

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
<p><b>NUMBER : Number and place value</b></p> <p>-count in multiples of 6, 7, 9, 25 and 1000</p> <p>-find 1000 more or less than a given number</p> <p>-order and compare numbers beyond 1000</p> <p>-count backwards through zero to include negative numbers</p> <p>-recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)</p> <p><b>NUMBER : Addition and subtraction</b></p> <p>-add numbers with up to 4 digits using the formal written methods of columnar addition where appropriate</p> <p>-estimate and use inverse operations to check answers to a calculation</p> <p>-solve addition two-step problems in contexts, deciding which operations and methods to use and why</p>	<p><b>NUMBER : Number and place value</b></p> <p>-identify, represent and estimate numbers using different representations</p> <p>-round any number to the nearest 10, 100 or 1000</p> <p>-solve number and practical problems that involve all of the above and with increasingly large positive numbers</p> <p>-read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value</p> <p><b>NUMBER : Addition and subtraction</b></p> <p>-subtract numbers with up to 4 digits using the formal written methods of columnar subtraction where appropriate</p> <p>-estimate and use inverse operations to check answers to a calculation</p> <p>-solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</p>	<p><b>NUMBER : Multiplication and division</b></p> <p>-multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p> <p>-recognise and use factor pairs and commutativity in mental calculations</p> <p>-solve problems involving multiplying and adding, including using the distributive law to multiply 2 digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</p> <p><b>NUMBER : Fractions (including decimals)</b></p> <p>-recognise and show, using diagrams, families of common equivalent fractions</p> <p>-count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten</p> <p>-solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole</p>	<p><b>NUMBER : Fractions (including decimals)</b></p> <p>-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</p> <p>-add and subtract fractions with the same denominator</p> <p>-recognise and write decimal equivalents of any number of tenths or hundredths</p> <p>-recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, and <math>\frac{3}{4}</math></p> <p><b>MEASUREMENT</b></p> <p>-read, write and convert time between analogue and digital 12 and 24-hour clocks</p> <p>-solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</p> <p><b>GEOMETRY : position and direction</b></p> <p>-describe positions on a 2-D grid as co-ordinates in the first quadrant</p>	<p><b>NUMBER : Fractions (including decimals)</b></p> <p>-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</p> <p>-round decimals with one decimal place to the nearest whole number</p> <p>-compare numbers with the same number of decimal places up to two decimal places</p> <p>-solve simple measure and money problems involving fractions and decimals to two decimal places</p> <p><b>MEASUREMENT</b></p> <p>-convert between different units of measure (e.g. kilometre to metre; hour to minute)</p> <p>-measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</p> <p>-find the area of rectilinear shapes by counting squares</p> <p>-estimate, compare and calculate different measures, including money in pounds and pence</p>	<p><b>GEOMETRY : properties of shapes</b></p> <p>-identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>-complete a simple symmetric figure with respect to a specific line of symmetry.</p> <p>-compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <p>-identify acute and obtuse angles and compare and order angles up to two right angles by size</p> <p><b>STATISTICS</b></p> <p>-interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</p> <p>-solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p>

<p><b>NUMBER : Multiplication and division</b></p> <p>-recall multiplication and division facts for multiplication tables up to <math>12 \times 8</math></p> <p>-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</p>	<p><b>NUMBER : Multiplication and division</b></p> <p>-recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></p> <p>-solve problems involving multiplying and adding, including using the distributive law to multiply 2 digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</p>	<p>number</p>	<p>-describe movements between positions as translations of a given unit to the left/right and up/down</p> <p>-plot specified points and draw sides to complete a given polygon.</p>		
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Domains are in **BOLD**                      Statutory requirements for each domain follow the domain.  
 Need to consider non-statutory requirements when doing weekly planning