| Concept | National Curriculum Objectives | Key Skills | Concrete Resources | Vocabulary |
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| Number <br> Place Value <br> (Autumn Term) | - read, write, order and compare numbers up to 10 000000 and determine the value of each digit <br> - round any whole number to a required degree of accuracy <br> - use negative numbers in context, and calculate intervals across zero <br> - solve number problems and practical problems that involve all of the above. | - Numbers to 1000000 <br> - Numbers to 10000000 <br> - Read and write numbers to 10000000 <br> - Powers of 10 <br> - Number line to 10000000 <br> - Compare and order any integers <br> - Round any integer <br> - Negative numbers |  | number, numeral, equal to, more, less, consecutive, one, tens, hundred, thousands, ten thousands, millions, ten millions, place value, represent, exchange, more, fewer, smaller, bigger, largest, compare, order, size, last, before, after, next, above, digit |
| Number <br> Addition, Subtraction, Multiplication and Division <br> (Autumn Term) | - multiply multi-digit numbers up to 4 digits by a twodigit whole number using the formal written method of long multiplication <br> - divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context <br> - divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context <br> - perform mental calculations, including with mixed operations and large numbers <br> - identify common factors, common multiples and prime numbers <br> - use their knowledge of the order of operations to carry out calculations involving the four operations | - Add and subtract integers <br> - Common factors <br> - Common multiples <br> - Rules of divisibility <br> - Primes to 100 <br> - Square and cube numbers <br> - Multiply up to a 4 -digit number by a 2 -digit number <br> - Solve problems with multiplication <br> - Short division <br> - Division using factors <br> - Introduction to long division (chunking method) <br> - Long division (chunking) with remainders <br> - Solve problems with division <br> - Solve multi-step problems <br> - Order or operations |  | Addition, add, more, and, total, altogether, double, near double, half, halve, subtract, takeaway, how many are left?, fewer, difference between, equals, is the same as, number bonds/pairs/facts, missing number, tens boundary, hundreds boundary, ones boundary, tenths boundary, inverse, multiplication, multiply, multiplied by, multiple, factor, groups of, times, product, array, rows, columns, repeated |




|  |  |  |  | area, covers, squared centimetre, cubic centimetres, cubic metres, cubic millilitres, cubic kilometres, capacity, volume, full , holds, contains |
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| Number <br> Ratio <br> (Spring Term) | - solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts <br> - solve problems involving the calculation of percentages [for example, of measures, and such as $15 \%$ of 360 ] and use percentages for comparison <br> - solve problems involving similar shapes where the scale factor is known or can be found <br> - solve problems involving unequal sharing and grouping using knowledge of fractions and multiples | - Using ratio language <br> - Ratio and fractions <br> - Introducing the ratio symbol <br> - Calculating ratio <br> - Using scale factors <br> - Calculating scale factors <br> - Ratio and proportion problems |  | in every, for every, ratio, proportion, scale, percent, percentage, unequal grouping, unequal sharing |
| Geometry <br> Position and Direction <br> (Spring Term) | - describe positions on the full coordinate grid (all four quadrants) <br> - draw and translate simple shapes on the coordinate plane, and reflect them in the axes. | - The first quadrant <br> - Four quadrants <br> - Translations <br> - Reflections |  | Position, over, under, above, below, top, bottom, side, on, in outside, inside, around, in front, behind, front, back, beside, next to, opposite, apart, between middle, edge, centre, corner, direction, journey, route, left, right, up, down, higher, lower, forwards, backwards, sideways, across, next to, close, along, through, to, from, towards, away from, clockwise, anti-clockwise, compass point, North, South, East, West, NorthEast, North-West, SouthEast, South-West, horizontal, vertical, diagonal, translate, translation, degree movement, whole turn, translate, half turn, quarter turn, threequarter turn, rotate, |


|  |  |  |  | rotation, right angle, acute angle, obtuse angle, reflection, straight line, ruler, set square, angle measurer, protractor, compass, |
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| Statistics <br> (Summer Term) | - interpret and construct pie charts and line graphs and use these to solve problems <br> - calculate and interpret the mean as an average | - Read and interpret line graphs <br> - Draw line graphs <br> - Use line graphs to solve problems <br> - Circles <br> - Read and interpret pie charts <br> - Pie charts with percentages <br> - Draw pie charts <br> - The mean |  | Count, tally, sort, vote, graph, represent block graph, pictogram, group, set, list, table, chart, bar chart, frequency table, Carroll diagram , Venn diagram, label title, axis, axes, diagram, most popular, least popular, most common, least common, maximum , minimum value, outcome, mean, distribution |
| Geometry <br> Properties of Shape <br> (Summer Term) | - draw 2-D shapes using given dimensions and angles <br> - recognise, describe and build simple 3-D shapes including making nets <br> - compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons <br> - illustrate and name parts of circle, including radius, diameter and circumference and know that the diameter is twice the radius <br> - recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. | - Measure with a protractor <br> - Introduce angles <br> - Calculate angles <br> - Vertically opposite angles <br> - Angles in a triangle <br> - Angles in a triangle - special cases <br> - Angles in a triangle - missing angles <br> - Angles in special quadrilaterals <br> - Angles in regular polygons <br> - Draw shapes accurately <br> - Draw nets of 3-D shapes |  | Shape, pattern, flat, curved, straight, round, hollow, solid, surface, size, symmetry, corner, side, point, rectangle (including square), rectangular, circle, circular, triangle, triangular, pentagon, pentagonal, hexagon, hexagonal, octagon, octagonal, quadrilateral, right-angled, equilateral triangle, isosceles triangle, scalene triangle, heptagon, octagon, $x$ axis, $y$-axis, quadrant, parallel, perpendicular, face, edge, vertex, vertices, cube, cuboid, pyramid, sphere, hemisphere, cone, cylinder, prism, triangular prism, tetrahedron, polyhedron, regular, irregular, |


|  |  |  | polygon, right-angled, <br> perpendicular, parallel |  |
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