



# Tudhoe Colliery Primary School

## Summer Term Maths in Year 1



Place Value/Number	Addition/Subtraction	Multiplication/Division	Fractions
<ul style="list-style-type: none"> <li>Count, read and write numbers to 100 in numerals.</li> <li>Count to and across forward and backwards through 100.</li> <li>Count in multiples of 2, 5 and 10.</li> </ul>	<ul style="list-style-type: none"> <li>Read, write and interpret mathematical statements involving + - and = symbols.</li> <li>Add and subtract one digit and two digit numbers to 20, including 0.</li> <li>Solve one and two step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems.</li> </ul>	<ul style="list-style-type: none"> <li>Use concrete objects and pictorial representations to show multiplication</li> <li>Use concrete objects and pictorial representations to represent division</li> <li>Solve one and two step problems involving multiplication and division</li> </ul>	<ul style="list-style-type: none"> <li>To recognise quarters of an amount of objects.</li> <li>To shade a quarter of a shape.</li> <li>To recognise 2 quarters as equal to a half.</li> </ul>
Measures	Statistics	Geometry	NON-NEGOTIABLE FACTS
<ul style="list-style-type: none"> <li>Recognise and know the denominations of different coins.</li> <li>Tell the time to the nearest hour and half past the hour and draw hands on a clock face to show these times.</li> <li>Compare, describe and solve practical problems that involve capacity and volume and weight and mass</li> <li>Measure and begin to record capacity and volume and weight and mass</li> </ul>	NONE TAUGHT	<ul style="list-style-type: none"> <li>To recognise and name 2D shapes.</li> <li>To recognise and name 3D solids.</li> </ul> <p>FOCUS CHOSEN BY CLASS TEACHER BASED ON ASSESSMENT.</p>	2D AND 3D SHAPE NAMES  RECOGNISE NUMBERS UP TO 100  NUMBER BONDS TO 20.  MULTIPLES OF 2 TO 20  MULTIPLES OF 5 TO 20



# Tudhoe Colliery Primary School

## Summer Term Maths in Year 2



Place Value/Number	Addition/Subtraction	Multiplication/Division	Fractions
<ul style="list-style-type: none"> <li>To read and write numbers to at least 100 in figures and words.</li> <li>To count from 0 in 2s, 3s and 5s.</li> <li>To count from any number in 10s.</li> <li>Use place value and number facts to solve problems.</li> <li>To compare and order numbers up to 100 using the more than and less than symbols.</li> <li>Identify, represent and estimate numbers using different representations.</li> </ul>	<ul style="list-style-type: none"> <li>To use column addition to calculate TU + TU</li> <li>To use column subtraction to calculate TU – TU</li> <li>Recall and use addition and subtraction facts to 20 fluently and use these to help with related facts up to 100.</li> <li>Use the inverse to check addition and subtraction calculations.</li> <li>Show that the addition of numbers can be done in any order (commutative law) and subtraction cannot.</li> </ul>	<ul style="list-style-type: none"> <li>Use the <math>\times</math> = and <math>\div</math> symbols accurately.</li> <li>Show that multiplications can be done in any order with the same result.</li> <li>Understand how division of one number by another is not commutative.</li> <li>To solve problems involving multiplication and division, using materials, arrays and grouping.</li> <li>Solve problems in contexts.</li> </ul>	<ul style="list-style-type: none"> <li>Recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{2}</math>, <math>\frac{1}{4}</math>, <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity.</li> <li>Calculate fractions of simple numbers, for example <math>\frac{1}{2}</math> of 6 = 3.</li> </ul>
Measures	Statistics	Geometry	NON-NEGOTIABLE FACTS
<ul style="list-style-type: none"> <li>To compare and sequence intervals of time.</li> <li>To tell and write the time to five minutes, including quarter past and quarter to the hour.</li> <li>Solve simple problems in context that involve the addition and subtraction of money of the same unit, including giving change.</li> <li>Draw hands on clocks to show times</li> </ul>	<ul style="list-style-type: none"> <li>To interpret and construct simple tally charts.</li> <li>To answer questions by counting the number in a category.</li> <li>To interpret and construct simple pictograms, block diagrams and tables.</li> <li>To ask and answer questions about totalling and comparing categorical data.</li> </ul>	<ul style="list-style-type: none"> <li>To identify and describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn.</li> <li>To use right angles to identify quarter, half and three-quarter turns.</li> <li>Compare and sort 2D shapes in everyday objects.</li> </ul>	<p>MEANING OF RIGHT ANGLE</p> <p>2, 3, 5 AND 10 TIMES TABLES.</p> <p>MINUTES IN AN HOUR</p> <p>CLOCK HAND MEANINGS</p>



