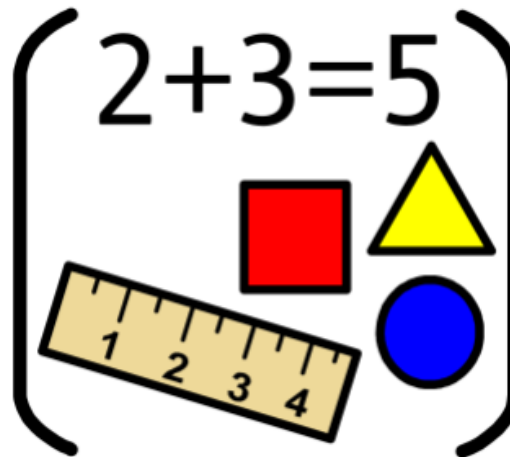




## Maths

### Subject Intent

In maths at Three Bridges Primary School, we embrace our school LEARNER values with children learning vital skills in maths lessons which are developed consistently over time. We aim for all our pupils to enjoy and achieve in maths, providing them with a deep understanding through a concrete, pictorial and abstract approach. We work hard to develop their confidence to enable them to become resilient mathematicians who are not afraid to make mistakes and who are able to apply their mathematics skills in a range of contexts now and throughout their lives.



Maths progression:

EYFS Statutory Non-statutory	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Number and place value</b>						
<ul style="list-style-type: none"> <li>•Have a deep understanding of number to 10, including the composition of each number</li> <li>•Subitise to 5</li> <li>•Automatically recall number bonds up to 5 and some number bonds to 10, including double facts.</li> <li>•Verbally count beyond 20, recognising the pattern of the counting system</li> <li>•Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.</li> <li>•Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.</li> </ul>	<ul style="list-style-type: none"> <li>•Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>•Count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens</li> <li>•Given a number, identify one more and one less</li> <li>•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</li> <li>•Read and write numbers from 1 to 20 in numerals and words.</li> </ul>	<ul style="list-style-type: none"> <li>•Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward</li> <li>•Recognise the place value of each digit in a two-digit number (tens, ones)</li> <li>•Identify, represent and estimate numbers using different representations, including the number line</li> <li>•Compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>•Read and write numbers to at least 100 in numerals and in words</li> <li>•Use place value and number facts to solve problems</li> </ul>	<ul style="list-style-type: none"> <li>•Count from 0 in multiples of 4, 8, 50 and 100.</li> <li>•Compare and order numbers up to 1,000.</li> <li>•Read and write numbers to 1,000 in numerals and words.</li> <li>•Find 10 or 100 more or less than a given number.</li> <li>•Recognise the place value of each digit in a 3-digit number.</li> <li>•Identify, represent and estimate numbers using different representations.</li> <li>•Solve number problems and practical problems using above.</li> </ul>	<ul style="list-style-type: none"> <li>•Count in multiples of 6, 7, 9, 25 and 1,000.</li> <li>•Order and compare numbers beyond 1,000.</li> <li>•Find 1,000 more or less than a given number.</li> <li>•Recognise the place value of each digit in a 4-digit number.</li> <li>•Read Roman numerals to 100 and know that over time the numeral system changed to include the concept of zero and place value.</li> <li>•Identify, represent and estimate numbers using different representations.</li> <li>•Round any number to the nearest 10, 100 or 1,000.</li> <li>•Count backwards through zero to include negative numbers.</li> <li>•Solve number and practical problems with the above (involving increasingly large numbers).</li> </ul>	<ul style="list-style-type: none"> <li>•Read, write, order and compare numbers to at least 1, 000, 000 and determine the value of each digit</li> <li>•Count forwards or backwards in steps of powers of 10 for any given number up to 1, 000, 000</li> <li>•Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero</li> <li>•Round any number up to 1, 000, 000 to the nearest 10, 100, 1000, 10 000 and 100000</li> <li>•Solve number problems and practical problems that involve all of the above</li> <li>•Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.</li> </ul>	<ul style="list-style-type: none"> <li>•Read, write, order and compare numbers up to 10, 000, 000 and determine the value of each digit</li> <li>•Round any whole number to a required degree of accuracy</li> <li>•Use negative numbers in context, and calculate intervals across zero</li> <li>•Solve number and practical problems that involve all of the above.</li> </ul>

## Number – addition and subtraction

- Automatically recall number bonds up to 5 and some number bonds to 10, including double facts.
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

- Read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs
- Represent and use number bonds and related subtraction facts within 20
- Add and subtract one-digit and two-digit numbers to 20, including zero
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number 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
- Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
  - a two-digit number and ones
  - a two-digit number and tens
  - two two-digit numbers
  - adding three one-digit numbers
- 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 inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

- Add and subtract mentally, including:
  - A 3-digit number and ones
  - A 3-digit number and tens
  - A 3-digit number and hundreds
- Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.
- Estimate the answer to a calculation and use inverse operation to check answers.
- Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.

