Place Value

COUNTING	use negative numbers in context, and calculate intervals across zero	
COMPARING	read, write, order and compare numbers up to 10 000 000 and determine the value of	
NUMBERS	each digit (appears also in Reading and Writing Numbers)	
READING & WRITING	read, write, order and compare numbers up to	
NUMBERS	10 000 000 and determine the value of each digit	
	(appears also in Understanding Place Value)	
UNDERSTANDING	read, write, order and compare numbers up to	
PLACE VALUE	10 000 000 and determine the value of each digit (appears also in Reading and Writing	
	Numbers)	
	identify the value of each digit to three decimal places and multiply and divide numbers by 10,	
100 and 1000 where the answers are up to three decimal places (copied from Fractions		
		ROUNDING
	solve problems which require answers to be rounded to specified degrees of accuracy	
PROBLEM SOLVING	solve number and practical problems that involve all of the above	

Addition & Subtraction

MENTAL	perform mental calculations, including with mixed operations and large numbers	
CALCULATION	use their knowledge of the order of operations to carry out calculations involving the	
	our operations	
ESTIMATING &	use estimation to check answers to calculations and determine, in the context of a	
CHECKING ANSWERS	problem, levels of accuracy.	
PROBLEM SOLVING	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	

Multiplication & Division

MULTIPLICATION &	recall multiplication and division facts to 12 x 12.	
DIVISION FACTS		
MENTAL CALCULATION	perform mental calculations, including with mixed operations and large numbers	
	associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. $^{3}/_{8}$)	
WRITTEN CALCULATION	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 short division where appropriate for the context 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	
	use written division methods in cases where the answer has up to two decimal places	
PROPERTIES OF	identify common factors, common multiples and prime numbers	
NUMBERS: MULTIPLES,	use common factors to simplify fractions; use common multiples to express fractions in the	
FACTORS, PRIMES,	same denomination	
SQUARE & CUBE	calculate, estimate and compare volume of cubes and cuboids using standard units,	
NUMBERS	including centimetre cubed (cm3) and cubic metres (m3), and extending to other units such as mm3 and km3	
ORDER OF OPERATIONS	use their knowledge of the order of operations to carry out calculations involving the	
	four operations	
ESTIMATING &	use estimation to check answers to calculations and determine, in the context of a	
CHECKING ANSWERS	problem, levels of accuracy	
PROBLEM SOLVING	solve problems involving addition, subtraction, multiplication and division	
	solve problems involving similar shapes where the scale factor is known or can be	
	found	

<u>Algebra</u>

EQUATIONS	express missing number problems algebraically	
	find pairs of numbers that satisfy number sentences involving two unknowns	
	enumerate all possibilities of combinations of two variables	
FORMULAE	use simple formulae	
	recognise when it is possible to use formulae for area and volume of shapes	
SEQUENCES	generate and describe linear number sequences	

Fractions (including decimals & percentages)

COMPARING	compare and order fractions, including fractions >1	
FRACTIONS		
COMPARING DECIMALS	identify the value of each digit in numbers given to three decimal places.	
ROUNDING INCLUDING DECIMALS	solve problems which require answers to be rounded to specified degrees of accuracy	
EQUIVALENCE	use common factors to simplify fractions; use common multiples to express fractions in the same denomination	
	associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8)	
	recall and use equivalences between simple fractions, decimals and percentages, including in different contexts	
ADDITION & SUBTRACTION OF FRACTIONS	add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions	
MULTIPLICATION & DIVISION OF DECIMALS	multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. $1/4 \times 1/2 = 1/8$)	
	multiply one-digit numbers with up to two decimal places by whole numbers divide proper fractions by whole numbers (e.g. $1/3 \div 2 = 1/6$)	
	multiply one-digit numbers with up to two decimal places by whole numbers	
	multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places	
	identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are up to three decimal places	
	associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction	
	(e.g. 3/8) use written division methods in cases where the answer has up to two decimal places	
RATIO & 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.	

Geometry: Position & Direction

POSITION, DIRECTION &	describe positions on the full coordinate grid (all four quadrants)
MOVEMENT	draw and translate simple shapes on the coordinate plane, and reflect them in the
	axes

Geometry: Properties of shape

IDENTIFYING SHAPES &	ecognise, describe and build simple 3-D shapes, including making nets	
THEIR PROPERTIES	illustrate and name parts of circles, including radius, diameter and circumference and	
	know that the diameter is twice the radius	
DRAWING &	Iraw 2-D shapes using given dimensions and angles	
CONSTRUCTING	recognise, describe and build simple 3-D shapes, including making nets	
COMPARING &	compare and classify geometric shapes based on their properties and sizes and find	
CLASSIFYING	unknown angles in any triangles, quadrilaterals, and regular polygons	
ANGLES	recognise angles where they meet at a point, are on a straight	
	line, or are vertically opposite, and find missing angles	

Measurement

COMPARING & ESTIMATING	calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm3) and cubic metres (m3), and extending to other units such as mm3 and km3
MEASURING & CALCULATING	solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate (appears also in Converting) recognise that shapes with the same areas can have different perimeters and vice versa
	calculate the area of parallelograms and triangles calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm3) and cubic metres (m3), and extending to other units [e.g. mm3 and km3] recognise when it is possible to use formulae for area and volume of shapes
CONVERTING	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 solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate convert between miles and kilometres

Statistics

COLVINIC PROPIERAC	TA interpret and cons	uct pie charts and line graphs and use these to solve problems
SOLVING PROBLEMS calculate and interpret the mean as an average	AS calculate and inte	ret the mean as an average