# Tudhoe Colliery Primary School

## Summer Term Maths in Year 3



Place Value/Number	Addition/Subtraction	Multiplication/Division	Fractions
<ul style="list-style-type: none"> <li>To count from 0 in 4, 8, 50 and 100</li> <li>To count from any number in 100s.</li> <li>To read and write numbers up to 1,000 in figures and words.</li> <li>To find 10 or 100 more.</li> <li>To find 10 or 100 less.</li> <li>Solve number problems involving these ideas and skills.</li> </ul>	<ul style="list-style-type: none"> <li>To use column addition to calculate HTU + HTU</li> <li>To use column subtraction to calculate HTU – HTU</li> <li>Solve problems, including missing number problems, using these skills.</li> <li>To use the inverse operations to check addition and subtraction calculations (ongoing on a daily basis)</li> <li>To add and subtract amounts of money (exported from <b>measures</b>)</li> </ul>	<ul style="list-style-type: none"> <li>To recall and solve multiplication facts for the 3, 4 and 8 times table (for those who need it.)</li> <li>To use short multiplication to calculate TU x U.</li> <li>To use short division to calculate TU ÷ U.</li> <li>Use knowledge of times tables to calculate larger multiplications.</li> <li>Solve problems, including missing number problems, using multiplication and division skills and scaling.</li> </ul>	<ul style="list-style-type: none"> <li>To count up and down in tenths across 1</li> <li>To divide a single-digit number by 10 and record as decimals.</li> <li>To recognise, find and write fractions of a discrete set of objects.</li> <li>To recognise and use fractions as numbers, including unit and non-unit fractions with small denominators.</li> <li>To recognise and show, using diagrams, equivalent fractions.</li> <li>To solve problems involving all of the above skills.</li> </ul>
Measures	Statistics	Geometry	NON-NEGOTIABLE FACTS
<ul style="list-style-type: none"> <li>To measure the perimeter of simple 2D shapes.</li> </ul>	<ul style="list-style-type: none"> <li>To read and interpret bar charts and tables.</li> <li>To solve one and two step problems involving the interpretation of data</li> </ul>	<ul style="list-style-type: none"> <li>To identify angles as a property of a shape or description of a turn</li> <li>To identify right angles and that two right angles make a half turn and three make three quarters of a turn</li> <li>To identify that four right angles make a full turn.</li> <li>To identify whether an angle is greater or lower than a right angle.</li> </ul>	<p>3, 4 AND 8 TIMES TABLES</p> <p>CM IN A METRE</p> <p>DEGREES IN A FULL TURN</p> <p>DEGREES IN A RIGHT ANGLE</p>



# Tudhoe Colliery Primary School

## Summer Term Maths in Year 4



Place Value/Number	Addition/Subtraction	Multiplication/Division	Fractions
<ul style="list-style-type: none"> <li>To count in multiples of 6, 7, 9, 25 and 1,000.</li> <li>To count backwards through zero into negative numbers.</li> <li>To solve number and practical problems that involve all of the above skills and with increasingly large positive numbers.</li> <li>To identify, order and estimate numbers using different representations.</li> <li>To round 4-digit numbers to the nearest 10, 100 or 1,000.</li> <li>To order and compare numbers beyond 1,000.</li> </ul>	<ul style="list-style-type: none"> <li>To use column addition to calculate <math>ThHTU + ThHTU</math>.</li> <li>To use column subtraction to calculate <math>ThHTU - ThHTU</math>.</li> <li>Solve 2-step addition and subtraction problems in context, deciding which operations and methods to use and why.</li> <li>Estimate and use inverse operations to check answers to a calculation.</li> </ul>	<ul style="list-style-type: none"> <li>To use short multiplication to calculate <math>HTU \times U</math>.</li> <li>To use short division to calculate <math>HTU \div U</math>.</li> <li>Solve problems involving using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</li> <li>To multiply together three numbers.</li> <li>To recognise and use factor pairs.</li> </ul>	<ul style="list-style-type: none"> <li>Find the effect of dividing a 1 or 2 digit number by 10 or 100.</li> <li>To recognise and write decimal equivalents of any number of tenths or hundredths.</li> <li>To recognise and show families of common equivalent fractions.</li> <li>To solve problems involving increasingly harder fractions to calculate quantities.</li> <li>To add and subtract fractions with the same common denominator.</li> <li>Round decimals with one decimal place to the nearest whole number.</li> <li>To compare and order numbers with the same number of decimal places up to two decimal places.</li> </ul>
Measures	Statistics	Geometry	NON-NEGOTIABLE FACTS
<ul style="list-style-type: none"> <li>To convert between different units of measure, such as hour into minute, minutes into hours and minutes into seconds.</li> <li>Read, write and convert time between 12 and 24 hour digital clocks.</li> <li>To solve problems involving converting from hours to minutes, minutes to seconds, years to months and weeks to days.</li> </ul>	<ul style="list-style-type: none"> <li>To interpret and present discrete and continuous data in bar charts or time graphs.</li> <li>Solve problems involving comparisons, sum and difference using information presented in bar charts.</li> </ul>	<ul style="list-style-type: none"> <li>To use coordinates to describe positions in the first quadrant.</li> <li>To describe movements between positions as translations of a given unit to the left/right and up/down.</li> </ul>	<p>ALL TIMES TABLES UP TO 12 x 12</p> <p>KEY TIME FACTS – MINUTES IN AN HOUR, HOURS IN A DAY, WEEKS IN A FORTNIGHT, SECONDS IN A MINUTE</p>