- Add and subtract numbers with up to 4-digits using the formal written methods of columnar addition and subtraction.
- Estimate and use inverse operations to check answers in a calculation.
- Solve addition and subtraction 2-step problems in contexts, deciding which operations and methods to use and why.

- 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
- Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy
- Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

- Use their knowledge of the order of operations to carry out calculations involving the four operations
- Solve problems involving addition, subtraction, multiplication and division
- Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why
- Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
- Perform mental calculations, including with mixed operations and large numbers

### Multiplication and division

- Automatically recall number bonds up to 5 and some number bonds to 10, including double facts.
- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

- 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.

- 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 multiplication and division within the multiplication tables and write them using the multiplication ( $\times$ ), division ( $\div$ ) and equals (=) signs
- Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

- Recall and use multiplication and division facts for the 3, 4 and 8x tables.
- Write and calculate mathematical statements for multiplication and division using the multiplication tables, including for 2-digit numbers, using mental and progressing to formal written methods.
- Solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.

- Recall multiplication and division facts 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 2-digit numbers by a 1-digit number using formal written layout.
- Solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.

- 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
- 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 appropriately for the context
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000
- Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)

- 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 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
- Identify common factors, common multiples and prime numbers
- Perform mental calculations, including with mixed operations and large numbers
- Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.

					<ul style="list-style-type: none"><li>• Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes</li><li>• Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign</li><li>• Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.</li></ul>	
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**Number – fractions (KS2 fractions, decimals and percentages)**

- 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, shape or quantity.

- Recognise, find, name and write fractions  $\frac{1}{3}$ ,  $\frac{1}{4}$ ,  $\frac{2}{4}$  and  $\frac{3}{4}$  of a length, shape, set of objects or quantity
- Write simple fractions for example,  $\frac{1}{2}$  of 6 = 3 and recognise the equivalence of  $\frac{2}{4}$  and  $\frac{1}{2}$

- Count up and down in tenths.
- Recognise that tenths arise from dividing an object into 10 equal parts and in dividing 1-digit numbers or quantities by 10.
- Recognise and can find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.
- Compare and order unit fractions and fractions with the same denominators.
- Add and subtract fractions with the same denominator within one whole.
- Solve problems involving the above.

- Count up and down in hundredths.
- Recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten.
- Recognise and show using diagrams, families of common equivalent fractions.
- Add and subtract fractions within the same denominator.
- Recognise and write decimal equivalents to  $\frac{1}{4}$ ,  $\frac{1}{2}$  and  $\frac{3}{4}$ .
- Recognise and write decimal equivalents of any number of tenths or hundredths.
- Round decimals with one decimal place to the nearest whole number.
- Compare numbers with the same number of decimal places up to 2 decimal places.
- Find the effect of dividing a 1-digit or 2-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.
- Solve problems involving increasingly harder fractions and fractions to divide quantities, including non-unit fractions where the answer is a whole number.

- Compare and order fractions whose denominators are all 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
- 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,  $0.71 = \frac{71}{100}$ ]
- 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

- Use common factors to simplify fractions; use common multiples to express fractions in the same denomination
- Compare and order fractions, including fractions  $> 1$
- 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 form
- Divide proper fractions by whole numbers
- Associate a fraction with division and calculate decimal fraction equivalents for a simple fraction
- Identify the value of each digit in numbers given to three decimal places and 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 simple measure and money problems involving fractions and decimals to 2 decimal places.

•Read, write, order and compare numbers with up to three decimal places  
•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  $\frac{1}{2}$ ,  $\frac{1}{4}$ ,  $\frac{1}{5}$ ,  $\frac{2}{5}$ ,  $\frac{4}{5}$  and those fractions with a denominator of a multiple of 10 or 25.

•Solve problems which require answers to be rounded to specified degrees of accuracy  
•Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

## Measurement

Make comparisons between objects relating to size, length, weight and capacity.

Compare length, weight and capacity.

Begin to describe a sequence of events, real or fictional, using words, such as 'first', 'then...'

