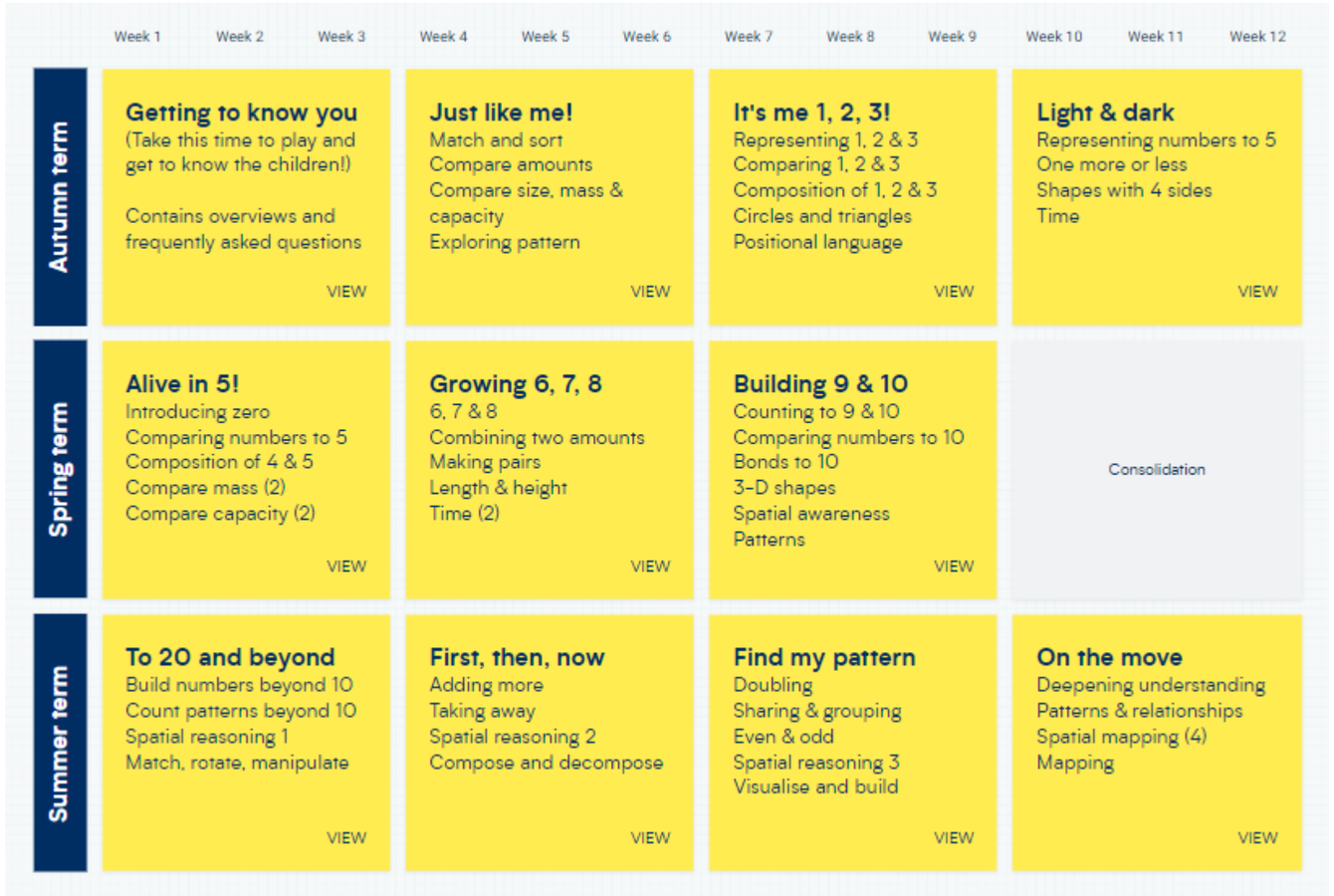
		triangular prism for a roof etc. Combine shapes to make new ones - an arch, a bigger triangle etc.							
Geometry: Angles and Lines						• recognise angles as a property of shape or a description of a turn • identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle • identify horizontal and vertical lines and pairs of perpendicular and parallel lines **Summer 3**	• 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 **Summer 5**	•know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles •draw given angles, and measured them in degrees •identify: ➢ Angles at a point and one whole turn (total 360°) ➢ Angles at a point on a straight line and ½ a turn (total 180°) ➢ Other multiples of 90° **Summer 2**	• 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 **Summer 1**
Geometry: Position and Direction	Respond to and uses language of position and direction	Understand position through words alone – for example, "The bag is under the table," – with no pointing. Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'.	Draw information from a simple map.	• describe position, direction and movement, including whole, half, quarter and three-quarter turns **Summer 3**	• order and arrange combinations of mathematical objects in patterns and sequences • use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise) **Spring 3 Summer 1**		• 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 • plot specified points and draw sides to complete a given polygon **Summer 6**	• 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 **Summer 3**	• 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 **Autumn 4**

