Maths Curriculum

Greswold Primary School

Subject Intent

For every child to develop a sound understanding of Maths, equipping them with the skills of calculation and applying these skills to reasoning and problem-solving tasks that they will use beyond school, in real life.

At Greswold, we will provide exciting, ambitious and empowering learning that develops resilience in pupils through the use of Growth Mindset. Our Maths curriculum is devised in a way that allows children to store knowledge to long term memory. We give children the opportunity to apply their maths skills that allow them to see/how it is used in real life situations. We use curriculum enhancements, such as extra-curricular activities and theme days, to provide opportunities for children to apply and develop personal, social and academic skills.

Maths in Early Years

From the beginning of their learning journey at Greswold, the children in early years are encouraged to engage with, and eventually, master number as well as the full range of mathematical topics and concepts. Through interactions with skilled practitioners, children will verbally reason and problem solve.

The Greswold...

Mathematician

Key facts, instant recalls and mental math strategies.

Have an understanding and awareness of where maths is used in real-life e.g. famous mathematicians.

Usage of mathematical vocabulary.



Perseverance, positivity, enjoyment, growth mindset and independence.

Apply learning and problem solving in real life.

Subject Long-Term Plan – Maths

Year Group	Autumn	Spring	Summer
Year 1	• Number: Place Value (within 10 and 20) • Number: Addition and Subtraction (within 10 and 20) • Geometry: Shape	• Number: Place Value (within 50) • Number: Addition and Subtraction (within 20) • Measurement: Length and Height • Measurement: Mass and Volume	• Number: Multiplication and Division • Number: Fractions • Geometry: Position and direction • Number: Place Value (within 100) • Measurement: Money • Measurement: Time
Year 2	• Number: Place Value • Number: Addition and Subtraction • Geometry: Shape	• Measurement: Money • Number: Multiplication and Division • Measurement: Length and Height • Measurement: Mass, Capacity and Temperature	• Statistics • Number: Fractions • Geometry: Position and Direction • Problem Solving • Measurement: Time
Year 3	• Number: Place Value • Number: Addition and Subtraction • Number: Multiplication and Division	• Measurement: Length and Perimeter • Number: Fractions A • Measurement: Mass and Capacity • Number: Fractions B	• Measurement: Money • Measurement: Time • Geometry: Shape • Statistics
Year 4	• Number: Place Value • Number: Addition and Subtraction • Measurement: Area • Number: Multiplication and Division A	• Number: Multiplication and Division B • Measurement: Length and Perimeter • Number: Fractions • Number: Decimals A	• Number: Decimals B • Measurement: Money • Measurement: Time • Geometry: Shape • Statistics • Geometry: Position and Direction
Year 5	• Number: Place Value • Number: Addition and Subtraction • Number: Multiplication and Division A • Number: Fractions A	• Number: Multiplication and Division B • Number: Fractions B • Number: Decimals and Percentages • Measurement: Perimeter and Area • Statistics • Geometry: Shape	• Geometry: Position and Direction • Number: Decimals • Number: Negative Numbers • Measurement: Converting Units • Measurement: Volume
Year 6	• Number: Place Value • Number: Addition, Subtraction, Multiplication and Division • Number: Fractions A and Fractions B • Measurement: Converting Units • Ratio • Algebra	• Number: Multiplication and Division B • Number: Fractions B • Number: Decimals and Percentages • Measurement: Perimeter and Area • Statistics • Geometry: Shape	• Geometry: Shape • Geometry: Position and Direction • Themed Projects, Consolidation and Problem Solving • SATs Revision

Subject End Points

EYFS	Autumn	Spring	Summer
	30-50 months •To build up vocabulary that reflects the breadth of their experiences. •To recite numbers in order to 10. •To realise not only objects, but anything can be counted including steps, claps or jumps. •To use some number names and number language spontaneously. •To know that numbers identify how many objects are in a set. •To show an interest in representing numbers. •To begin to represent numbers using fingers, marks on paper or pictures. •To separate a group of three or four objects in different ways, beginning to recognise that the total is still the same. •To sometimes match numeral and quantity correctly. •To show an interest in numerals in the environment. •To use some number names accurately in play. •To compare two groups of objects, saying when they have the same number. •To show curiosity about numbers by offering comments or asking questions •To show an interest in number problems. •To show an interest in shape and space by playing with shapes or making arrangements with objects. •To show interest in shape by sustained construction activity or by talking about shapes or arrangements. •To show interest in shapes in the environment. •To use shapes appropriately for tasks. •To begin to talk about shapes in everyday objects, e.g. 'round' and 'tall'. •To show awareness of similarities of shapes in the environment. •To use positional language.	40-60 months •To extend vocabulary, especially by grouping and naming, •To count up to three or four objects by saying one number name for each item. •To count out up to six objects from a larger group. •To count actions or objects which cannot be moved. •To count objects to 10 and beginning to count beyond •To count an irregular arrangement of up to 10 objects. •To estimate how many objects they can see and check by counting them. •To select the correct numeral to represent 1 to 5, then 1 to 10 objects. •To say the number that is one more than a number. •To find one more or one less from a group of up to five objects, then ten objects. •To recognise some numerals of personal significance. •To recognise numerals 1 to 5. •To use the language of 'more' and 'fewer' to compare two sets of objects. •To begin to identify own mathematical problems based on own interests and fascinations. •To find the total of items in two groups by counting all of them. •To begin to use the vocabulary involved in adding and subtracting in practical activities and discussion. •To order two or three items by length or height. •To order two items by weight or capacity. •To use everyday language related to time. •To order and sequence familiar events. •To measure short periods of time in simple ways. •To begin to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes. •To select particular named shapes.	ELG •To count reliably with numbers from one to 20. •To say which number is one more or one less than a given number from one to 20. •To place numbers one to 20 in order. •To add and subtract two single-digit numbers and count on back to find the answer using quantities and objects. •To solve problems, including doubling, halving and sharing. •To use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and solve problems. •To explore characteristics of everyday objects and shapes and use mathematical language to describe them. •To recognise, create and describe patterns.

		•To begin to use everyday language related to money. •To describe their relative position, such as 'behind' or 'next to'. •To use familiar objects and common shapes to create and recreate patterns and build models. •To record, using marks that they can interpret and explain.	

