



<b>Maths topic covered</b>	<b>TS</b>	<b>Objectives covered</b>
Ordering numbers and place value	<b>TS1</b>	<ul style="list-style-type: none"> <li>• Revise understanding of what each digit represents in a numbers with up to two decimal places</li> <li>• Revise using decimal notation for tenths and hundredths</li> <li>• Begin to recognise and use decimals with three places</li> <li>• Order numbers with up to two decimal places (including different numbers of places) and place them on a number line</li> <li>• Round a number with two decimal places to the nearest tenth or to the nearest whole number</li> </ul>
Ordering numbers and place value  Measures: area and perimeter	<b>TS1</b>  <b>TS_M1</b>	<ul style="list-style-type: none"> <li>• Give a number between two numbers with one decimal place, e.g. 2.5 and 2.6, and use correctly the symbols for <math>&gt;</math>, <math>&lt;</math> and <math>=</math></li> <li>• Count on and back in steps of 0.1, 0.25</li> <li>• Measure and calculate the perimeter of rectilinear shapes</li> <li>• Measure and calculate the area of rectilinear shapes</li> <li>• Estimate the area of an irregular shape by counting squares</li> <li>• Calculate the perimeter of simple compound shapes that can be split into rectangles</li> <li>• Calculate the area of simple compound shapes that can be split into rectangles</li> </ul>
Shape: 2-D shapes and 3-D solids, angles	<b>TS_S1</b>	<ul style="list-style-type: none"> <li>• Describe, identify and visualise parallel and perpendicular edges or faces</li> <li>• Use the properties of 2D and 3D shapes to classify 2-D shapes and 3-D solids</li> <li>• Visualise 3-D shapes from 2-D drawings and identify different nets for a closed cube</li> <li>• Use Venn and Carroll diagrams to show information about shapes</li> <li>• Sort and classify quadrilaterals using criteria such as parallel sides, equal sides, equal angles and lines of symmetry</li> <li>• Make and draw shapes with increasing accuracy</li> <li>• Estimate angles and use a protractor to measure these</li> <li>• Draw angles, using a protractor, on their own and in shapes</li> <li>• Calculate angles on a straight line, in a triangle or around a point</li> </ul>
Mental multiplication and division	<b>TS2</b>	<ul style="list-style-type: none"> <li>• Revise multiplying two-digit numbers by single digit numbers by partitioning, e.g. <math>47 \times 6 = (40 \times 6) + (7 \times 6)</math></li> <li>• Use brackets</li> <li>• Revise dividing two-digit numbers by single-</li> </ul>



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		digit numbers, including leaving a remainder <ul style="list-style-type: none"> <li>• Decide whether to group or share (including halving and quartering) to solve division</li> <li>• Give an answer to a division as a mixed number when the divisor is 2, 4, 5, 10 or 100, e.g. <math>39 \div 4 = 9\frac{3}{4}</math></li> <li>• Double quickly any two-digit number e.g. 78, 7.8, 0.78, and derive the corresponding halves</li> <li>• Double multiples of 10 to 1000, e.g. double 360, and derive the corresponding halves</li> </ul>
Written methods for multiplication and division	<b>TS3</b>	<ul style="list-style-type: none"> <li>• Multiply pairs of multiples of 10, e.g. <math>30 \times 40</math>, or of 10 and 100, e.g. <math>600 \times 40</math></li> <li>• Approximate first before calculating</li> <li>• Revise using the grid method to multiply three-digit numbers by single digit numbers and to multiply two-digit numbers by two-digit numbers</li> <li>• Use the grid method to multiply four-digit numbers by single-digit numbers</li> <li>• Revise using chunking on the ENL to divide three-digit numbers by single digit numbers, including those leaving a remainder</li> <li>• Decide whether to round up or down after division</li> </ul>
Fractions, percentages, ratio and proportion	<b>TS4</b>	<ul style="list-style-type: none"> <li>• Revise finding fractions of shapes</li> <li>• Change an improper fraction to a mixed number, e.g. <math>\frac{33}{8}</math> to <math>4\frac{1}{8}</math></li> <li>• Recognise equivalence between fractions e.g. between <math>\frac{1}{16}</math>s, <math>\frac{1}{8}</math>s, <math>\frac{1}{4}</math>s and <math>\frac{1}{2}</math>s; and between <math>\frac{1}{100}</math>s, <math>\frac{1}{10}</math>s and <math>\frac{1}{2}</math>s</li> <li>• Reduce a fraction to its simplest form</li> <li>• Relate finding fractions to division and use them as operators to find fractions including several tenths and hundredths of quantities</li> <li>• Understand percentage as the number of parts in every 100, and express halves, quarters, tenths and hundredths as percentages</li> <li>• Find simple percentages of whole number quantities e.g. 10%, 20%, 40% and 80 % by doubling, and 25% by finding a quarter</li> <li>• Revise using ratio and proportion to describe the relationship between quantities, e.g. 3 red beads for every 2 blue beads, 3 out of every 5 beads are red</li> <li>• Solve simple problems involving direct proportion by scaling quantities up or down</li> </ul>
Reasoning and explaining	<b>TS5</b>	<ul style="list-style-type: none"> <li>• Explain methods and reasoning orally</li> <li>• Make general statements about odd and even numbers including their products</li> <li>• Recognise and extend number sequences</li> <li>• Revise finding factors of two-digit numbers</li> </ul>