• 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)
- Recognise and know the value of different denominations of coins and notes
- Sequence events in chronological order using language [for

• 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 the results using >, < and =

• 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

• 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.

• I can compare lengths using m, cm & mm.

• I can compare mass using kg & g.

• I can compare volume/capacity using l & ml.

• I can measure lengths using m, cm & mm.

• I can measure mass using kg & g.

• Measure volume/capacity using l & ml.

• Add and subtract lengths using m, cm & mm.

• Add and subtract mass using kg & g.

• Add and subtract volume/capacity using l & ml.

• Tell and write the time from an analogue clock (12 hour clock).

• Tell and write the time from an analogue clock (24 hour clock).

• Tell and write the time from an analogue clock (Roman numerals).

• Estimate and read time with increasing accuracy to the nearest minute.

• Record and compare time in terms of seconds, minutes and hours.

• Use the following vocabulary: o'clock,

• Compare different measures, including money in £ and p.

• Estimate different measures, including money in £ and p.

• Calculate different measures. Including money in £ and p.

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

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

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

• Convert between different units of measurements

• Measure and calculate the perimeter of a rectilinear figure in cm and m.

• Find the area of rectilinear shapes by counting squares.

• Calculate different measures

• 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

• Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres

• Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm<sup>2</sup>) and square metres (m<sup>2</sup>) and estimate the area of irregular shapes

• Estimate volume [for example, using 1 cm<sup>3</sup> blocks to build cuboids (including cubes)] and capacity [for example, using water]

• Solve problems involving converting

• 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

• 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 cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>), and extending to other units [for example, mm<sup>3</sup> and km<sup>3</sup>].



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

am, pm, morning, afternoon, noon & midnight.

- Know the number of seconds in a minute.
- Know the number of days in each month, year and leap year.
- Compare the duration of events.
- Measure the perimeter of simple 2D shapes.
- Add and subtract amounts of money to give change, using both £ and p in a practical context.

between units of time

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

## Geometry – properties of shapes

Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.

Select, rotate and manipulate shapes in order to develop spatial reasoning skills

Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.

Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.

Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.

Combine shapes to make new ones - an arch, a bigger triangle etc.

- Recognise and name common 2-D and 3-D shapes, including:
  - 2-D shapes [for example, rectangles (including squares), circles and triangles]
  - 3-D shapes [for example, cuboids (including cubes), pyramids and spheres]

- Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line
- Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- Identify 2-D shapes 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 and 3-D shapes and everyday objects.

- Identify horizontal, vertical lines and pairs of perpendicular and parallel lines.
- Draw 2D shapes.
- Make 3D shapes using modelling materials.
- Recognise 3D shapes in different orientations and describe them.
- Recognise that angles are a property of shape or a description of a turn.
- Identify right angles.
- Recognise that two right angles make a half-turn & three make a three quarter turn.
- Identify whether angles are greater than or less than a right angle.

- Compare and classify geometric shapes, including quadrilateral and triangles based on their properties and sizes.
- Identify lines of symmetry in 2D shapes presented in different orientations.
- Complete a simple symmetric figure with respect to a specific line of symmetry,
- Identify acute and obtuse angles and compare and order angles up to two right angles by size.

- Identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- 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 360o)
  - angles at a point on a straight line and  $\frac{1}{2}$  turn (total 180o)
  - other multiples of 90°
- 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.

- Draw 2-D shapes using given dimensions and angles
- Recognise, describe and build simple 3-D shapes, including making nets
- Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons
- Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
- Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.

**Geometry – 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.

Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like ‘pointy’, ‘spotty’, ‘blobs’ etc.

Extend and create ABAB patterns – stick, leaf, stick, leaf.

Notice and correct an error in a repeating pattern.

Continue, copy and create repeating patterns.

- Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

- 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).

- Describe movements between positions as translations of a given unit to the left/right and up/down.
- Describe positions on a 2D grid as coordinates in the first quadrant.
- Plot specified points and draw sides to complete a given polygon.

- 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.

- 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.

**Statistics**

- Interpret and construct simple pictograms, tally charts, block diagrams and simple tables
- 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.

- Interpret and present data using bar charts, pictograms and tables.
- Solve one-step and two-step questions using information presented in scaled bar charts, pictograms and tables

- 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.

- Solve comparison, sum and difference problems using information presented in a line graph
- Complete, read and interpret information in tables, including timetables

- Interpret and construct pie charts and line graphs and use these to solve problems
- Calculate and interpret the mean as an average.

**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.