Statistics: Present and Interpret					• interpret and construct simple pictograms, tally charts, block diagrams and simple tables **Spring 2**	• interpret and present data using bar charts, pictograms and tables **Spring 3**	• interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs **Summer 4**	• complete, read and interpret information in tables, including timetables **Autumn 3**	• interpret and construct pie charts and line graphs and use these to solve problems **Summer 3**
Statistics: Solve Problems					• ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity • ask and answer questions about totalling and comparing categorical data **Spring 2**	• solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables **Spring 3**	• solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs **Summer 4**	• solve comparison, sum and difference problems using information presented in a line graph **Autumn 3**	• calculate and interpret the mean as an average **Summer 3**

Nursery SOL (Scheme of Learning)

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn term	Colours		Sorting		Cotton tails: Number Rhymes Flopsy: patterns		Size		Counting Principles		Cotton Tails: Building with blocks Flopsy: Building with shapes	
Spring term	Number One		Number Two		Number Three		Number four		Number five		Positional Language	
Summer term	Shapes		Comparing		Length and height		Weight		Capacity		Patterns	

Reception SOL



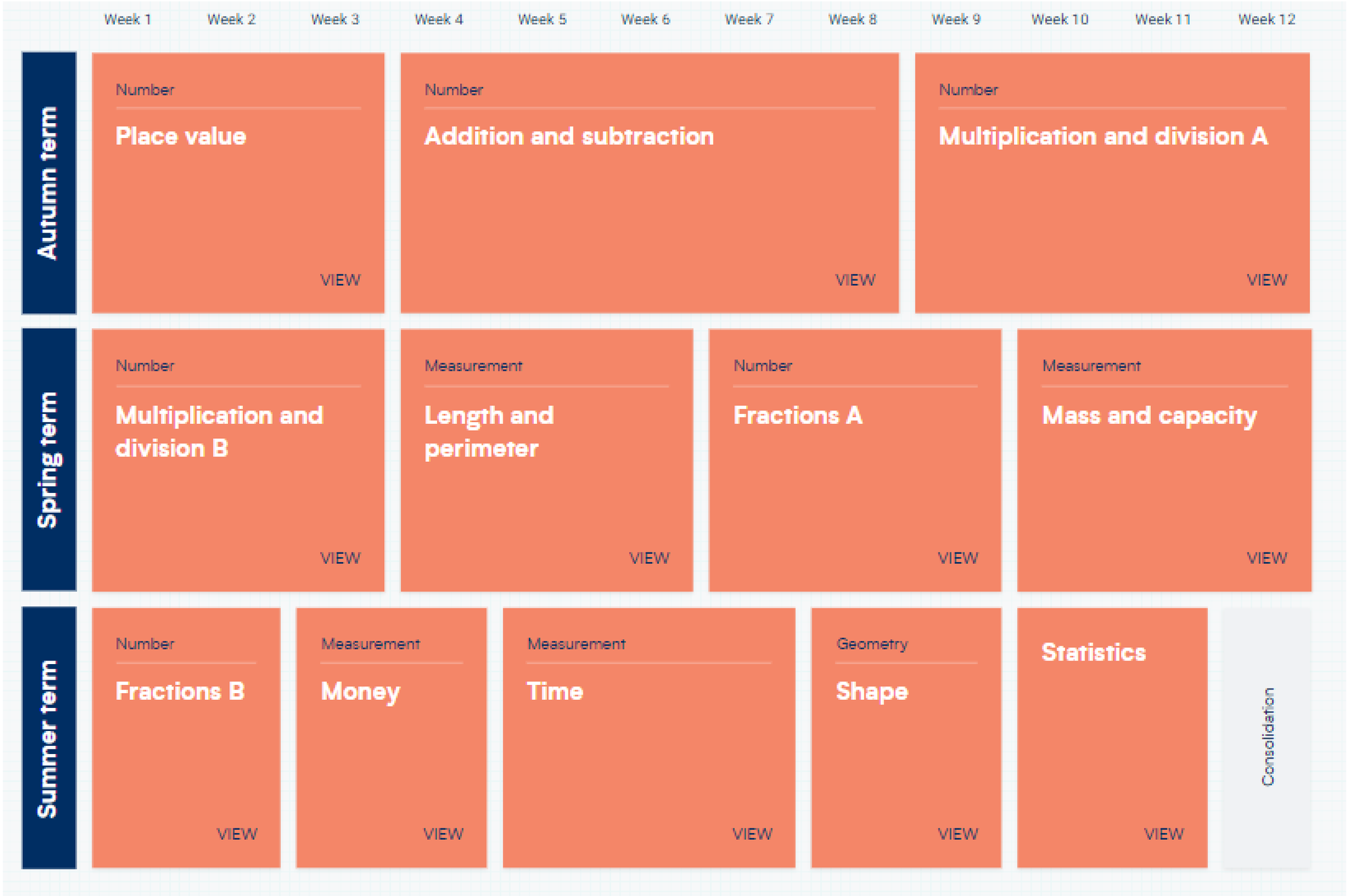
Year 1 SOL

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn term	Number **Place value** (within 10) VIEW					Number **Addition and subtraction** (within 10) VIEW					Geometry **Shape** VIEW	Consolidation
Spring term	Number **Place value** (within 20) VIEW					Number **Addition and subtraction** (within 20) VIEW			Number **Place value** (within 50) VIEW	Measurement **Length and height** VIEW	Measurement **Mass and volume** VIEW	
Summer term	Number **Multiplication and division** VIEW					Number **Fractions** VIEW	Geometry **Position and direction** VIEW		Number **Place value** (within 100) VIEW	Measurement **Money** VIEW	Measurement **Time** VIEW	Consolidation

