Curriculum Ov	Curriculum Overview:									
	Maths at Corpus Christi Catholic Primary									
	Autumn 1 Autumn 2 Spring 1 Spring 3 Summer 1 Summer 2									
Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2  < 1/3 >  × 0/0 =  + - ÷				

	Maths at Corpus Christi Catholic Primary						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Year 1					5	+ - ÷ × % = < 1/ <sub>2</sub> >	
	Place Value Count to ten, forwards and backwards, beginning with 0 or 1, or from any given number. Count, read and write numbers to 10 in numerals and words. Given a number, identify one more or one less. 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. Addition and Subtraction Represent and use number bonds and related subtraction facts within 10 Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. Add and subtract one digit numbers to 10, including zero.	Addition and Subtraction Solve one step problems that involve addition and subtraction Shape Recognise and name common 2-D shapes, including: (for example, rectangles (including squares), circles and triangles) Recognise and name common 3-D shapes, including: (for example, cuboids (including cubes), pyramids and spheres.) Place Value Count to twenty, forwards and backwards, beginning with 0 or 1, from any given number. Count, read and write numbers to 20 in numerals and words. Given a number, identify one more or one less. 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.	Addition and Subtraction Represent and use number bonds and related subtraction facts within 20 Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. 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 Place Value Count to 50 forwards and backwards, beginning with 0 or 1, or from any number. Count, read and write numbers to 50 in numerals. Given a number, identify one more or one less	Place Value 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. Count in multiples of twos, fives and tens. Length and Height Measure and begin to record lengths and heights. Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) Weight and Volume Measure and begin to record mass/weight, capacity and volume. Compare, describe and solve practical problems for 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]	Multiplication and Division Count in multiples of twos, fives and tens. 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. Fractions 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. Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) Compare, describe and solve practical problems for: 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] Position and direction Describe position, direction and movement, including whole, half, quarter and three quarter turns	Place Value Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count, read and write numbers to 100 in numerals. Given a number, identify one more and one less. Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than, most, least. Money Recognise and know the value of different denominations of coins and notes. Time Sequence events in chronological order using language [for 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. Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later] Measure and begin to record time (hours, minutes, seconds)	

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2					8	+ - ÷ × % = < 1/ <sub>2</sub> >
	Place Value Read and write numbers to at least 100 in numerals and in words. Recognise the place value of each digit in a two digit number (tens, ones) Compare and order numbers from 0 up to 100; use and = signs. Use place value and number facts to solve problems. Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.  Addition and Subtraction 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 including: a two-digit number and ones; a two-digit number and tens; two two-digit numbers; adding three one-digit numbers. Show that the 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.	Money 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. Multiplication and Division Recall and use multiplication and division facts for the 2, 5 and 10 times tables, Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) sign. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.	Multiplication and Division Recall and use multiplication and division facts for the 2, 5 and 10 times tables, including recognising odd and even numbers. Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.  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. Properties of shape Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a	Properties of shape 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.  Fractions Recognise, find, name and write fractions 1/3 , 1/4 , 2/4 and 3/4 of a length, shape, set of objects or quantity. Write simple fractions for example, 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2.  Length and height 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 =	Position and Direction 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). Order and arrange combinations of mathematical objects in patterns and sequences Problem solving Time Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face	Time  Know the number of minutes in an hour and the number of hours in a day.  Compare and sequence intervals of time.  Mass, Capacity and Temperature 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  Investigations

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3					8	+ - ÷ × % = < 1/ <sub>2</sub> >