Y1

Place Value:

- Count forwards and backwards within 20, recognising and continuing number patterns.
- Read, write and represent numbers to 20 using numerals, words and practical resources.
- Find one more and one less than a given number.
- Compare and order numbers and quantities using mathematical vocabulary.
- Use number lines and representations to identify, locate and describe numbers.
- Apply place value and counting knowledge to reason and solve problems
- Count, read, write and order numbers to 50.
- Understand and use place value by identifying, representing and partitioning numbers into tens and ones.
- Count in multiples of 10 and recognise groups of tens.
- Locate, compare and estimate numbers on a number line to 50.
- Find one more and one less than numbers to 50.
- Apply place value knowledge to reason and solve problems involving numbers to 50
- Count, read, write, compare and order numbers to 100.
- Understand and use place value by representing and partitioning numbers into tens and ones.
- Locate, compare and estimate numbers on a number line to 100.
- Find one more and one less than numbers to 100.
- Apply place value knowledge to explain reasoning and solve problems involving numbers to 100.

Addition and Subtraction:

- Represent and solve addition and subtraction calculations using practical resources, pictures and number sentences.
- Recall and apply number bonds to 10 and related fact families.

Money

- Recognise and use the value of UK coins and notes.
- Count, compare and represent amounts of money using different combinations of coins.
- Apply money knowledge to solve simple practical problems involving amounts and values

Shape:

- Recognise, name and describe common 2D and 3D shapes using their properties.
- Sort and classify 2D and 3D shapes according to their features.
- Compare shapes and explain how they are similar and different.
- Recognise, create and continue repeating patterns using shapes and explain the pattern rule

Measurement

- Compare, describe and order lengths and heights using mathematical vocabulary.
- Measure and record length and height using standard units and simple measuring tools.
- Use rulers and other measuring equipment accurately to measure objects.
- Apply measurement skills to compare objects and solve practical problems involving length and height.
- Explain and justify comparisons using appropriate mathematical language
- Use time vocabulary to describe, compare and sequence events, including days of the week and months of the year.
- Tell and write the time to the hour and half past the hour on an analogue clock.
- Understand and apply knowledge of time to describe daily routines and solve simple problems

Fractions

- Recognise, find and represent halves and quarters of shapes and quantities.
- Understand that halves and quarters are equal parts of a whole.

	• *Use addition and subtraction strategies to find totals, missing parts and differences within 20.* • *Understand and explain the relationship between addition and subtraction.* • *Apply addition and subtraction knowledge to reason and solve one-step problems* • *Add and subtract numbers within 20 using practical resources, pictures and number representations.* • *Recall and apply number bonds and related addition and subtraction facts within 20.* • *Understand and explain the relationship between addition and subtraction, including the effect of adding or subtracting zero.* • *Use counting forwards and backwards to solve addition and subtraction calculations.* • *Apply addition and subtraction knowledge to solve one-step and missing number problems* **Multiplication** • *Count fluently in 2s, 5s and 10s forwards and backwards.* • *Recognise and continue counting patterns in multiples of 2, 5 and 10.* • *Use counting in 2s, 5s and 10s to solve problems and reason mathematically.* • *Apply skip-counting strategies to count quantities efficiently* • *Count forwards and backwards in multiples of 2, 5 and 10.* • *Recognise, make and compare equal groups.* • *Use repeated addition and arrays to represent multiplication.* • *Find and explain doubles of numbers.* • *Group and share objects equally to represent division.* • *Use practical resources, pictures and diagrams to solve multiplication and division problems.* • *Apply multiplication and division knowledge to reason and solve problems*	• *Use knowledge of halves and quarters to solve simple problems and explain their reasoning* **Geometry** • *Use positional and directional language to describe position, movement and routes.* • *Recognise and describe whole, half and quarter turns, including clockwise and anticlockwise.* • *Use ordinal numbers and mathematical vocabulary to describe position, movement and direction.*
Y2	**Place Value** • *Read, write and represent numbers to 100.* • *Understand the value of each digit in a two-digit number.* • *Partition numbers into tens and ones in different ways.* • *Count forwards and backwards within 100, including in 2s, 3s, 5s and 10s.*	**Shape** • *Recognise, name, describe and sort common 2D and 3D shapes using their properties.* • *Identify and compare the properties of 2D and 3D shapes, including sides, vertices, faces and edges.* • *Identify and use lines of symmetry in 2D shapes.* • *Draw and complete 2D shapes accurately using their properties.*

- *Locate, estimate and sequence numbers on a number line to 100.*
- *Find one more and one less than a given number.*
- *Compare and order numbers using <, > and =.*
- *Use place value knowledge to reason and solve problems with numbers to 100*

Addition and Subtraction

- *Recall and use addition and subtraction facts to 20 and related facts to 100 fluently.*
- *Add and subtract numbers using practical, pictorial and mental strategies.*
- *Understand and apply the commutative property of addition.*
- *Use the inverse relationship between addition and subtraction to check calculations and solve missing number problems.*
- *Solve one-step and two-step addition and subtraction problems using appropriate representations and methods*

Multiplication & Division

- *Recognise and use multiplication and division through grouping, sharing and arrays.*
- *Recall and use the 2, 5 and 10 multiplication and division facts fluently.*
- *Find doubles, halves, odd and even numbers.*
- *Solve multiplication and division problems using practical resources, pictures and number facts.*
- *Understand and explain the relationship between multiplication and division.*
- *Apply multiplication and division knowledge to reason and solve problems.*

Money

- *Recognise, count, compare and calculate amounts of money in pounds and pence.*
- *Use different combinations of coins and notes to make the same amount.*
- *Add and subtract money to find totals and calculate change.*
- *Compare amounts of money using <, > and =.*
- *Solve one-step and two-step money problems.*
- *Explain reasoning and check that answers are reasonable.*

- *Recognise, continue and create patterns with 2D and 3D shapes.*
- *Explain and justify how shapes are grouped and classified.*

Measurement

- *Measure and compare lengths and heights using centimetres and metres.*
- *Choose and use appropriate units and measuring equipment accurately.*
- *Order lengths and heights and compare them using <, > and =.*
- *Record measurements using the correct mathematical vocabulary and units.*
- *Apply measuring skills to solve comparison and reasoning problems*
- *Measure, compare and order mass using grams (g) and kilograms (kg).*
- *Read, record and compare temperature in degrees Celsius (°C).*
- *Choose and use appropriate units and measuring equipment accurately.*
- *Compare measurements using <, > and =.*
- *Apply measurement skills to solve comparison and reasoning problems.*
- *Recognise, find and represent unit and non-unit fractions of shapes and quantities.*
- *Understand that fractions represent equal parts of a whole and use numerator and denominator correctly.*
- *Apply fraction knowledge to reason, solve problems and find whole amounts from known fractions.*