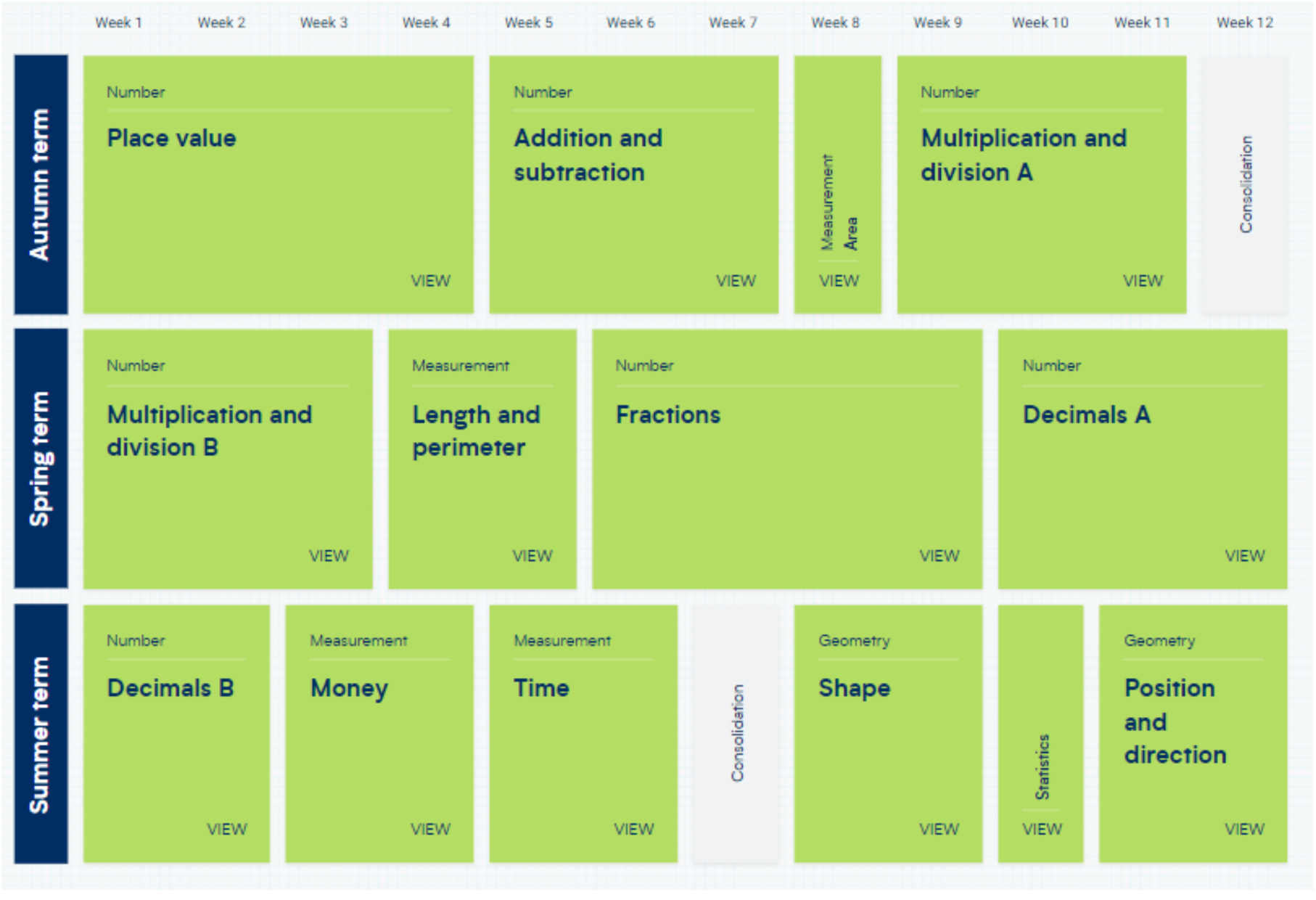
Year 2 SOL

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn term	Number **Place value** VIEW				Number **Addition and subtraction** VIEW					Geometry **Shape** VIEW		
Spring term	Measurement **Money** VIEW				Number **Multiplication and division** VIEW				Measurement **Length and height** VIEW	Measurement **Mass, capacity and temperature** VIEW		
Summer term	Number **Fractions** VIEW				Measurement **Time** VIEW		**Statistics** VIEW		Geometry **Position and direction** VIEW	Consolidation		

