



| Key Concepts | Number | | | Fractions, Decimals, and percentages | Ratio and Proportion | Algebra | Measurement | Geometry | | Statistics |
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| | Number and place value | Addition and Subtraction | Multiplication and Division | | | | | Properties of shape | Position and direction | |

Mathematics equips pupils with the uniquely powerful set of tools to understand and change the world. These tools include logical reasoning, problem solving skills and the ability to think in abstract ways. Mathematics is important in everyday life. It is integral to all aspects of life and, with this in mind, at Brampton Village Primary school we endeavour to ensure that children develop positive attitudes towards mathematics that will stay with them always.

We aim to foster a sound understanding and enjoyment of all elements of mathematics, providing opportunities to develop skills through challenging, engaging and practical mathematical experiences. Through structured learning, pupils are encouraged to become **fluent** in the fundamentals of mathematics, with the ability to **reason** mathematically and apply skills and knowledge to **solve** mathematical problems.

We provide pupils with a rich mathematics curriculum and high quality teaching, to produce individuals who are numerate, creative, independent, inquisitive, enquiring and confident.

Our pupils should

- Have a well-developed sense of the size of a number and where it fits into the number system
- Know by heart age appropriate number facts such as number bonds, multiplication tables, doubles and halves
- Be confident using a range of mathematical resources to support their understanding
- Calculate accurately and efficiently, both mentally (using facts they know) and with written methods when needed, drawing on a range of calculation strategies
- Make sense of word problems, including non-routine/'real' problems and identify the operations needed to solve them
- Explain their methods and reasoning, using correct mathematical vocabulary
- To engage with open ended problem solving, communicating the process they have used as well as solutions
- Judge whether their answers are reasonable and have strategies for checking them where necessary
- Suggest suitable units for measuring and make sensible estimates of measurements
- Explain and make predictions from the numbers in graphs, diagrams, charts and tables
- Develop spatial awareness and an understanding of the properties of 2d and 3d shapes

| Key Concept | Year R | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
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| <p>Number and Place Value</p> | <p>Numbers to five</p> <p>Comparing quantities of identical objects.</p> <p>Comparing quantities of non-identical objects</p> <p>Counting 6, 7, 8, 9, 10</p> <p>Comparing groups up to 10.</p> <p>Counting to 20</p> | <ul style="list-style-type: none"> •count to and across 100, forwards and backwards, beginning with zero or one, or from any given number •count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens •given a number, identify one more and one less •identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least •read and write numbers from one to 20 in numerals and words | <ul style="list-style-type: none"> •count in steps of two, three, and five from zero, and in tens from any number, forward and backward •recognise the place value of each digit in a 2-digit number (tens, ones) •identify, represent and estimate numbers using different representations, including the number line •compare and order numbers from zero up to 100; use and = signs •read and write numbers to at least 100 in numerals and in words •use place value and number facts to solve problems | <ul style="list-style-type: none"> •count from zero in multiples of four, eight, 50 and 100; find ten or 100 more or less than a given number •recognise the place value of each digit in a 3-digit number (hundreds, tens, ones) •compare and order numbers up to 1000 •identify, represent and estimate numbers using different representations •read and write numbers up to 1000 in numerals and in words •solve number problems and practical problems involving these ideas | <ul style="list-style-type: none"> •count in multiples of six, seven, nine, 25 and 1000 •find 1000 more or less than a given number •count backwards through zero to include negative numbers •recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens, and ones) •order and compare numbers beyond 1000 •identify, represent and estimate numbers using different representations •round any number to the nearest ten, 100 or 1000 •solve number and practical problems that involve all of the above and with increasingly large positive numbers •read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value | <ul style="list-style-type: none"> •read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit •count forwards or backwards in steps of powers of ten for any given number up to 1 000 000 •interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero •round any number up to 1 000 000 to the nearest ten, 100, 1000, 10 000 and 100 000 •solve number problems and practical problems that involve all of the above •read Roman numerals to 1000 (M) and recognise years written in Roman numerals | <ul style="list-style-type: none"> •read, write, order and compare numbers up to 10 000 000 and determine the value of each digit •round any whole number to a required degree of accuracy •use negative numbers in context, and calculate intervals across zero •solve number and practical problems that involve all of the above |
| <p>Addition and subtraction</p> | <p>Sorting into groups</p> <p>Change within 5 – one more, one less.</p> <p>Introduce zero</p> <p>Number bonds to 5</p> <p>Comparing two groups to find a whole.</p> <p>Number bonds to ten.</p> <p>Adding by counting on.</p> <p>Taking away by counting back</p> | <ul style="list-style-type: none"> •read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs •represent and use number bonds and related subtraction facts within 20 •add and subtract single-digit and 2-digit numbers to 20, including zero •solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ | <p>Solve problems with addition and subtraction:</p> <ul style="list-style-type: none"> •using concrete objects and pictorial representations, including those involving numbers, quantities and measures •applying their increasing knowledge of mental and written methods •recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 <p>Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</p> <ul style="list-style-type: none"> •a 2-digit number and ones •a 2-digit number and tens •two 2-digit numbers •adding three single-digit numbers | <p>Add and subtract numbers mentally, including:</p> <ul style="list-style-type: none"> •a 3-digit number and ones •a 3-digit number and tens •a 3-digit number and hundreds •add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction •estimate the answer to a calculation and use inverse operations to check answers •solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction | <ul style="list-style-type: none"> •add and subtract numbers with up to four 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 contexts, deciding which operations and methods to use and why | <ul style="list-style-type: none"> •add and subtract whole numbers with more than four digits, including using formal written methods (columnar addition and subtraction) •add and subtract numbers mentally with increasingly large numbers •use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy •solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why | <p>Addition and Subtraction; Multiplication and Division:</p> <ul style="list-style-type: none"> •multiply multi-digit numbers up to four digits by a 2-digit whole number using the formal written method of long multiplication •divide numbers up to four digits by a 2-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 •divide numbers up to four digits by a 2-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context •perform mental |