Fractions

- *Recognise, find and represent unit and non-unit fractions of shapes and quantities.*
- *Understand that fractions represent equal parts of a whole.*
- *Find whole amounts from known fractions.*
- *Use practical resources and diagrams to represent fractions.*
- *Understand and explain the meaning of the numerator and denominator.*
- *Apply fraction knowledge to reason and solve problems*

Statistics

- *Collect, organise and represent data using tally charts, tables, block diagrams and pictograms.*
- *Interpret and compare data presented in different ways.*

	Geometry • Use positional and directional language to describe position, movement and routes. • Recognise, describe and use whole, half and quarter turns, including clockwise and anticlockwise. • Follow and give instructions involving movement and turns. • Identify and create patterns involving movement and rotation. • Explain position, movement and rotation using appropriate mathematical vocabulary	• Use pictograms with a range of scales, including 2, 5 and 10. • Answer one-step and two-step questions using data. • Explain findings and solve problems using mathematical vocabulary
Y3	**Place Value** • Read, write, represent and partition numbers to 1,000 using a range of representations. • Understand and explain the value of hundreds, tens and ones in three-digit numbers. • Identify, place and interpret numbers accurately on a number line to 1,000. • Find 1, 10 and 100 more or less than a given number using place value knowledge. • Compare and order numbers to 1,000 using the correct mathematical symbols. • Count forwards and backwards, including in steps of 50. • Use place value understanding to solve problems and identify numerical patterns. • Explain and justify answers using appropriate mathematical vocabulary and reasoning. **Addition and Subtraction** • Use place value knowledge and number bonds to support efficient addition and subtraction calculations. • Add and subtract 1s, 10s and 100s, including across tens and hundreds boundaries. • Add and subtract two three-digit numbers using formal written methods. • Apply appropriate strategies when calculating with and without exchange. • Find complements to 100 and use these to support calculations. • Estimate answers and use estimation to judge whether solutions are reasonable. • Use inverse operations to check the accuracy of calculations. • Solve problems involving addition and subtraction within 1,000. • Explain and justify calculation methods using accurate mathematical vocabulary and reasoning.	**Fractions:** • Recognise, represent and describe unit and non-unit fractions. • Explain the relationship between a fraction and the whole. • Identify the whole when a fraction of it is known. • Compare and order fractions with the same denominator. • Use scales and number lines to represent and interpret fractions accurately. • Count forwards and backwards in fractional steps on a number line. • Recognise, identify and represent equivalent fractions. • Use understanding of fractions to solve problems and make connections between different representations. • Explain and justify reasoning using accurate mathematical vocabulary • Add and subtract fractions with the same denominator. • Explain the roles of the numerator and denominator and their relationship to the whole. • Understand why the denominator remains unchanged when adding and subtracting fractions with the same denominator. • Represent fractions accurately using diagrams, practical resources and number representations. • Find unit and non-unit fractions of quantities and sets of objects. • Identify the whole when given a fraction of a quantity. • Apply understanding of fractions to solve reasoning and problem-solving questions. • Use mathematical reasoning to explain and justify answers involving fractions. • Communicate understanding using accurate mathematical vocabulary.

Multiplication & Division

- *Recall and apply multiplication and division facts to solve calculations efficiently.*
- *Multiply multiples of 10 and two-digit numbers by a one-digit number using a range of methods.*
- *Divide two-digit numbers by a one-digit number using practical, pictorial and written strategies.*
- *Identify and interpret remainders when solving division calculations.*
- *Use the relationship between multiplication and division to solve problems and check answers.*
- *Apply efficient strategies to solve multiplication and division problems in a range of contexts.*
- *Solve scaling problems and explain how quantities change when enlarged or reduced.*
- *Represent calculations using concrete resources, diagrams and formal methods.*
- *Explain and justify solutions using accurate mathematical vocabulary and reasoning.*

Measurement:

- *Recall and use multiplication and division facts fluently.*
- *Identify and explain relationships between multiplication and division facts.*
- *Use times table knowledge to solve calculations efficiently.*
- *Apply multiplication and division facts to solve problems in a range of contexts.*
- *Identify patterns and relationships within times tables.*
- *Use known facts to derive unknown facts.*
- *Explain reasoning using appropriate mathematical vocabulary.*
- *Measure and record mass, capacity and volume accurately using appropriate units.*
- *Use and convert between kilograms and grams, and litres and millilitres.*
- *Recognise and use equivalent measurements when solving problems.*
- *Compare and order measurements using the correct mathematical symbols.*
- *Add and subtract measurements involving mass, capacity and volume.*
- *Select the most appropriate unit of measurement for different contexts.*
- *Solve practical problems involving mass, capacity and volume.*
- *Apply measurement knowledge to reason about and interpret real-life situations.*

Shape

- *Recognise, name, describe and classify 2D and 3D shapes using their properties.*
- *Understand that angles are a measure of a turn and identify right angles in shapes and real-life contexts.*
- *Compare angles and describe them as smaller than, greater than or equal to a right angle.*
- *Identify and use horizontal, vertical, parallel and perpendicular lines.*
- *Measure and draw lines accurately using appropriate mathematical equipment.*
- *Compare and classify 2D shapes according to their sides, angles and lines of symmetry.*
- *Compare and classify 3D shapes according to their faces, edges and vertices.*
- *Draw polygons and construct 3D shapes accurately using practical resources.*
- *Use reasoning to explain how shapes are grouped and classified.*
- *Communicate geometrical understanding using accurate mathematical vocabulary.*

Statistics

- *Collect, organise and represent data accurately using pictograms, bar charts and tables.*
- *Interpret and compare information presented in pictograms, bar charts and two-way tables.*
- *Use data to answer one- and two-step questions.*
- *Draw and complete pictograms, bar charts and two-way tables accurately.*
- *Compare categories within a data set and explain what the information shows.*
- *Identify patterns, similarities and differences in data.*
- *Use data to solve problems and draw simple conclusions.*
- *Explain findings and justify conclusions using appropriate mathematical vocabulary*