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Handling data: frequency tables, bar charts, pie charts and line graphs	<b>TS_D1</b>	<ul style="list-style-type: none"> <li>• Solve problems by collecting, selecting, processing, presenting and interpreting data, using ICT where appropriate; draw conclusions and identify further questions to ask</li> <li>• Construct and interpret frequency tables, bar charts with grouped discrete data, and line graphs</li> <li>• Interpret pie charts</li> </ul>
Handling data: frequency tables, bar charts, pie charts and line graphs  Mental and written addition and subtraction	<b>TS_D1</b>  <b>TS6</b>	<ul style="list-style-type: none"> <li>• Solve problems by collecting, selecting, processing, presenting and interpreting data, using ICT where appropriate; draw conclusions and identify further questions to ask</li> <li>• Construct and interpret frequency tables, bar charts with grouped discrete data, and line graphs</li> <li>• Interpret pie charts</li> <li>• Add or subtract mentally a near multiple of 10, 100 or 1000, or a near multiple of £1 and adjust, e.g. <math>3127 + 4998</math>, <math>5678 - 1996</math>. <math>£5.00 \pm £2.99</math></li> <li>• Use strategies for adding or subtracting two-digit whole numbers, and place value to add or subtract three-digit multiples of 10 and pairs of decimals</li> </ul>
Mental and written addition and subtraction	<b>TS6</b>	<ul style="list-style-type: none"> <li>• Add or subtract mentally a near multiple of 10, 100 or 1000, or a near multiple of £1 and adjust, e.g. <math>3127 + 4998</math>, <math>5678 - 1996</math>. <math>£5.00 \pm £2.99</math></li> <li>• Use strategies for adding or subtracting two-digit whole numbers, and place value to add or subtract three-digit multiples of 10 and pairs of decimals</li> <li>• Approximate first before calculating</li> <li>• Revise using vertical addition to add pairs of four-digit numbers</li> <li>• Revise adding two numbers with the same number of decimal places using vertical addition, including amounts of money, e.g. <math>£35.75 + £26.78</math></li> <li>• Revise subtracting four digit numbers by counting up, e.g. <math>5431 - 2789</math></li> <li>• Subtract four digit numbers using decomposition</li> <li>• Subtract numbers with the same number of decimal places by counting up, including amounts of money, e.g. <math>25.3 - 15.7</math>, <math>5.24 - 2.76</math>, <math>£50.00 - £26.78</math></li> <li>• Choose an efficient method to subtract by choosing for a variety of calculations such as <math>5412 - 3006</math>, <math>1524 - 320</math> or <math>1524 - 978</math></li> </ul>





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