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| | | | <ul style="list-style-type: none"> •show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot •recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems | | | | <p>calculations, including with mixed operations and large numbers</p> <ul style="list-style-type: none"> •identify common factors, common multiples and prime numbers •use their knowledge of the order of operations to carry out calculations involving the four operations •solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why •solve problems involving addition, subtraction, multiplication and division •use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy |
| Multiplication and division | <p>Doubling</p> <p>Halving and sharing</p> <p>Odds and evens</p> | <ul style="list-style-type: none"> •solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher | <ul style="list-style-type: none"> •recall and use multiplication and division facts for the two, five and ten multiplication tables, including recognising odd and even numbers •calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals ($=$) signs •show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot •solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts | <ul style="list-style-type: none"> •recall and use multiplication and division facts for the three, four and eight multiplication tables •write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers multiplied by one-digit numbers, using mental and progressing to formal written methods •solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects | <ul style="list-style-type: none"> •recall multiplication and division facts for multiplication tables up to 12×12 •use place value, known and derived facts to multiply and divide mentally, including: multiplying by zero and one; dividing by one; multiplying together three numbers •recognise and use factor pairs and commutativity in mental calculations •multiply 2-digit and 3-digit numbers by a single digit number using formal written layout •solve problems involving multiplying and adding, including using the distributive law to multiply 2-digit numbers by a single-digit number, integer scaling problems and harder correspondence problems such as n objects are connected to m objects | <ul style="list-style-type: none"> •identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers •know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers •establish whether a number up to 100 is prime and recall prime numbers up to 19 •multiply numbers up to four digits by a single- or 2-digit number using a formal written method, including long multiplication for 2-digit numbers •multiply and divide numbers mentally drawing upon known facts •divide numbers up to four digits by a single-digit number using the formal written method of short division and interpret remainders appropriately for the context •multiply and divide whole numbers and those involving decimals by ten, 100 and 1000 •recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) •solve problems involving multiplication and division including using their | |