Money

- *Read, write, compare and order amounts of money using pounds (£) and pence (p).*
- *Understand and apply the relationship between pounds and pence, including converting between the two units.*
- *Add and subtract amounts of money accurately.*
- *Calculate the total cost of multiple items and determine the correct change.*
- *Select appropriate strategies and methods to solve money calculations efficiently.*

	• *Explain methods and justify answers using accurate mathematical vocabulary* • *Read, tell and write the time accurately using analogue and digital clocks, including to the nearest minute.* • *Convert between analogue and digital time and use a.m. and p.m. correctly.* • *Understand and use units of time, including seconds, minutes, hours, days, months and years, and explain how they are related.* • *Calculate and solve problems involving start times, end times and durations in real-life contexts.* • *Use appropriate mathematical vocabulary to explain reasoning when working with time.* • *Check answers and determine whether solutions are reasonable.*	• *Solve a range of real-life money problems involving addition, subtraction and finding change.* • *Check whether answers are reasonable using estimation and known facts.* • *Explain and justify calculations using accurate mathematical vocabulary and reasoning.*
Y4	## *Place Value* • *Read, write, represent and partition numbers to 10,000, demonstrating secure understanding of place value.* • *Compare, order and position numbers to 10,000 using place value reasoning and mathematical symbols.* • *Count forwards and backwards and find 1, 10, 100 and 1,000 more or less than a given number.* • *Recognise relationships between thousands, hundreds, tens and ones and explain patterns in the number system.* • *Read and interpret Roman numerals to 100 (I-C) in a range of contexts.* • *Round numbers to the nearest 10, 100 and 1,000 and use estimation to check the reasonableness of answers.* • *Apply place value knowledge to reason, explain and solve problems involving numbers to 10,000* ## *Addition and Subtraction:* • *Add and subtract numbers with up to 4 digits accurately, using efficient mental and written methods, including formal column methods.* • *Apply place value knowledge to add and subtract 1s, 10s, 100s and 1,000s from any number.* • *Use and explain exchanging confidently when performing addition and subtraction calculations.*	## *Area and Perimeter:* • *Understand area as the amount of space inside a 2D shape.* • *Measure and calculate area by counting squares accurately.* • *Create and identify different shapes with the same given area.* • *Compare and describe areas using appropriate mathematical vocabulary.* • *Reason about and explain which shapes have greater or smaller areas.* • *Apply understanding of area to solve simple mathematical problems* ## *Measurement:* • *Measure, compare and convert lengths between kilometres and metres.* • *Select and use appropriate units of measurement for length and distance.* • *Calculate the perimeter of rectangles, rectilinear shapes and regular polygons accurately.* • *Use knowledge of shape properties to identify missing side lengths and determine perimeter.* • *Apply understanding of length and perimeter to solve practical and mathematical problems.* • *Reason mathematically and explain methods using accurate mathematical vocabulary* ## *Fractions and Decimals* • *Recognise, represent and compare fractions, mixed numbers and improper fractions, including values greater than one whole.* • *Convert confidently between mixed numbers and improper fractions.*

- *Estimate, check and evaluate the reasonableness of answers, using rounding and inverse operations where appropriate.*
- *Identify, explain and correct errors in addition and subtraction calculations.*
- *Solve one- and two-step addition and subtraction problems, selecting appropriate strategies and methods.*
- *Reason mathematically and justify solutions using accurate mathematical vocabulary.*

Multiplication and Division:

- *Recall and apply multiplication and division facts efficiently to solve calculations.*
- *Understand and explain the effect of multiplying and dividing by 1, 10 and 100.*
- *Identify and use factor pairs to support multiplication and division reasoning.*
- *Multiply and divide whole numbers by 10 and 100 using place value knowledge.*
- *Multiply three numbers together using known multiplication facts and efficient strategies.*
- *Recognise and explain patterns in multiplication and division calculations.*
- *Apply multiplication and division skills to reason, solve problems and justify answers using accurate mathematical vocabulary.*

Statistics

- *Collect, organise and represent data accurately using bar charts and line graphs.*
- *Label axes, scales and data correctly when presenting information.*
- *Interpret and compare information presented in charts and graphs.*
- *Answer one- and two-step questions using data from graphs and charts.*
- *Identify patterns, trends and changes within a data set.*
- *Compare data and draw conclusions using evidence from graphs.*
- *Identify and describe the highest, lowest and most common values in a data set.*
- *Explain findings clearly using appropriate mathematical vocabulary.*

Money

- *Convert between pounds (£) and pence (p) and explain the relationship between them.*
- *Compare and order amounts of money using the correct mathematical symbols.*

- *Identify, generate and represent equivalent fractions.*
- *Add and subtract fractions and mixed numbers with the same denominator.*
- *Use number lines and fraction knowledge to order, compare and reason about fractions.*
- *Apply understanding of fractions to solve reasoning and problem-solving tasks.*
- *Explain fraction calculations and relationships using accurate mathematical vocabulary*
- *Recognise, represent and use tenths and hundredths as fractions and decimals.*
- *Understand and explain the relationship between fractions and decimal numbers.*
- *Partition, compare, order and round decimal numbers accurately.*
- *Use place value knowledge to multiply and divide numbers by 10 and 100.*
- *Represent and locate decimals accurately on number lines.*
- *Recognise and express halves and quarters as decimal equivalents.*
- *Apply understanding of decimals to reason, solve problems and explain mathematical thinking using appropriate vocabulary.*

Shape

- *Identify, compare and order angles by size in shapes and real-life contexts.*
- *Recognise, describe and classify triangles, quadrilaterals and polygons using their properties.*
- *Sort and justify the classification of 2D shapes according to their characteristics.*
- *Draw and construct 2D shapes accurately using mathematical properties.*
- *Explain similarities and differences between shapes using precise mathematical vocabulary.*
- *Identify lines of symmetry and complete symmetrical shapes and patterns.*
- *Use mathematical reasoning to justify how shapes belong to particular groups.*
- *Communicate geometrical ideas clearly using appropriate mathematical language*

Geometry

- *Read, plot and describe coordinates accurately on a grid.*
- *Use coordinates to locate, identify and describe points and shapes.*
- *Draw 2D shapes accurately using given coordinates.*
- *Identify and describe the vertices of shapes using coordinates.*

