

Planning Guidance

- Ensure each lesson contains an element of counting, which is linked to other areas of your Maths curriculum. For example, counting in 25s using the measuring cylinder ITP; counting in 5 minutes on a clock to make an hour.
- Ensure each lesson has a taught mental starter to engage the pupils and to help coverage. For example working on prime numbers as a mental starter before a lesson on simplifying fractions. Sometimes the mental starter will be linked to the main, whereas other times it won't
- Every lesson should involve reasoning and problem solving, through both content and questioning techniques.

Week	Topic	Autumn Term Objectives Covered
1-2	Place Value & Number	<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) • Order and compare numbers beyond 1000 • Identify, represent and estimate numbers using different representations • Round any number to the nearest 10, 100 or 1000 • 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.
3	Mental Addition & Subtraction with Perimeter	<ul style="list-style-type: none"> • Addition and subtraction of 2-digit numbers bridging 10s • Addition using near doubles • Addition and subtraction using near tens • Addition and subtraction of 3-digit multiples of 10 • Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
4-5	Written Addition & Subtraction	<ul style="list-style-type: none"> • Add and subtract numbers up to 4 digits using columnar methods • Solve addition and subtraction two-step problems in contexts, deciding which operations to use and why • Estimate, compare and calculate different measures, including money in pounds and pence
6	Statistics	<ul style="list-style-type: none"> • 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.
7	Mental Multiplication & Division with Area	<ul style="list-style-type: none"> • use place value, known and derived facts to multiply and divide mentally • Recognise and use factor pairs and commutativity in mental calculations <ul style="list-style-type: none"> • Find the area of rectilinear shapes by counting squares
8-9	Written Multiplication & Division	<ul style="list-style-type: none"> • 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

		<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 Divide 2-digit and 3-digit numbers by a 1-digit number using a formal 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. Estimate, compare and calculate different measures, including money in pounds and pence
10	Problem Solving	<ul style="list-style-type: none"> Finding all possibilities
11-13	Fractions & Decimals	<ul style="list-style-type: none"> Recognise and show, using diagrams, families of common equivalent fractions Add and subtract fractions with the same denominator over one whole Solve problems involving increasingly harder fractions to calculate quantities and fractions divide quantities, including non-unit fractions where the answer is a whole number
14-15	Geometry: shape & Symmetry	<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.
Week	Topic	Spring Term Objectives Covered
1-2	Place Value & Number	<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) Order and compare numbers beyond 1000 Identify, represent and estimate numbers using different representations Round any number to the nearest 10, 100 or 1000 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.
3-4	Addition & Subtraction including statistics, perimeter and money	<ul style="list-style-type: none"> Add and subtract numbers up to 4 digits using columnar methods Solve addition and subtraction two-step problems in contexts, deciding which operations to use and why Estimate and use inverse operations to check answers to a calculation Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Estimate, compare and calculate different measures, including money in pounds and pence Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
5-6	Multiplication & Division including area and money	<ul style="list-style-type: none"> Use place value, known and derived facts to multiply and divide mentally Recognise and use factor pairs and commutativity in mental calculations 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 units, tenths and hundredths Multiply 2-digit and 3-digit numbers by a 1-digit number using a formal layout Divide 2-digit and 3-digit numbers by a 1-digit number using a formal layout Solve problems involving multiplying and adding, including integer scaling problems and harder correspondence problems such as n objects are connected to m objects

		<ul style="list-style-type: none"> Find the area of rectilinear shapes by counting squares Estimate, compare and calculate different measures, including money in pounds and pence
7	Problem Solving	<ul style="list-style-type: none"> Finding Rules
8-10	Fractions & Decimals	<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 Recognise and write decimal equivalents of any number of tenths or hundredths Recognise and write decimal equivalents to $\frac{1}{4}$ $\frac{1}{2}$ $\frac{3}{4}$ 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 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.
11-12	Time	<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.
Week	Topic	Summer Term Objectives Covered
1	Place Value & Number	<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) Order and compare numbers beyond 1000 Identify, represent and estimate numbers using different representations Round any number to the nearest 10, 100 or 1000 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.
2-3	Addition & Subtraction including statistics, perimeter and money	<ul style="list-style-type: none"> Add and subtract numbers up to 4 digits using columnar methods Solve addition and subtraction two-step problems in contexts, deciding which operations to use and why Estimate and use inverse operations to check answers to a calculation Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Estimate, compare and calculate different measures, including money in pounds and pence Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
4-5	Multiplication & Division including area and money	<ul style="list-style-type: none"> Use place value, known and derived facts to multiply and divide mentally Recognise and use factor pairs and commutativity in mental calculations 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 units, tenths and hundredths Multiply 2-digit and 3-digit numbers by a 1-digit number using a formal layout

		<ul style="list-style-type: none"> • Divide 2-digit and 3-digit numbers by a 1-digit number using a formal layout • Solve problems involving multiplying and adding, including integer scaling problems and harder correspondence problems such as n objects are connected to m objects • Find the area of rectilinear shapes by counting squares • Estimate, compare and calculate different measures, including money in pounds and pence
6-8	Fractions & Decimals	<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 • Recognise and write decimal equivalents of any number of tenths or hundredths • Recognise and write decimal equivalents to $\frac{1}{4}$ $\frac{1}{2}$ $\frac{3}{4}$ • 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 • 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.
9	Problem Solving	<ul style="list-style-type: none"> • Logic Puzzles
10-11	Position & Direction	<ul style="list-style-type: none"> • Describe positions on a 2D grids as coordinates in the first quadrant • I can complete a simple symmetric figure with respect to a specific line of symmetry • 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