| | | | | | | <p>knowledge of factors and multiples, squares and cubes</p> <ul style="list-style-type: none"> •solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign •solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates | |
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| Key Concept | Year R | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
| <p>Fractions, decimals, and percentages</p> <p>F Y1,2,3 FD Y4 FDP Y5, 6</p> | | <ul style="list-style-type: none"> •recognise, find and name a half as one of two equal parts of an object, shape or quantity •recognise, find and name a quarter as one of four equal parts of an object, shape or quantity | <ul style="list-style-type: none"> •recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity •write simple fractions [e.g. $\frac{1}{2}$ of 6 = 3] and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ | <ul style="list-style-type: none"> •count up and down in tenths; recognise that tenths arise from dividing an object into ten equal parts and in dividing single-digit numbers or quantities by ten •recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators •recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators •recognise and show, using diagrams, equivalent fractions with small denominators •add and subtract fractions with the same denominator within one whole e.g. $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$. •compare and order unit fractions, and fractions with the same denominators •solve problems that involve all of the above | <ul style="list-style-type: none"> •recognise and show, using diagrams, families of common equivalent fractions •count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten •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 •recognise and write decimal equivalents of any number of tenths or hundredths •recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$. •find the effect of dividing a single- or 2-digit number by ten and 100, identifying the value of the digits in the answer as ones, tenths and hundredths <ul style="list-style-type: none"> • round decimals with one decimal place to the nearest whole number • compare numbers with the same number of decimal places up to two decimal places • solve simple | <ul style="list-style-type: none"> •compare and order fractions whose denominators are all multiples of the same number •identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths •recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements $>$ one as a mixed number [e.g. $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$] •add and subtract fractions with the same denominator and denominators that are multiples of the same number •multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams •read and write decimal numbers as fractions [e.g. $0.71 = \frac{71}{100}$] •recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents •round decimals with two decimal places to the nearest | <ul style="list-style-type: none"> •use common factors to simplify fractions; use common multiples to express fractions in the same denomination •compare and order fractions, including fractions $>$ one •add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions •multiply simple pairs of proper fractions, writing the answer in its simplest form [e.g. $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$] •divide proper fractions by whole numbers [e.g. $\frac{1}{3} \div 2 = \frac{1}{6}$] •associate a fraction with division and calculate decimal fraction equivalents [e.g. 0.375] for a simple fraction [e.g. $\frac{3}{8}$] •identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by ten, 100 and 1000 giving answers up to three decimal places •multiply single-digit numbers with up to two decimal places by whole |

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| | | | | | <p>measure and money problems involving fractions and decimals to two decimal places</p> | <p>whole number and to one decimal place</p> <ul style="list-style-type: none"> •read, write, order and compare numbers with up to three decimal places •solve problems involving number up to three decimal places •recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal •solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a multiple of ten or 25 | <p>numbers</p> <ul style="list-style-type: none"> •use written division methods in cases where the answer has up to two decimal places •solve problems which require answers to be rounded to specified degrees of accuracy •recall and use equivalences between simple fractions, decimals and percentages, including in different contexts |
| Ratio and Proportion | | | | | | | <ul style="list-style-type: none"> •solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts •solve problems involving the calculation of percentages [e.g. of measures, and such as 15% of 360] and the use of percentages for comparison •solve problems involving similar shapes where the scale factor is known or can be found •solve problems involving unequal sharing and grouping using knowledge of fractions and multiples |
| Algebra | | | | | | | <ul style="list-style-type: none"> •use simple formulae •generate and describe linear number sequences •express missing number problems algebraically •find pairs of numbers that satisfy an equation with two unknowns |

| Key Concept | Year R | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
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| Measurement | <p>Introduce basic concepts of –</p> <p>Time (my day)</p> <p>Length, height and distance</p> <p>Weight</p> <p>Capacity</p> | <p>Compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> lengths and heights [e.g. long/short, longer/shorter, tall/short, double/half] mass/weight [e.g. heavy/light, heavier than, lighter than] capacity and volume [e.g. full/empty, more than, less than, half, half full, quarter] <p>Measure and begin to record the following:</p> <ul style="list-style-type: none"> lengths and heights mass/weight capacity and volume time (hours, minutes, seconds) recognise and know the value of different denominations of coins and notes sequence events in chronological order using language [e.g. before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] recognise and use language relating to dates, including days of the week, weeks, months and years tell the time to the hour and half past the hour and draw the hands on a clock face to show these times | <ul style="list-style-type: none"> choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels compare and order lengths, mass, volume/ capacity and record the results using >, < and = recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value find different combinations of coins that equal the same amounts of money solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change compare and sequence intervals of time tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times know the number of minutes in an hour and the number of hours in a day | <ul style="list-style-type: none"> measure, compare, add and subtract: lengths (m/ cm/mm); mass (kg/g); volume/capacity (l/ml) measure the perimeter of simple 2-D shapes add and subtract amounts of money to give change, using both £ and p in practical contexts tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight know the number of seconds in a minute and the number of days in each month, year and leap year compare durations of events [e.g. to calculate the time taken by particular events or tasks] | <ul style="list-style-type: none"> convert between different units of measure [e.g. kilometre to metre; hour to minute] measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres find the area of rectilinear shapes by counting squares estimate, compare and calculate different measures, including money in pounds and pence read, write and convert time between analogue and digital 12- and 24-hour clocks solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days | <ul style="list-style-type: none"> convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes estimate volume [e.g. using 1 cm³ blocks to build cuboids (including cubes)] and capacity [e.g. using water] solve problems involving converting between units of time use all four operations to solve problems involving measure [e.g. length, mass, volume, money] using decimal notation, including scaling | <ul style="list-style-type: none"> solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places convert between miles and kilometres (not covered in RS) recognise that shapes with the same areas can have different perimeters and vice versa recognise when it is possible to use formulae for area and volume of shapes calculate the area of parallelograms and triangles calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [e.g. mm³ and km³] |
| Key Concept | Year R | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |

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| <p>Properties of shape</p> | <p>Spatial awareness</p> <p>3-D shapes,</p> <p>2-D shapes.</p> <p>Exploring patterns</p> <p>Making simple patterns</p> | <p>Recognise and name common 2-D and 3-D shapes, including:</p> <ul style="list-style-type: none"> •2-D shapes [e.g. rectangles (including squares), circles and triangles] •3-D shapes [e.g. cuboids (including cubes), pyramids and spheres] | <ul style="list-style-type: none"> •identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line •identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces •identify 2-D shapes on the surface of 3-D shapes, [e.g. a circle on a cylinder and a triangle on a pyramid] •compare and sort common 2-D and 3-D shapes and everyday objects | <ul style="list-style-type: none"> •draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them •recognise angles as a property of shape or a description of a turn •identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle •identify horizontal and vertical lines and pairs of perpendicular and parallel lines | <ul style="list-style-type: none"> •compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes •identify acute and obtuse angles and compare and order angles up to two right angles by size •identify lines of symmetry in 2-D shapes presented in different orientations •complete a simple symmetric figure with respect to a specific line of symmetry | <ul style="list-style-type: none"> •identify 3-D shapes, including cubes and other cuboids, from 2-D representations •know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles •draw given angles, and measure them in degrees (°) identify: <ul style="list-style-type: none"> •angles at a point and one whole turn (total 360°) •angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°) •use the properties of rectangles to deduce related facts and find missing lengths and angles •distinguish between regular and irregular polygons based on reasoning about equal sides and angles | <ul style="list-style-type: none"> •draw 2-D shapes using given dimensions and angles •recognise, describe and build simple 3-D shapes, including making nets •compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons •illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius •recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles |
| <p>Position and direction</p> | | <ul style="list-style-type: none"> •describe position, direction and movement, including whole, half, quarter and three-quarter turns | <ul style="list-style-type: none"> •order and arrange combinations of mathematical objects in patterns and sequences •use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise) | | <ul style="list-style-type: none"> •describe positions on a 2-D grid as coordinates in the first quadrant •describe movements between positions as translations of a given unit to the left/right and up/down •plot specified points and draw sides to complete a given polygon | <ul style="list-style-type: none"> •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 | <ul style="list-style-type: none"> •describe positions on the full coordinate grid (all four quadrants) •draw and translate simple shapes on the coordinate plane, and reflect them in the axes |
| <p>Statistics</p> | | | <ul style="list-style-type: none"> •interpret and construct simple pictograms, tally charts, block diagrams and simple tables •ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity •ask and answer questions about totalling and comparing categorical data | <ul style="list-style-type: none"> •interpret and present data using bar charts, pictograms and tables •solve one-step and two-step questions [e.g. ‘How many more?’ and ‘How many fewer?’] using information presented in scaled bar charts and pictograms and tables | <ul style="list-style-type: none"> •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 | <ul style="list-style-type: none"> •solve comparison, sum and difference problems using information presented in a line graph •complete, read and interpret information in tables, including timetables | <ul style="list-style-type: none"> •interpret and construct pie charts and line graphs and use these to solve problems •calculate and interpret the mean as an average |