	• *Add and subtract money accurately in practical contexts.* • *Calculate totals and determine change when solving money problems.* • *Select efficient methods to complete money calculations.* • *Solve one- and two-step problems involving money.* • *Use mathematical reasoning to explain solutions and justify methods.* • *Communicate understanding clearly using appropriate mathematical vocabulary.*	• *Explain how coordinates define the position of a shape on a grid.* • *Translate shapes horizontally and vertically using appropriate mathematical language.* • *Predict and describe the effect of translations on shapes.* • *Understand that translated shapes remain the same size and orientation.* • *Solve problems involving coordinates and translation using mathematical reasoning.* • *Communicate geometrical reasoning clearly using accurate mathematical vocabulary*
Y5	**Place Value** • *Read, write, represent and explain numbers up to 1,000,000 in numerals and words, including Roman numerals to 1,000.* • *Explain the value of each digit in numbers up to 1,000,000 and use powers of 10 to describe relationships between numbers.* • *Partition numbers in different ways and find numbers that are 10, 100, 1,000, 10,000 and 100,000 more or less than a given number.* • *Compare, order and round numbers up to 1,000,000 using place value knowledge.* • *Identify patterns and relationships within large numbers and explain mathematical thinking using accurate vocabulary.* • *Apply place value knowledge to solve reasoning and problem-solving tasks involving numbers up to 1,000,000 and justify solutions efficiently.* • *Use place value knowledge to round numbers within 100,000 and 1,000,000 to the nearest appropriate value.* • *Identify the digit that determines whether a number rounds up or down and explain the rounding process using mathematical vocabulary.* • *Use number lines and place value understanding to support accurate rounding.* • *estimate answers by rounding numbers and use estimation to check whether calculations are reasonable.* • *Apply rounding skills to solve reasoning and problem-solving tasks and justify solutions confidently.* • *Explain how rounding supports efficient calculation and helps make sensible mathematical decisions.* • *Understand and use negative numbers in a range of real-life contexts, including temperature and elevation.*	**Shape** • *Draw lines and angles accurately and use a protractor to measure and construct angles.* • *Recognise, describe and classify regular and irregular polygons according to their properties.* • *Compare and classify shapes based on angles, side lengths and other geometric properties.* • *Apply understanding of angles and shape properties to solve reasoning and problem-solving tasks.* • *Measure, estimate, compare and order angles accurately using degrees (°) and a protractor.* • *Use angle facts and mathematical reasoning to solve problems involving shape.* • *Explain and compare the properties of a range of polygons using precise mathematical vocabulary.* • *Compare and classify 2D and 3D shapes according to their geometric properties.* • *Justify classifications, solutions and conclusions using appropriate mathematical reasoning and subject-specific vocabulary* • *Draw lines, angles and shapes accurately using appropriate mathematical equipment.* • *Apply their understanding of angles and shape properties to solve problems and reason mathematically.* • *Recognise, describe and classify regular and irregular polygons using their geometric properties.* • *Compare and classify 2D and 3D shapes, identifying key features including angles, side lengths, faces, edges and vertices.* **Geometry** • *Read, write, plot and interpret coordinates in the first quadrant to locate points and draw shapes accurately.*

- *Count forwards and backwards through zero in different step sizes and represent positive and negative numbers on a number line.*
- *Compare and order positive and negative numbers, using mathematical symbols accurately.*
- *Calculate and interpret differences between positive and negative numbers.*
- *Apply knowledge of negative numbers to solve reasoning and problem-solving tasks.*
- *Explain and justify mathematical thinking using precise mathematical vocabulary*

Addition, Subtraction, Multiplication & Division

- *Add and subtract decimal numbers accurately using mental and written methods, including calculations that cross whole numbers.*
- *Use place value understanding to multiply and divide decimal numbers by 10, 100 and 1,000.*
- *Recognise, continue and explain patterns in decimal number sequences.*
- *Apply knowledge of decimals and place value to solve reasoning, missing number and problem-solving tasks.*
- *Explain and justify mathematical thinking using precise mathematical vocabulary.*
- *Recognise and generate square and cube numbers.*
- *Explain the relationship between multiplication and division facts.*
- *Multiply whole numbers by 10, 100 and 1,000.*
- *Divide whole numbers by 10, 100 and 1,000.*
- *Use these skills to solve reasoning and problem-solving tasks.*
- *Justify my answers using mathematical vocabulary.*
- *use efficient written methods to multiply and divide larger numbers, interpret remainders appropriately, and apply my understanding of multiplication and division to solve a range of real-life and mathematical problems.*
- *multiply numbers using a formal written method.*
- *explain how place value supports multiplication calculations.*
- *divide a 4-digit number by a 1-digit number using a formal written method.*
- *interpret and explain remainders in different contexts.*
- *check my answers using estimation and inverse operations.*
- *identify when multiplication or division is the most efficient operation to use.*
- *solve one-step and multi-step multiplication and division problems.*
- *apply multiplication and division skills in practical and real-life contexts.*

- *Use coordinates to identify and describe the position of vertices and other features of 2D shapes.*
- *Translate shapes on a grid and describe movements using appropriate mathematical vocabulary.*
- *Recognise, identify and complete lines of symmetry in 2D shapes.*
- *Reflect shapes accurately in a mirror line and describe how their position changes.*
- *Compare and explain the differences between reflection and translation.*
- *Use geometric reasoning to explain and justify answers using precise mathematical vocabulary.*

Measurement

- *Convert between common metric units of length, mass and capacity and select the most appropriate unit for different contexts.*
- *Compare, calculate and solve problems involving metric and imperial units of measure.*
- *Convert between units of time and apply this knowledge to solve real-life problems.*
- *Read, interpret and use timetables to calculate journey durations, arrival times and departure times.*
- *Apply measurement knowledge to solve reasoning and problem-solving tasks using appropriate mathematical vocabulary*
- *Understand and use volume and capacity, selecting appropriate units of measurement for different contexts.*
- *Estimate, measure, compare and describe volume and capacity using practical and mathematical methods.*
- *Recognise and use cubic centimetres (cm^3) as a unit for measuring volume.*
- *Apply understanding of volume and capacity to compare containers and solve real-life problems.*
- *Explain mathematical reasoning and findings using precise mathematical vocabulary.*

Statistics

- *Measure, calculate and compare the perimeter of rectangles, rectilinear shapes and polygons using appropriate units of measure.*