# Tudhoe Colliery Primary School

## Summer Term Maths in Year 5



Place Value/Number	Addition/Subtraction	Multiplication/Division	Fractions
<ul style="list-style-type: none"> <li>To round numbers up to 1 million to any degree of accuracy.</li> <li>To understand the meaning of decimals and express tenths, hundredths and thousandths as fractions and decimals.</li> <li>To read Roman Numerals up to 1,000</li> <li>To solve number and practical problems that involve all of the above.</li> <li>To count forwards or backwards from any number in multiples of 10</li> <li>To read, write, order and compare numbers with up to 3 decimal places.</li> <li>To read, write, order and compare numbers to at least 1,000,000</li> <li>To interpret negative numbers in context and count forwards and backwards into and out of negative numbers.</li> </ul>	<ul style="list-style-type: none"> <li>To use column addition to calculate add and subtract numbers with more than 4 digits, including decimals</li> <li>To use column subtraction to calculate subtract numbers with more than 4 digits, including decimals</li> <li>Solve addition and subtraction multi-step problems in context, deciding which operations and methods to use and why.</li> <li>To add and subtract numbers of increasing size mentally.</li> <li>To use rounding to check the answers to calculations.</li> </ul>	<ul style="list-style-type: none"> <li>To use long multiplication to calculate ThHTU x TU</li> <li>To use short division to calculate ThHTU : U</li> <li>To identify factor pairs of a number.</li> <li>To know and use the vocabulary of prime numbers and prime factors</li> <li>To establish whether a number up to 100 is prime and know the prime numbers up to 19.</li> <li>To solve one and two step problems involving all of the above.</li> <li>To identify square numbers up to 100 and understand what a square number is.</li> <li>To multiply and divide numbers by 10, 100 and 1,000.</li> <li>To use accurate notation for square and cubed numbers.</li> </ul>	<ul style="list-style-type: none"> <li>To compare and order fractions with denominators that are all multiples of the same number.</li> <li>To recognise improper fractions and mixed numbers and convert between them.</li> <li>To identify, write and name equivalent fractions of a given fraction.</li> <li>To recognise the per cent symbol and understand that per cent means "number of parts per 100"</li> <li>To read, write, order and compare numbers up to 3 decimal places.</li> <li>To read and write decimal numbers as fractions.</li> <li>To round decimal to the nearest 2 decimal places, 1 decimal place and whole number.</li> <li>To solve problems that involve knowledge of fraction, decimal and percentage equivalents.</li> </ul>
Measures	Statistics	Geometry	NON-NEGOTIABLE FACTS
<ul style="list-style-type: none"> <li>To convert between different units of metric measure, for example kilometres and metres, centimetres and metres, centimetres and millimetres, grams and kilograms, litres and millilitres</li> <li>To estimate volume (for example, using 1cm<sup>3</sup> blocks to build cuboids) and capacity.</li> <li>To use all four operations to solve problems involving measure, such as length, weight, capacity, time, volume and money.</li> </ul>	<ul style="list-style-type: none"> <li>To read and interpret timetables.</li> <li>To solve comparison, sum and difference problems using information presented in line graphs.</li> </ul>	<ul style="list-style-type: none"> <li>To identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language and know that the shape has not changed.</li> <li>To use 2D grids and coordinates in the first quadrant.</li> </ul>	<p>COORDINATE RULES</p> <p>METRIC MEASUREMENT CONVERSIONS.</p> <p>PRIME FACTORS</p> <p>PRIME NUMBERS</p> <p>DECIMAL MEANINGS</p>

