Year 6	Autumn 1 7.5	Autumn 2 7	Spring 1 6	Spring 2 5	Summer 1 6	Summer 2 7
Maths (Shape taught twice a half term Friday)	Place value- 2.5 weeks Four operations- 5 weeks	Fractions- 3 weeks Area, Perimeter and Volume- 3 days (No RTP) Fractions- 3 weeks	Ratio- 2 weeks Algebra-2 weeks Decimals- 2 weeks	Fractions, Decimals and Percentages- 5 weeks Break up with shape- 1 week	1/2/3/4- Revision incl position and direction and Statistics 5- SATs 6- One week- foundation lessons	Measurements- Converting units- 1 week Money- 1 week Consolidation Problem solving Investigations Themed projects
RTP	6NPV-2 Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and non-standard partitioning. 6NPV-1 Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000). 6NPV-4 Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5	6F-1 Recognise when fractions can be simplified, and use common factors to simplify fractions. 6F-2 Express fractions in a common denomination and use this to compare fractions that are similar in value. 6F-3 Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose between reasoning and common denomination as a comparison strategy. 6Fr-1 Add and subtract fractions with different	6AS/MD-3 Solve problems involving ratio relationships. 6AS/MD-4 Solve problems with 2 unknowns.	6PS-5 solve problems which require knowing percentage, fraction and decimal equivalents 6G-1 Draw, compose, and decompose shapes, according to given properties, including dimensions, angles and area, and solve related problems. 6S-1 Compare and classify geometric shapes based on their properties and sizes 6S-2 Find unknown angles in any triangle or quadrilateral		

	and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts. 6NPV-3 Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round numbers, as appropriate, including in contexts. 6AS/MD-1 Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number). 6AS/MD-2 Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding.	denominators and mixed numbers, using the concept of equivalent fractions 6Fr-2 Multiply simple pairs of proper fractions 6Fr-3 Divide proper fractions by whole numbers 6NPV-4 Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.				

Year 5	Autumn 1 7.5	Autumn 2 7	Spring 1 6	Spring 2 5	Summer 1 6	Summer 2 7
Maths (Shape taught twice a half term Friday)	Place value- 4.5 weeks Addition and Subtraction- 3 weeks	Multiplication and Division- 3 weeks Fractions A - 4 weeks	Multiplication and Division- 3 weeks 11 Fractions B- 3 weeks	Decimals and Percentages- 4 weeks Negative numbers- 1 week	Decimals, including money- 3 weeks Perimeter and Area- 1 week	Measurement- Converting units and volume- 2 weeks Position and Direction- 1 week Statistics –1 week Consolidation
RTP	5-RN-1 - Read Roman Numerals to 1000 and recognise years written in Roman Numerals 5-C-1 Count forwards or backwards in steps of powers of 10 for any given number up to 1000	5PS-4 Add and subtract numbers up to 100,000 using columnar methods. 5PS-5 Manipulate the additive relationship (using numbers up to 100,000): Understand the inverse relationship between addition and subtraction, and how both relate to the part–part–whole structure. 5NF-1 Secure fluency in multiplication table facts, and corresponding division facts, through continued practice. 5MD-2 Find factors and multiples of positive whole numbers, including common factors and	5F-2 Find equivalent fractions and understand that they have the same value and the same position in the linear number system. 5M-1 Multiply numbers up to four digits by a 1 or 2 digit number using a formal written method 5MD-4 Divide a number with up to 4 digits by a one- digit number using a formal written method, and interpret remainders appropriately for the context. 5F-1 Find non-unit fractions of quantities. 5Fr-1 Multiply proper fractions and mixed numbers by whole numbers	5NPV-1 Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01 5NPV-2 Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and non-standard partitioning. 5NPV–3 Reason about the location of any number with up to 2 decimals places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each 5NPV-4 Divide 1 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2, 4, 5 and 10 equal parts. 5F–2 Find equivalent fractions and understand that they have the same value and the same position in the linear number system		5NPV-5 Convert between units of measure, including using common decimals and fractions. 5G-1 Compare angles, estimate and measure angles in degrees (°) and draw angles of a given size.

		common multiples, and express a given number as a product of 2 or 3 factors.		5NPV-3 Reason about the location of any number with up to 2 decimals places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each. 5F-3 Recall decimal fraction equivalents for % and for multiples of these proper fractions. 5PS-6 solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and those with a denominator of a multiple of 10 or 25 5NPV-5 Convert between units of measure, including using common decimals and fractions. 5G-2 Compare areas and calculate the area of rectangles (including squares) using standard units.	