Fractions

- *Recognise, generate and explain equivalent fractions, including their links to decimals and percentages.*
- *Convert confidently between mixed numbers and improper fractions, and between fractions, decimals and percentages.*
- *Compare and order fractions and decimals accurately using place value understanding.*
- *Add and subtract fractions and mixed numbers with the same denominator.*
- *Multiply unit fractions, non-unit fractions and mixed numbers by whole numbers.*
- *Calculate fractions and percentages of quantities and use fractional information to determine whole amounts.*
- *Read, write, represent and round decimals with up to three decimal places.*
- *Recognise percentages as parts per hundred and represent them as fractions and decimals.*
- *Use diagrams, models and efficient calculation strategies to represent and solve problems involving fractions, decimals and percentages.*
- *Apply understanding of fractions, decimals and percentages to solve reasoning, problem-solving and real-life mathematical tasks.*
- *Explain, justify and communicate methods using accurate mathematical vocabulary.*

Decimals & Percentages

- *Read, write, represent, compare and order decimal numbers with up to three decimal places using secure place value understanding.*
- *Explain the value of each digit in a decimal number, including tenths, hundredths and thousandths.*
- *Round decimal numbers to the nearest whole number and to one decimal place accurately.*
- *Recognise, represent and explain equivalent fractions, decimals and percentages.*
- *Convert confidently between fractions, decimals and percentages and explain the relationships between them.*
- *Recognise percentages as parts of a whole and represent them as fractions and decimals.*
- *Use diagrams, models and calculations to demonstrate understanding of fractions, decimals and percentages.*

- *Identify missing lengths and use known side lengths to calculate the perimeter of compound and irregular shapes.*
- *Calculate and compare the area of rectangles using square units and multiplication.*
- *Calculate the area of compound shapes by breaking them into smaller rectangles and combining the areas.*
- *Apply knowledge of perimeter and area to solve practical, reasoning and problem-solving tasks.*
- *Explain, justify and communicate methods using accurate mathematical vocabulary related to length, perimeter and area*

	• Apply understanding of fractions, decimals and percentages to solve reasoning and problem-solving tasks. • Explain and justify methods using accurate mathematical vocabulary	
Y6	**Place value** • Read, write, represent and interpret numbers up to 10,000,000 in a range of forms, including numerals, words and mathematical representations. • Understand and explain place value within numbers up to 10,000,000, including the use of powers of 10 and the value of each digit. • Compare, order and round positive and negative numbers accurately using appropriate mathematical representations and symbols. • Apply place value knowledge to solve problems, justify reasoning and explain mathematical thinking using precise mathematical vocabulary **Addition, subtraction, multiplication and division** • Use efficient written methods to add, subtract, multiply and divide large numbers, apply my understanding of factors, multiples and prime numbers, and use the correct order of operations to solve complex mathematical problems. • Add and subtract multi-digit numbers accurately using the column method. • Multiply large numbers accurately using the formal column multiplication method. • Divide numbers using short division and long division • Interpret and use remainders appropriately in context. • Use long division to solve problems involving remainders. • Apply the correct order of operations using BIDMAS. • Explain why operations must be completed in a specific order. • Solve multi-step reasoning and problem-solving tasks involving a range of operations **Measurement** • Use efficient written methods to accurately add, subtract, multiply and divide whole numbers, including interpreting remainders in context.	**Fractions, Decimals & percentages** • Use common factors to simplify fractions • Use common multiples to express fractions in the same denomination • Compare and order fractions, including fractions > 1 • Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions • Understand and use decimals confidently, including representing, comparing, rounding and calculating with decimal numbers. • Recognise and explain the relationships between fractions, decimals and percentages, and convert fluently between them. • Calculate with fractions, decimals and percentages to solve mathematical and real-life problems. • Apply proportional reasoning to solve problems and justify mathematical thinking using accurate mathematical vocabulary. **Area and perimeter** • Understand and calculate area, perimeter and volume using appropriate mathematical methods and units. • Apply formulae to calculate the area of triangles and parallelograms and the volume of cuboids. • Compare and explain the relationships between area, perimeter and volume, including how shapes can have the same area but different perimeters. • Apply understanding of area, perimeter and volume to solve practical and real-life problems. **Statistics** • Collect, represent, interpret and analyse data presented in a range of formats, including bar charts, line graphs and pie charts.

- *Understand and apply knowledge of factors, multiples, prime numbers, square numbers and cube numbers.*
- *Apply the correct order of operations to solve calculations and explain mathematical reasoning.*
- *Use a range of calculation strategies to solve multi-step reasoning and problem-solving tasks.*

Ratio and Algebra

- *Use simple formulae, generate and describe sequences, and express mathematical relationships using algebraic notation.*
- *Solve equations and identify pairs of values that satisfy algebraic relationships involving two unknowns.*
- *Apply algebraic thinking to explore patterns, generate combinations and represent mathematical situations.*
- *Use ratio, proportion, scale factors, fractions and multiples to solve a range of reasoning and problem-solving tasks.*

- *Use statistical measures, including the mean, to describe and compare data sets.*
- *Construct and interpret pie charts accurately, applying knowledge of angles, fractions, proportions and percentages.*
- *Draw conclusions, identify trends and solve problems using evidence from data.*

Shape

- *Calculate missing angles using angle facts and properties of shapes, including triangles, quadrilaterals and polygons.*
- *Recognise, classify and describe 2D and 3D shapes using their mathematical properties and vocabulary.*
- *Draw and construct shapes accurately using appropriate mathematical equipment.*
- *Recognise, draw and interpret nets of common 3D shapes and relate them to their corresponding solids.*
- *Apply geometric knowledge to solve problems and explain mathematical reasoning using precise vocabulary.*

Geometry

- *Read, plot and interpret coordinates in all four quadrants, using coordinate grids to represent and describe position.*
- *Describe and perform translations and reflections, predicting and explaining their effects on shapes.*
- *Use coordinates and transformations to draw, complete and analyse shapes accurately.*
- *Apply knowledge of coordinates and transformations to solve reasoning and problem-solving tasks, using precise mathematical vocabulary.*

Vocabulary

At Greswold, children build on their vocabulary bases each year so that by year 5, most words have been mastered.

