|  | Year |  | 1 | 1-20 | 2024 |
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|  | Autumn term |  |  |  |  |
|  | Maths meetings: Recap $3 x, 4 x, 8 x$ tables |  |  | Maths meetings: 6x tables |  |
| Autumn | Number: Place Value <br> - Count backwards through zero to include negative numbers <br> - Find 1000 more or less than a given number <br> - Identify, represent and estimate numbers using different representations <br> - Oxder and compare numbers beyond 1000 <br> - Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) <br> - Round any number to the nearest 10, 100 or 1000 <br> - read <br> - 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. |  | Addition and Subtraction <br> - add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate <br> - estimate and use inverse operations to check answers to a calculation <br> - solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why <br> - Practise mental methods from previous year with increasingly large numbers to aid fluency. |  | Multiplication and Division <br> Count in multiples of 6, 7, 9, 25 and 1000 Count in multiples of 11,12 recall multiplication and division facts for multiplication tables 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 3 numbers |
| Spring term |  |  |  |  |  |
|  | Maths meetings: $9 x$ tables |  |  | Maths meetings: 7x tables |  |
| Spring | Multiplication and <br> division <br> - 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 <br> - Recognise and use factor pairs and commutativity in mental calculations <br> - Multiply and divide two-digit and three-digit numbers by a | Geometry <br> Properties of shape Geometry <br> Identify acute and obtuse angles and compare and oxder angles up to two right angles by size |  | Geometry <br> Properties of shape <br> - Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes <br> - Identify lines of symmetry in 2-D shapes presented in different orientations | Measure <br> - Convert between different units of measure [for example, kilometre to metre; hour to minute] |


|  | one-digit number using formal written layout. |  |  | Complete a simple symmetric figure with respect to a specific line of symmetry. |  |  |
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| Summer Term |  |  |  |  |  |  |
| Maths meetings: $12 x$ tables |  |  | Maths meetings: recap all times tables |  |  |  |
| Summer | Fractions and Decimals <br> - recognise and show, using diagrams, families of common equivalent fractions <br> - count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10 <br> - solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including nonunit fractions where the answer is a whole number <br> - add and subtract fractions with the same denominator <br> - recognise and write decimal equivalents of any number of tenths or hundreds <br> - recognise and write decimal equivalents to $1 / 4,1 / 2$, 3/4 <br> - 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 <br> - round decimals with I decimal place to the nearest whole number | Measure Money <br> - estimate, compare and calculate different measures, including money in pounds and pence | Measure Time <br> - Read, write and convert time between analogue and digital 12- and 24-hour clocks <br> - solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days | Measure <br> - measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres <br> - find the area of rectilinear shapes by counting squares | Geometry <br> Position and Direction <br> - Describe positions on a 2-D grid as coordinates in the first quadrant <br> - Describe movements between positions as translations of a given unit to the left/right and up/down <br> - Plot specified points and draw sides to complete a given polygon. | Statistics <br> - Interpret and present discrete and continuo us data using appropria te graphical methods, including bar charts and time graphs. |


|  | - compare numbers with the same number of decimal places up to 2 decimal places <br> - solve simple measure and money problems involving fractions and decimals to 2 decimal places <br> - Recognise and show, using diagrams, families of common equivalent fractions. <br> - compare numbers with the same number of decimal places up to 2 decimal places |  |  |  |  |  |
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