	Place Value Identify, represent and estimate numbers using different representations. Find 10 or 100 more or less than a given number Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).  Compare and order numbers up to 1000 Read and write numbers up to 1000 in numerals and in words.  Solve number problems and practical problems involving these ideas.  Count from 0 in multiples of 4, 8, 50 and 100 Number – Addition and Subtraction Add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens; a three digit number and hundreds.	Addition and Subtraction Add and subtract numbers with up to three digits, using formal written methods Estimate the answer to a calculation and use inverse operations to check answers. Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction. Multiplication and Division Count from 0 in multiples of 4, 8, 50 and 100 Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. Write and calculate mathematical statements for multiplication and division using the multiplication tables they know Solve problems, including missing number problems, involving multiplication and division	Multiplication and division Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. Write and calculate mathematical statements for multiplication and division using the multiplication tables they know Solve problems, including missing number problems, involving multiplication and division Money Add and subtract amounts of money to give change, using both £ and p in practical contexts. Statistics Interpret and present data using bar charts, pictograms and tables.	Statistics Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.  Measurement – length and perimeter Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).  Measure the perimeter of simple 2D shapes.  Fractions Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts Recognise and use fractions as numbers Recognise, find and write fractions of a discrete set of objects Solve problems that involve all of the above.	Fractions Recognise and show, using diagrams, equivalent 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 Time Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks. Estimate and read time with increasing accuracy to the nearest minute. Record and compare time in terms of seconds, minutes and hours. Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events [for example to calculate the time taken by particular events or tasks]	Properties of shape Recognise angles as a property of shape or a description of a turn.  Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; Identify whether angles are greater than or less than a right angle.  Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.  Draw 2-D shapes and make 3- D shapes using modelling materials.  Recognise 3-D shapes in different orientations and describe them. Mass and capacity Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	Place Value	Addition and Subtraction	Multiplication and division	Fractions	Decimals with the	< 1/5 >  X 6/0 =  + - ÷
	Count in multiples of 6, 7, 9. 25 and 1000. Find 1000 more or less than a given number. Recognise the place value of each digit in a four digit number Order and compare numbers beyond 1000 Round any number to the nearest 10, 100 or 1000 Solve number and practical problems that involve all of the above Count backwards through zero to include negative numbers. Read Roman numerals to 100 (I to C) Addition and Subtraction Add and subtract numbers with up to 4 digits using the formal written methods Estimate and use inverse operations to check answers to a calculation.	Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why Length and Perimeter Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Convert between different units of measure [for example, kilometre to metre] Multiplication and Division Recall and use multiplication and division facts for multiplication tables up to 12 × 12.  Count in multiples of 6, 7, 9. 25 and 1000  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. Solve problems involving multiplying and adding	Recall and use 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.  Multiply two digit and three digit numbers by a one digit number using formal written layout.  Solve problems involving multiplying and adding Area Find the area of rectilinear shapes by counting squares.  Fractions  Recognise and show, using diagrams, families of common equivalent fractions.  Count up and down in hundredths; recognise that hundredths arise when dividing	Solve problems involving increasingly harder fractions to calculate quantities Add and subtract fractions with the same denominator.  Decimals Recognise and write decimal equivalents of any number of tenths or hundredths. Find the effect of dividing a one or two digit number by 10 or 100 Solve simple measure and money problems involving fractions and decimals to two decimal places. Convert between different units of measure [for example, kilometre to metre]	Compare numbers with the same number of decimal places up to two decimal places.  Round decimals with one decimal place to the nearest whole number.  Recognise and write decimal equivalents  Find the effect of dividing a one or two digit number by 10 or 100  Money Estimate, compare and calculate different measures, including money in pounds and pence.  Solve simple measure and money problems involving fractions and decimals to two decimal places.  Time Convert between different units of measure [for example, kilometre to metre; hour to minute] 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.	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.  Properties of shape Identify acute and obtuse angles and compare and order angles up to two right angles by size.  Compare and classify geometric shapes, including quadrilaterals and triangles Identify lines of symmetry in 2-D shapes presented in different orientations.  Position and Direction Describe positions on a 2-D grid as coordinates in the first quadrant. 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.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5					5	+ - ÷ × % = < ½ >
