	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
mn 1	Number: Place Value			Number: Addition and Subtraction			mn 2	Number: Place Value			Number: Multiplication and Division		
Autumn	Geometry: Angles			Measurement: Time			Autumn	Geometry: Triangles			Measurement: Conversion		
Spring 1	Number: Fractions and Decimals			Number: Multiplication and Division		pring 2	Number: Fractions and Decimals		Number: Addition and Subtraction				
Spr	Geometry: Quadrilaterals			Measurement: Area and Perimeter		Spr	Geometry: Symmetry		Statistics				
ner 1	Numb	Number: Fractions and Decimals			Number: Four Operations		ier 2	Number: Fractions and Decimals		Number: Four Operation (Problem Solving)			
Summe	Geometry: Coordinates			Measurement: Time		Summe	Geome	etry: Trans	lations		rement: A Perimeter		

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Autumn 1	Num Recognise the in a four digit Order and control of 1000 Find 100 monumber Identify, representation Round any numbers using representation Solve number that involve a increasingly	nber: Place V  The place value of the number  The properties of the place value of the number  The properties of the place value of the place valu	alue of each digit ers beyond a given imate nearest 10, I problems e and with numbers	Number: A  Add and sub: 4 digits using methods of or subtraction with the subtraction with th	ddition and Stract numbers the formal with the formal with the formal with the following and subtract is in context, of the formal methods and methods and methods are surrement: T	with up to ritten tion and riate perations to tion two-deciding mods to use	Autumn 2	Num Count in multi1000 Count backwrinclude negate Solve number that involve a increasingly I Read Roman and know that system change of zero and p	ards through a tive numbers arge positive rumerals to 1 at over time, tiged to include	alue  2, 25 and  eero to  problems e and with numbers  00 (I to C) ne numeral the concept	Number: M  Recall and use facts for multiplying by multiplying by multiplying to commutativity.  Multiply 2-dig one digit num layout  Solve problem adding, includ to multiply 1-dinteger scaling corresponden are connected.	ultiplication multiplication a plication tables e, known and d ivide mentally, 0 and 1; dividing gether three nu l use factor pairs y in mental calculate it and 3-digit nu ber using forma s involving multing using the dis digit numbers by g problems and l ce problems suc	and Division and division up to 12 x12 erived facts to including: ng by 1; mbers s and ulations mbers by a I written  tiplying and stributive law y 1-digit, harder ch as n objects
	Geomo		aterals netric erals, based	Convert between measure  Read, write an analogue and  Solve problem hours to minu	een different un d convert time digital 12 and 2 s involving conv tes; minutes to hs; weeks to da	between 4 hour clocks verting from seconds;		Compare and	d classify geom	etric shapes,	Measur Convert betv	rement: Conv veen different example, km	units of

	Number: Fractions	Number: Multiplication and		Number: Fractions and Decimals	Number: Addition and Subtraction
\frac{1}{2}	Recognise and show, using diagrams, families of common equivalent fractions  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  Add and subtract fractions with the same denominator	Division  Recall and use multiplication and division facts for multiplication tables up to 12 x12  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  Recognise and use factor pairs and commutativity in mental calculations  Multiply 2-digit and 3-digit numbers by a one digit number using formal written layout  Solve problems involving multiplying and adding, including using the distributive law to multiply 1-digit numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects	Spring 2	Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten  Recognise and write decimal equivalents of any number of tenths and hundredths  Recognise and write decimal equivalents to ¼, ½, ¾  Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths	Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate  Estimate and use inverse operations to check answers to a calculation  Solve addition and subtraction two-step problems in context, deciding which operations and methods to use and why
	Geometry: Angles  Identify acute and obtuse angles and compare and order angles up to two right angles by size	Measurement: Area and perimeter  Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres  Find the area of rectilinear shapes by counting squares		Geometry: Symmetry  Identify lines of symmetry in 2D shapes presented in different orientations  Complete a simple symmetric figure with respect to a specific line of symmetry	Statistics  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

	Number: Fractions and Decimals	Number: Four Operation (Problem		Number: Fractions and Decimals	Number: Four Operation (Problem
	Number. Fractions and Decimals	-		Number: Fractions and Decimals	· ·
	Davind danimala with and danimal	<u>Solving)</u>			<u>Solving)</u>
	Round decimals with one decimal place to the nearest whole number	Solve number and practical problems that		Consolidation	Solve number and practical problems that
	place to the flearest whole flamber	involve all of the above and with			involve all of the above and with
	Compare numbers with the same	increasingly large positive numbers			increasingly large positive numbers
	number of decimal places up to two				
	decimal places	Solve addition and subtraction two-step			Solve addition and subtraction two-step
	decimal places	problems in context, deciding which			problems in context, deciding which
		operations and methods to use and why			operations and methods to use and why
		Solve problems involving multiplying and			Solve problems involving multiplying and
		adding, including using the distributive law			adding, including using the distributive law
		to multiply 1-digit numbers by 1-digit,			to multiply 1-digit numbers by 1-digit,
		integer scaling problems and harder			integer scaling problems and harder
		correspondence problems such as n			correspondence problems such as n objects
$\vdash$		objects are connected to m objects	7		are connected to m objects
<u>_</u>			<u>_</u>		
<u> </u>		Solve simple measure and money problems	e		Solve simple measure and money problems
<b>⊢</b>		involving fractions and decimals to two decimal places	≽		involving fractions and decimals to two decimal places
Summer		decimal places	Summe		decimal places
5		Solve problems involving increasingly	5		Solve problems involving increasingly harder
S		harder fractions to calculate quantities,	S		fractions to calculate quantities, and
		and fractions to divide quantities, including			fractions to divide quantities, including non-
		non-unit fractions where the answer is a			unit fractions where the answer is a whole
		whole number			number
	Constant Constitution	NA Time		Constant Translations	NA
	Geometry: Coordinates	<u>Measurement: Time</u>		Geometry: Translations	Measurement: Area and Perimeter
		Convert between different units of		Describe as a second between	
	Describe positions on a 2D grid as	measure		Describe movements between	Measure and calculate the perimeter of
	coordinates in the first quadrant	meddare		positions as translations of a given unit	a rectilinear figure (including squares)
		Read, write and convert time between		to the left/right and up/down	in centimetres and metres
		analogue and digital 12 and 24 hour clocks			
					Find the area of rectilinear shapes by
		Solve problems involving converting from			counting squares
		hours to minutes; minutes to seconds;			
		years to months; weeks to days			