Number and place value						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
count	count on	count in steps	ascending	negative numbers	ten thousands	ten million
order	count back	count in multiples	descending	roman numerals	one hundred thousands	
compare	pattern	place value	10 or 100 more	1000 more	hundred thousands	
forwards	Hundred	estimate	10 or 100 less	1000 less	millions	
backwards	ones	compare	hundreds	thousands	powers of	
digit	tens	greater than (>)	value	round	integer	
one more	Multiple	less than (<)	represent	interval	negative number	
one less	Group	equal to (=)	is the same as	scale	positive number	
equal to	objects	number	place value	estimate	common multiple	
more than	number line	numeral	hundreds	position	common factor	
less than	value	digit	tens	between	prime number	
Number	digit	different	ones	sequence	composite number	
Count	order	count forwards	partition	nearest	square number	
Zero	equal to	count backwards	represent	thousand	cube number	
One	more than	before	value	one thousand	product	
Two	less than	after	number line	ten hundreds	divisible	
Three	fewer	next		place value chart	reasoning	
Same	greater than	sequence		expanded form		
Group	smaller than	order		exchange		
How many?	most	compare		more		
Bigger	least			less		
Smaller	Multiple			increase		
Next	partition			decrease		

	partitioning			pattern		
				sequence		
				estimate		
				scale		
				position		
				compare		
				nearest		
				roman numeral		
				symbol		
				i		
				v		
				x		
				l		
				c		
				approximation		

Addition and Subtraction						
Reception	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
add	2-digit number	sum	column addition	4-digit number		
plus	inverse	3-digit number	column subtraction	operations		
altogether	add	commutative	exchange	methods		
total	addition	plus	estimate	thousands		
take away /minus	plus (+)	minus	exchange	hundreds		
number bonds	subtract	equals	regroup	reasonable		
part	subtraction	total	column method	multi-step		
whole	minus (–)	altogether	place value	justify		
digit	equals (=)	sum	hundreds	reason		

	Number sentence	number bond	tens	accuracy		
	total	fact family	ones	calculate		
	answer	related facts	complement	operation		
	addition fact	difference	estimate			
	number bond	tens	calculation			
	part	ones	mental method			
	whole	partition	efficient method			
	pattern	recall	digit			
	pair	calculate	partition			
	make ten	mentally	strategy			
	more	combine	reasoning			
	altogether	number line	problem-solving			
	count on	number sentence				
	counters	change around				
	join	fact				
	group	calculation				
	solve	problem				
	problem	solve				
	explain	how many				
	part-whole model	concrete				
	take away	pictorial				
	fewer	abstract				
	less	represent				
	left					
	cross out					
	count back					
	How many?					
	jump					
	forward					

	backward					
	one more					
	one less					
	two more					
	two less					
	bridge					

Multiplication & Division						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
double	multiplication	multiplication tables	exchange	factor pairs	multiples	multi-digit numbers
half	multiply	commutative	mathematical statements	formal written layout	factors	long multiplication
twice as many	times	repeated addition	missing number problems	distributive law	prime numbers	short division
equal	lots of	groups of	integer scaling problems	remainders	square numbers	long division
unequal	groups of	array	derived facts	factor pair	cube numbers	remainder
share	equal groups	multiply	product	multiply by 10	short division	inverse
group	repeated addition	multiplication	factor	multiply by 100	product	estimate
odd	double	divide	multiple	divide by 10	dividend	factor
even	altogether	division	quotient	divide by 100	divisor	common factor
	total	times	remainder	calculation	quotient	multiple
	Count in 2s	lots of	partition	strategy	operations	common multiple
	Count in 5s	repeated addition	exchange	pattern	formal written method	prime number
	Count in 10s	share	inverse	reasoning	long multiplication	composite number
	division	grouping	calculation	efficiency	short division.	square number
	divide	fact family			problem-solving,	cube number
	share	inverse			multi-step problem	BIDMAS
	How many groups?	times table				brackets

	How many in each group?	product				Indices
	array	quotient				divide
	rows	solve				multiply
	columns	calculation				add
	group	equal				subtract
	equal	unequal				calculation
	same	group				operation
	more	groups				reasoning
	total	share equally				strategy
	counters	same amount				justify
	solve	set				
	problem	sort				
	explain	total				
	pattern	altogether				
	pair	sum				
	half	count on				
	twice	multiplied by				
	once	equals				
	find	number sentence				
	make	symbol				
		left over				
		operation				
		calculate				
		check				

Fractions/Decimals/Percentages						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	whole	three quarters	fraction	decimal equivalence	thousandths	integer
	half	third	equivalent fraction	hundredths	mixed numbers	decimal
	quarter		whole	convert	per cent %	decimal point
	equal parts	unit fractions	part	proper fractions	factors	place value
	fraction	non unit fractions	equal parts	improper fractions	integer	tenth
	whole	numerator	numerator	decimal point	complements	hundredth
	part	denominator	denominator	equal parts	common denominator	thousandth
	half	one whole	fraction wall	mixed number	fraction of an amount	round
	halves	equal parts	fraction strip	improper fraction	proportion	estimate
	quarter	unequal parts	represent	equivalent fraction		fraction
	one half	equal groups	compare	decimal		equivalent fraction
	one quarter	share	order	decimal point		decimal equivalent
	share	divide	interval	tenth		percentage
	divide	quantity	same value	hundredth		percent (%)
	equal groups	shape	one whole	hundredths		numerator
	object		tenths			denominator
	shape		fifths			convert
			sixths			proportion
			eighths			compare
			ascending			calculate
			descending			multiply
						divide
						percentage of an amount
						equivalent
						reasoning
						justify

easurement						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
measure	length	estimate	millimetre mm	kilometres km	decimal notation	conversion
wide	height	order	perimeter	rectilinear figure	scaling	formulae
long	longer / longest	centimetre cm	measurement	area	metric units	parallelograms
short	taller / tallest	metre m	equivalent	surface	imperial units	triangles
tall	shorter / shortest	measure	convert	space	inches	feet
heavy	higher / highest	estimate	compare	square	compound shape	cubic metre
weight	lower / lowest	ruler	estimate	square unit	irregular shapes	cubic millimetre
light	bigger	compare	ruler	count	square centimetres	cubic kilometre
big	smaller	order	tape measure	measure	square metres	gallons
biggest	order	kilogram kg	distance	cover	cubic centimetre	stones
full	same	gram g	perimeter	inside	cubic metres	ounces
empty	equal	quarter full	side	boundary	pounds	measure
	difference	three quarters full	edge	estimate	pints	measurement
	more than	litres l	capacity	calculate	imperial	convert
	less than	millilitres ml	volume	reasoning	ounces	conversion
	measure	mass	equivalent	property	gallons	compare
	measurement	weight	compare	area	stones	calculate
	distance	scales	estimate	surface	mile	problem-solving
	size	temperature	convert	space		reasoning
	record	degrees Celsius (°c)	container	square		accuracy
	read	thermometer	empty	square unit		dimensions
	start	heavier	calculate	count		justify
	end	lighter		side length		
	unit	hottest		total distance		
	centimetre (cm)	coldest		regular polygon		
	metre (m)	greater than (>)		missing length		
	mark	less than (<)				

	scale	equal to (=)				
	ruler					
	number					
	zero					
	line up					
	half/half full					

