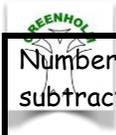




Strand	Statutory Objectives	Covered	Non Statutory	Covered
Number - number and place value	Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit		Pupils identify the place value in large whole numbers.	
	Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000		Continue to use number in context, including measurement. Extend and apply their understanding of the number system to the decimal numbers and fractions that they have met so far.	
	Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero		Recognise and describe linear number sequences, including those involving fractions and decimals, and find the term-to-term rule.	
	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		They should recognise and describe linear number sequences including those involving fractions and decimals, and find the term-to-term rule in words(for example, add $\frac{1}{2}$)	
	Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.			



Number - addition and subtraction	Add whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)		Use the formal written methods of columnar addition and subtraction with increasingly large numbers to aid fluency	
	Subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)		Practise mental calculations with increasingly large numbers to aid fluency (for example, $12\,462 - 2300 = 10\,162$).	
	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			
Number - multiplications and division	Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers		Children apply all the multiplication tables and related division facts frequently, commit them to memory and use them confidently to make larger calculations.	
	Know and use the vocabulary of prime numbers, prime factors and composite (non-prime numbers)		Use and understand the terms factor, multiple and prime, square and cube numbers.	



	<p>Establish whether a number up to 100 is prime and recall prime numbers up to 19</p>		<p>Pupils interpret non-integer answers to division by expressing results in different ways according to the context, including with remainders, as fractions, as decimals or by rounding (for example, $98 \div 4 = 98/4 = 24 \text{ r } 2 = 24 \frac{1}{2} = 24.5 \approx 25$).</p>	
	<p>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</p>		<p>Pupils use multiplication and division as inverses to support the introduction of ratio in year 6, for example, by multiplying and dividing by powers of 10 in scale drawings or by multiplying and dividing by powers of a 1000 in converting between units such as kilometres and metres</p>	
	<p>Multiply and divide numbers mentally drawing upon known facts</p>		<p>Distributivity can be expressed as $a(b + c) = ab + ac$.</p>	
	<p>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</p>		<p>They understand the terms factor, multiple and prime, square and cube numbers and use them to construct equivalence statements (for example, $4 \times 35 = 2 \times 2 \times 35$; $3 \times 270 = 3 \times 3 \times 9 \times 10 = 92 \times 10$).</p>	



	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 and cubed		Pupils use and explain the equals sign to indicate equivalence, including in missing number problems (for example, $13 + 24 = 12 + 25$; $33 = 5 \times ?$).	
	Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes.			
	Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign			
	Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.			
Number - fractions (including decimals and percentages)	Compare and order fractions whose denominators are all multiples of the same number		Pupils should be taught throughout that percentages, decimals and fractions are different ways of expressing proportions.	
	Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths		They extend their knowledge of fractions to thousandths and connect to decimals and measures	
	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, $2/5 + 4/5 = 6/5 = 1 \frac{1}{5}$		Pupils connect equivalent fractions > 1 that simplify to integers with division and other fractions > 1 to division with remainders, using the number line and other models,	



			and hence move from these to improper and mixed fractions.	
	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		Pupils connect multiplication by a fraction to using fractions as operators (fractions of), and to division, building on work from previous years. This relates to scaling by simple fractions, including fractions > 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		Pupils practise adding and subtracting fractions to become fluent through a variety of increasingly complex problems. They extend their understanding of adding and subtracting fractions to calculations that exceed 1 as a mixed number.	
	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		Pupils continue to practise counting forwards and backwards in simple fractions.	
			Pupils continue to develop their understanding of fractions as numbers, measures and operators by finding fractions of numbers and quantities	
	solve problems involving number up to three decimal places		Pupils extend counting from year 4, using decimals and fractions including bridging zero, for example on a number line.	
	recognise the per cent symbol (%) and understand that per cent relates to 'number of		Pupils say, read and write decimal fractions and related tenths, hundredths and thousandths accurately and are confident in checking the	



	parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal		reasonableness of their answers to problems.	
	solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$ $\frac{1}{4}$ $1/5$ $2/5$ $4/5$ and those fractions with a denominator of a multiple of 10 or 25.		They mentally add and subtract tenths, and one-digit whole numbers and tenths	
			They practise adding and subtracting decimals, including a mix of whole numbers and decimals, decimals with different numbers of decimal places, and complements of 1 (for example, $0.83 + 0.17 = 1$).	
			Pupils should go beyond the measurement and money models of decimals, for example, by solving puzzles involving decimals	
			Pupils should make connections between percentages, fractions and decimals (for example, 100% represents a whole quantity and 1% is $1/100$, 50% is $50/100$, 25% is $25/100$ relate this to finding 'fractions of'	



Measurement

Convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)

Pupils use their knowledge of place value and multiplication and division to convert between standard units.

Pupils calculate the perimeter of rectangles and related composite shapes, including using the relations of perimeter or area to find unknown lengths. Missing measures questions such as these can be expressed algebraically, for example $4 + 2b = 20$ for a rectangle of sides 2 cm and b cm and perimeter of 20cm.

Pupils calculate the area from scale drawings using given measurements.

measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres

Pupils use all four operations in problems involving time and money, including conversions (for example, days



	understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints		to weeks, expressing the answer as weeks and days).	
	measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres			
	read, write and convert time between analogue and digital 12- and 24-hour clocks			
	Calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular shapes			
	Estimate volume [for example, using 1 cm^3 blocks to build cuboids (including cubes)] and capacity [for example, using water]			
	Solve problems involving converting 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 shape

<p>identify 3-D shapes, including cubes and other cuboids, from 2-D representations</p>		<p>Pupils become accurate in drawing lines with a ruler to the nearest millimetre, and measuring with a protractor. They use conventional markings for parallel lines and right angles.</p>	
<p>know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles</p>		<p>Pupils use the term diagonal and make conjectures about the angles formed between sides, and between diagonals and parallel sides, and other properties of quadrilaterals, for example using dynamic geometry ICT tools</p>	
<p>draw given angles, and measure them in degrees (o)</p>		<p>Pupils use angle sum facts and other properties to make deductions about missing angles and relate these to missing number problems.</p>	
<p>identify:</p> <ul style="list-style-type: none"> • angles at a point and one whole turn (total 360o) • \square angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180) • other multiples of 90o 		<p>Pupils draw symmetric patterns using a variety of media to become familiar with different orientations of lines of symmetry</p>	
<p>Use the properties of rectangles to deduce related facts and find missing lengths and angles</p>		<p>Recognise line symmetry in a variety of diagrams, including where the line of symmetry does not dissect the original shape.</p>	
<p>Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</p>			



Geometry - position and direction	<i>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.</i>		Pupils recognise and use reflection and translation in a variety of diagrams, including continuing to use a 2-D grid and coordinates in the first quadrant. Reflection should be in lines that are parallel to the axes.	
Statistics	Solve comparison, sum and difference problems using information presented in a line graph		Pupils connect their work on coordinates and scales to their interpretation of time graphs They begin to decide which representations of data are most appropriate and why.	
	Complete, read and interpret information in tables, including timetables.			