	<u>Place Value</u>	<u>Statistics</u>	Multiplication and Division	Fractions	<u>Decimals</u>	Properties of Shapes and
	Read, write, order and	Solve comparison, sum and	Multiply numbers up to 4	Add and subtract fractions	Solve problems involving	Angles
	compare numbers to at least	difference problems using	digits by a one or two digit	with the same denominator	numbers up to three decimal	Identify angles at a
	1000000	information presented in a	number	and denominators that are	places.	point and one whole
	Count forwards or backwards	line graph.	Divide numbers up to 4 digits	multiples of the same	Multiply and divide whole numbers and those involving	turn (total 360
	in steps of powers of 10 for	Complete, read and interpret information in tables	by a one digit number appropriately for the context.	number.  Multiply proper fractions and	decimals by 10, 100 and	degrees), angles at a
	any given number up to 1000000.	including timetables.	Solve problems involving	mixed numbers by whole	1000.	point on a straight line and ½ a turn
	Interpret negative numbers	Multiplication and division	addition and subtraction,	numbers	Use all four operations to	(total 180 degrees)
	in context	Multiply and divide whole	multiplication and division	Read and write decimal	solve problems involving	Position and direction
	Round any number up to	numbers by 10, 100 and	Fractions	numbers as fractions [ for	measure	Identify, describe and
	1000000 to the nearest 10,	1000.	Compare and order fractions	example 0.71 = 71/100 ]	Properties of Shapes and	represent the position
	100, 1000, 10000 and	Identify multiples and	whose denominators are	Solve problems involving	Angles	of a shape following a
	100000	factors	multiples of the same	multiplication and division	Identify 3D shapes,	reflection or
	Read Roman numerals to	Recognise and use square	number.	Decimals and Percentages	including cubes and other	translation
	1000 (M) and recognise years	numbers and cube numbers	Identify, name and write	Read, write, order and	cuboids, from 2D	Converting units
	written in Roman numerals	Solve problems involving	equivalent fractions of a given	compare numbers with up to	representations. Use the	Convert between
	Addition and Subtraction	multiplication and division	fraction	three decimal places.	properties of rectangles to	different units of
	Add and subtract whole	Know and use the	Recognise mixed numbers	Recognise and use	deduce related facts and	metric measure [for
	numbers with more than 4	vocabulary of prime	and improper fractions and	thousandths	find missing lengths and	example, km and m;
	digits	numbers, prime factors and	convert from one form to the	Round decimals with two	angles. Distinguish between	cm and m; cm and
	Solve addition and	composite (non-prime)	other and write mathematical	decimal places to the nearest	regular and irregular	mm; g and kg; I and
	subtraction multi-step	numbers.	statements >1 as a mixed	whole number and to one	polygons	ml]
	problems in contexts,	Establish whether a number	number	decimal place.	Know angles are measured	Understand and use
	deciding which operations and methods to use and why.	up to 100 is prime and recall prime numbers up to 19		Solve problems involving numbers up to three decimal	in degrees: estimate and	approximate
	and methods to use and why.	Perimeter and Area		places.	compare acute, obtuse and reflex angles.	equivalences between metric units and
		Measure and calculate the		Recognise the per cent	Draw given angles, and	common imperial
		perimeter of composite		symbol (%) and write	measure them in degrees	units such as inches,
		rectilinear shapes		percentages as a fraction	Identify: angles at a point	pounds and pints.
		Calculate and compare the		with denominator 100, and	and one whole turn (total	Solve problems
		area of rectangles		as a decimal.	360o ), angles at a point on	involving converting
		Estimate the area of		Solve problems which	a straight line and ½ a turn	between units of time.
		irregular shapes.		require knowing percentage	(total 180o ) other multiples	
				and decimal equivalents	of 90o	
				i	i	1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
					8	+ - ÷ × % = < 1/ <sub>2</sub> >
Year 6	Number & Place Value Read, write and order numbers up to 10,000,000 Use negative numbers in context Number + - x / Use all operations to solve multi step problems in contexts Multiply and divide 4-digits by 2-digits Identify common factors, common multiples and prime numbers	Fractions Simplify, compare and order fractions Add, subtract, multiply and divide fractions Multiply and divide fractions by whole numbers Relate equivalent fractions, percentages and decimals Geometry Describe positions in all four quadrants Draw, translate and reflect shapes	Decimals  Multiply decimals by 10, 100  & 1000 giving answers to 3dp  Multiply numbers with up to 2dp  Divide with answers up to 2dp  Percentages  Solve problems involving calculation of percentages  Know & use equivalent fractions, percentages and decimals  Algebra  Use simple formulae  Express missing numbers algebraically  Find pairs of numbers to satisfy an equation with 2	Converting Units Convert units of measure up to 3dp Solve problems involving conversion of units Convert between miles and kilometres Perimeter, Area and Volume Recognise areas with same shape can have different perimeters Find area of parallelograms and triangles Calculate the volume of cubes and cuboids Ratio Solve problems involving the relative sizes of two quantities with missing values	Geometry Draw 2d shapes using given dimensions and angles Compare and classify shapes Find missing angles  Problem Solving  Revision	Statistics Interpret and construct pie charts and line graphs Calculate the mean as an average Investigations