Year 4	Autumn 1 7.5	Autumn 2 7	Spring 1 6	Spring 2 5	Summer 1 6	Summer 2 7
Maths (Shape taught twice a half term Friday)	Place value- 4.5 weeks Addition and Subtraction- 3 weeks	Multiplication and Division – 7 weeks	Fractions- 4 weeks Multiplication and Division- 2 weeks	Decimals- 4 (3) weeks Multiplication- MTC	Multiplication- MTC	Time- 2 weeks Money- 2 weeks Statistics- 1 week Position and Direction- 1 week
RTP	4NPV-1 Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100 4NPV-2 Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning. 4NPV-3 Reason about the location of any four-digit number in the linear number system, including identifying the	4NF-1 Recall multiplication and division facts up to 12 × 12 and recognise products in multiplication tables as multiples of the corresponding number. 5MD-3 Multiply any whole number with up to 4 digits by any one-digit number using a formal written method. 4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders, and interpret remainders appropriately according to the context.	4F-1 Reason about the location of mixed numbers in the linear number system. 4F-2 Convert mixed numbers to improper fractions and vice versa. 4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.		4NF-1 Recall multiplication and division facts up to 12 × 12 and recognise products in multiplication tables as multiples of the corresponding number.	4T-1 Read, write and convert time between analogue and digital 12- and 24-hour clocks 4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side- lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons. 4G-3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect

	previous and next multiple of 1,000 and 100, and rounding to the nearest of each. 4NPV-4 Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts. 4PS-3 Add and subtract up to four-digit numbers using columnar methods.	4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size. 4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100). 4MD-2 Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication. 4MD-3 Understand and apply the distributive property of multiplication.				to a specified line of symmetry. 4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quadrant.

Year 3	Autumn 1 7.5	Autumn 2 7	Spring 1 6	Spring 2 5	Summer 1 6	Summer 2 7
Maths (Shape taught twice a half term Friday)	Place value- 4 weeks Addition and Subtraction- 3.5 weeks	Addition and Subtraction- 7 weeks	Multiplication and Division- 6 weeks	Multiplication and Division- 3 weeks Fractions- 2 weeks	Fractions- 2 weeks Time- 3 weeks Money- 1 week	Statistics- 1 week Measurements- Length and Perimeter- 2 weeks Measurement- Mass and Capacity- 2 weeks
RTP	3NPV-4 Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts. 3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10 3NPV-2 Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning.	3NF-1 Secure fluency in addition and subtraction facts that bridge 10, through continued practice. 3AS-2 Add and subtract up to three-digit numbers using columnar methods. 3AS-1 Calculate complements to 100 3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part–part–whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction.	3NF-2 Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. 3NF-2 Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. 3MD-1 Apply known multiplication and division facts to solve contextual problems with different structures, including quotative and partitive division. 3NF-3 Apply place-value knowledge to known	3F-1 Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts. 3F-3 Reason about the location of any fraction within 1 in the linear number system. 3F-4 Add and subtract fractions with the same denominator, within 1	3NPV-4 Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts. 3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10 3T-1 Tell the time to the nearest minute	3G-1 Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations. 3G-2 Draw polygons by joining marked points, and identify parallel and perpendicular sides.

	3NPV-3 Reason about the location of any three-digit number in the linear number system, including identifying the previous and next multiple of 100 and 10 3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10	3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part–part–whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction. 3AS-1 Calculate complements to 100	additive and multiplicative number facts (scaling facts by 10). 3NPV-4 Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts.			