Measurement (Time)						
Reception	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
time	chronological order	intervals of time	analogue clock	convert	timeline	
quicker	days of the week	quarter past/to	roman numerals	interval	compare	
slower	months of the year	duration	12-hour clock	earlier	order	
before	month	time	24-hour clock	later	justify	
after	year	clock	a.m./p.m.	midday	explain	
first	o'clock	analogue clock	noon	midnight		
next	half past	hour	midnight	calendar		
today	second	minute	leap year	timetable		
yesterday	earlier	second	digital			
tomorrow	later	hour hand	digital clock			
morning		minute hand	duration			
afternoon		o'clock	start time			
evening		5 minutes	end time			
day		past	calendar			
week		to	timeline			

hour		earlier				
minutes						

Measurement (Money)						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
penny	money	value	price	budget	profit	expenditure
pence	coins	change	compare	transaction	purchase	income
pound	notes	amount	spend	estimate	sale	reduction
	pounds £	total	calculate	amount		discount
	pence p	altogether	difference	value		tax
	buy	cost	value	cheapest		interest
	sell	price	worth	most expensive		
	pay	spend	expensive	best value		
	cost	save	afford			
	shop	spend				
	1p	How much?				
	2p	£1				
	5p	£2				
	10p					
	20p					

Geometry - Properties of Shape						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
2D shape	sides	pentagon	angle	regular polygon	movement	radius
rectangle	corners	hexagon	right angle	irregular polygon	nets	diameter
square	properties	line of symmetry	acute angle	property	isosceles	circumference
circle	pyramids	properties	obtuse angle	classify	equilateral	dimensions
triangle	faces	cylinder	turn	symmetry	scalene	protractor
3D shape	cube	edges	quarter turn	symmetrical	trapezium	construct
cuboid	cuboid	vertices	half turn	line of symmetry	rhombus	geometry
cube	sphere	vertex	three-quarter turn	asymmetrical	parallelogram	reasoning
cone	cylinder	side	full turn	reflection	kite	justify
sphere	cone	corner	horizontal	compare	geometric shapes	interior angle
curved	pyramid	face	vertical	property	reflex angles	exterior angle
straight	face	edge	parallel	reflect	degrees	
flat	curved surface	pentagon	perpendicular	mirror line	one whole turn	
same	flat surface	hexagon	polygon		angles on straight line	
different	edge	cube	quadrilateral		angles around a point	
	sort	cuboid	triangle		vertically opposite	
	group	sphere	square		missing angles	
	rectangle	cone	polygon		degree (°)	
	pentagon		angle		protractor	
	hexagon		prism		measure	
					estimate	
					calculate	
					angle around a point	
					angle on a straight line	

Geometry – Position and direction						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
over	position	clockwise	position	co-ordinates	reflection	orientation
under	direction	anti-clockwise	direction	first quadrant	coordinate	transformation
between	movement	straight line	three-quarter turn	grid	x-axis	
around	whole turn	rotation	full turn	plot	y-axis	
through	quarter turn	arrange		polygon	translation	
on	half turn	sequence		axis	translate	
into	three-quarter turn	route		x-axis	point	
next to	turn	right		y-axis		
behind	left	turn		point		
beneath	right	whole turn		position		
order	forwards	half turn		locate		
repeat	backwards	quarter turn		geometry		
patterns	above	beside				
on top of	below	between				
	beside	above				
	between	below				
	next to					
	clockwise					
	route					

Statistics						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		data	table	time graph	timetable	pie chart
		pictograms	bar chart	discrete data	two-way tables	sector
		tally chart	one-step problem	continuous data	analyse	mean

	tally	two-step problem	line graph	represent	average
	block diagram	statistics	comparison problem	arrival	total
	table	pictogram	sum problem	departure	median
	sorting	pictograph	difference problem	duration	reasoning
	totalling	axis	calculate	journey	evidence
	horizontal	scale	interpret	schedule	data set
	vertical	table	statistics	category	
		two-way table	line graph	analyse	
		category	axes	trend	
		frequency	interval	pattern	
		total	interpret		
		compare	represent		
		survey	collect		
		information	increase		
		results	decrease		
		most	highest		
		least	lowest		
		greater than	most common		
		less than	least common		
		difference	conclusion		

Ratio and proportion						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
						relative size
						missing values
						integer multiplication
						percentages
						scale factor
						unequal sharing & grouping

Algebra						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
						formulae
						linear number sequences
						algebraically
						equation
						unknowns
						combinations
						variables

Long-Term Plan – Times Tables

	Autumn	Spring	Summer
Year 3		**Doubles** (5 weeks) **2 Times Table** (5 weeks) (8 facts) **Square Times Table** (5 weeks) (7 new facts) **5 Times Tables** (5 weeks) (6 new facts) **Consolidation** (3-5 weeks) *21 out of 35 facts learnt by end of Year 3*	
Year 4	**Recap** (3 weeks) **3 Times Table** (5 weeks) (5 new facts) **4 Times Table** (5 weeks) (4 new facts) *30 out of 36 facts learnt by end of Autumn Term*	**6 Times Table** (3 weeks) (3 new facts) **7 Times Table** (3 weeks) (3 new facts) **8 TT** (2 weeks) (1 new fact) **9 TT** (2 weeks) (0 new facts) **More squares** (1 wk) **10 & 11 TT** (1 wk) *All 36 facts learnt by mid Spring 2*	**12 Times Table** (4 weeks) **MTC Prep** (3 weeks) **MTC** 1 wk **Consolidation**
Year 5	**Daily Consolidation**	**Weekly Consolidation (weekly fluency lesson and weekly conceptual animation)**	
Year 6	**Weekly Consolidation**		