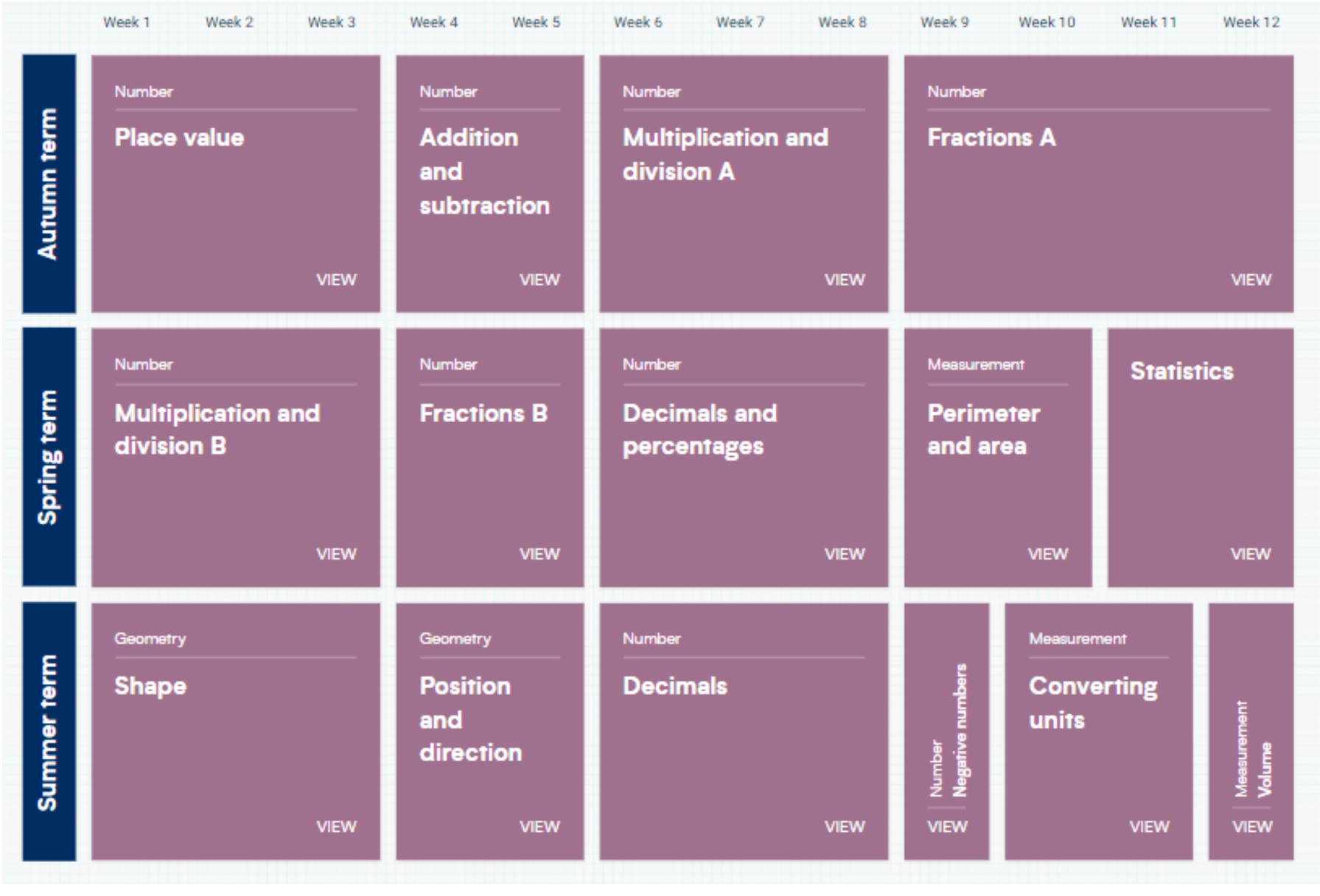
Year 3 SOL


Week 1
Week 2
Week 3
Week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Autumn term
Number
Place value
VIEW
Number
Addition and subtraction
VIEW
Number
Multiplication and division A
VIEW
Spring term
Number
Multiplication and division B
VIEW
Measurement
Length and perimeter
VIEW
Number
Fractions A
VIEW
Measurement
Mass and capacity
VIEW
Summer term
Number
Fractions B
VIEW
Measurement
Money
VIEW
Measurement
Time
VIEW
Geometry
Shape
VIEW
Statistics
VIEW
Consolidation