Year 2	Autumn 1 7.5	Autumn 2 7	Spring 1 6	Spring 2 5	Summer 1 6	Summer 2 7
Maths (Shape taught twice a half term Friday)	Place value- 5.5 weeks Addition and Subtraction- 2 weeks	Addition and Subtraction- 7 weeks	Multiplication and Division- 6 weeks	Time- 4 weeks Recap Addition and Subtraction- 1 week	Fractions- 3 weeks Money- 2 weeks	Measurement- Length and Height- 2 weeks Measurement- Mass and Capacity incl temperature – 2 weeks Position and Direction- 1 week Statistics- 1 week
RTP	2NPV-1 Recognise the place value of each digit in two-digit numbers, and compose and decompose two-digit numbers using standard and non-standard partitioning. 2NPV-2 Reason about the location of any two-digit number in the linear number system, including identifying the previous and next multiple of 10	2NF-1 Secure fluency in addition and subtraction facts within 10, through continued practice. 2AS-1 Add and subtract across 10 2AS-2 Recognise the subtraction structure of 'difference' and answer questions of the form, "How many more…?". 2AS-4 Add and subtract within 100 by applying related one-digit addition and subtraction facts: add and subtract any 2 two-digit numbers. 2AS-3 Add and subtract within 100 by applying related one-digit addition and	2MD-1 Recognise repeated addition contexts, representing them with multiplication equations and calculating the product, within the 2, 5 and 10 multiplication tables. 2MD-2 Relate grouping problems where the number of groups is unknown to multiplication equations with a missing factor, and to division equations (quotitive division).	2T-1 Tell the time to five minutes including quarter past and quarter to		2G-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.

		subtraction facts: add and subtract only ones or only tens to/from a two- digit number.				

Year 1	Autumn 1 7.5	Autumn 2 7	Spring 1 6	Spring 2 5	Summer 1 6	Summer 2 7
Maths (Shape taught twice a half term Friday)	Place value within 10- 7.5 weeks	Addition and Subtraction within 10- 7 weeks	Place value within 20- 3 weeks Addition and Subtraction within 20- 3 weeks	Time- 1 week Place value within 50- 3 weeks Money- 1 week	Multiplication and Division- 3 weeks Fractions 2 weeks Position and Direction- 1 week	Place value within 100- 3 weeks Measurement- Length and Height- 1 week Measurement Weight and Volume- 1 week Consolidation
RTP	1NPV-1 Count within 100, forwards and backwards, starting with any number. 1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using < > and =	1AS-1 Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers. 1NF-1 Develop fluency in addition and subtraction facts within 10 1AS-1 Compose numbers to 10 from 2 parts, and partition numbers to 10 into parts, including recognising odd and even numbers. 1AS-2 Read, write and interpret equations containing addition (+), subtraction (−) and equals (=) symbols, and relate	1NPV-1 Count within 100, forwards and backwards, starting with any number. 1NPV-2 Reason about the location of numbers to 20 within the linear number system, including comparing using < > and = 1AS-2 Read, write and interpret equations containing addition (+), subtraction (−) and equals (=) symbols, and relate additive expressions and equations to real-life contexts.	1T-1 Tell the time to the hour and half past 1NPV-1 Count within 100, forwards and backwards, starting with any number.	1NF-2 Count forwards and backwards in multiples of 2, 5 and 10, up to 10 multiples, beginning with any multiple, and count forwards and backwards through the odd numbers.	1NPV-1 Count within 100, forwards and backwards, starting with any number. 1G-1 Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another. 1G-2 Compose 2D and 3D shapes from smaller shapes to match an example, including manipulating shapes to place them in particular orientations.

		additive expressions and equations to real-life contexts.				

EYFS	Autumn 1 7.5	Autumn 2 7	Spring 1 6	Spring 2 5	Summer 1 6	Summer 2 7
Maths- Mastering Number	Subitising within 3 Counting skills Explore how all numbers are made of 1s Composition of 3 and 4 Subitise objects and sounds Compare sets by looking More than and fewer than	Counting skills 5 Compare sets and matching More than, fewer than, an equal number Whole and part Composition of 3, 4 and 5 Object counting Matching numerals to quantities within 10 Verbal counting beyond 20	Subitising within 5 Ordinality and the staircase pattern 1 more 5 6 and 7 as 5 and a bit Compare sets Make unequal sets equal	Staircase pattern and ordering numbers Ordering of numbers to 8 Less than 7 Doubles Sorting numbers- odd and even	Counting larger sets Subitising to 6- structured arrangements Composition 5 and a bit Composition of 10 Comparison and ordinality Track games Money	Subitise to 5 Rekenrek Automatic recall of bonds to 5 Compositi0n to 10 Comparison Number patterns Counting
Non- Mastering Number	Positional language Explore pattern	2d shapes Time	Match, sort and compare mass and capacity Length and Height	3d shapes	Spatial reasoning Match, Rotate, Manipulate Patterns and Relationships	Visualise and Build Deepening understanding Spatial reasoning