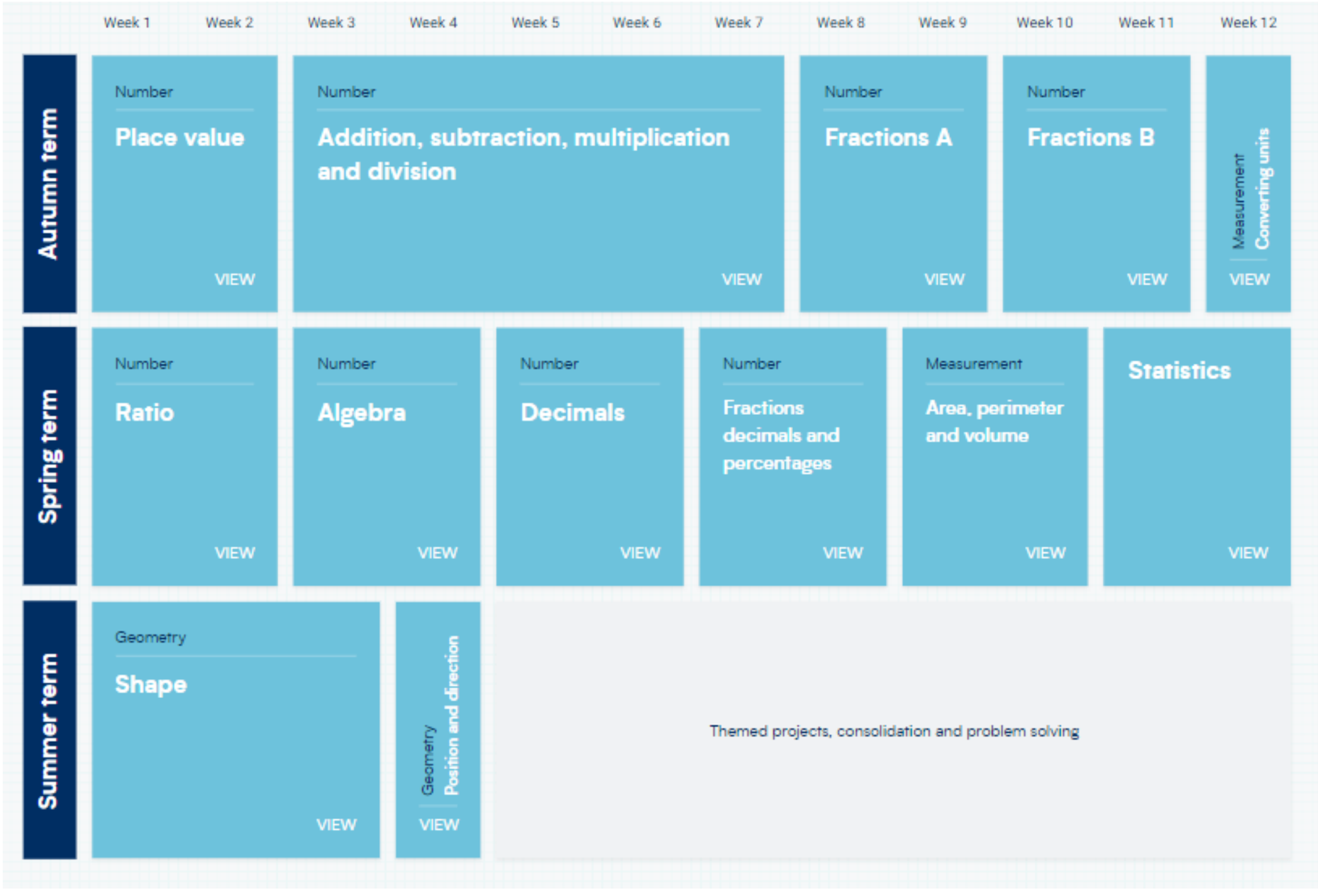
Year 4 SOL


Week 1
Week 2
Week 3
Week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Autumn term
Number
Place value
VIEW
Number
Addition and subtraction
VIEW
Measurement
Area
VIEW
Number
Multiplication and division A
VIEW
Consolidation
Spring term
Number
Multiplication and division B
VIEW
Measurement
Length and perimeter
VIEW
Number
Fractions
VIEW
Number
Decimals A
VIEW
Summer term
Number
Decimals B
VIEW
Measurement
Money
VIEW
Measurement
Time
VIEW
Consolidation
Geometry
Shape
VIEW
Statistics
VIEW
Geometry
Position and direction
VIEW

Year 5 SOL


Week 1
Week 2
Week 3
Week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Autumn term
Number
Place value
VIEW
Number
Addition and subtraction
VIEW
Number
Multiplication and division A
VIEW
Number
Fractions A
VIEW
Spring term
Number
Multiplication and division B
VIEW
Number
Fractions B
VIEW
Number
Decimals and percentages
VIEW
Measurement
Perimeter and area
VIEW
Statistics
VIEW
Summer term
Geometry
Shape
VIEW
Geometry
Position and direction
VIEW
Number
Decimals
VIEW
Number
Negative numbers
VIEW
Measurement
Converting units
VIEW
Measurement
Volume
VIEW

Year 6 SOL


Week 1
Week 2
Week 3
Week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Autumn term
Number
Place value
VIEW
Number
Addition, subtraction, multiplication and division
VIEW
Number
Fractions A
VIEW
Number
Fractions B
VIEW
Measurement
Converting units
VIEW
Spring term
Number
Ratio
VIEW
Number
Algebra
VIEW
Number
Decimals
VIEW
Number
Fractions decimals and percentages
VIEW
Measurement
Area, perimeter and volume
VIEW
Statistics
VIEW
Summer term
Geometry
Shape
VIEW
Geometry
Position and direction
VIEW
Themed projects, consolidation and problem solving