



Mathematics is a creative and highly inter-connected discipline that has been developed over centuries, providing the solution to some of history's most intriguing problems. It is essential to everyday life, critical to science, technology and engineering, and necessary for financial literacy and most forms of employment. A high-quality mathematics education therefore provides a foundation for understanding the world, the ability to reason mathematically, an appreciation of the beauty and power of mathematics, and a sense of enjoyment and curiosity about the subject. By the end of key stage 2, pupils are expected to know, apply and understand the matters, skills and processes as specified in the document below.

## Pupils should be taught:

- To become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
- To reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language.
- To solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

	Year 3	Year 4	Year 5	Year 6
<b>Topics studied</b>	Number and place value			
	Addition and subtraction	Addition and subtraction	Addition and subtraction	Addition and subtraction
	Multiplication and division	Multiplication and division	Multiplication and division	Multiplication and division
	Fractions	Fractions (including	Fractions (including	Fractions (including
	Measurement	decimals)	decimals and	decimals and
	Geometry – properties of	Measurement	percentages)	percentages)
	shape	Geometry – properties of	Measurement	Measurement
	Statistics	shape	Geometry – properties of	Geometry – properties of
		Geometry – position and	shape	shape
		direction	Geometry – position and	Geometry – position and
		Statistics	direction	direction





		Statis		Statistics Ratio and proportion Algebra
place value 10 or 100 mo than a given	bre or less number. he place value in a three- (hundreds, d order to 1000. Firesent and nbers using resentations. Find 1000 mo than a given r Count backwa zero to includ numbers. Recognise the of each digit in number (thou hundreds, ten ones). Order and con numbers beyon Identify, represent estimate num different represent Round any nu	DO.comp leastore or less humber. ards through e negativedeter eachards through e negativeCoun backy powee place value n a four-digit sands, ns, andInterp numb forwa with pmpare bond 1000.Whole throughesent and bers using esentations.Roun 1000 10, 10 cond 1000.umber to the 00 or 1000.Solve and that in	bare numbers to at 1 000 000 and rmine the value of digit. At forwards or wards in steps of ers of 10 for any given ber up to 1 000 000. pret negative bers in context, count ards and backwards positive and negative e numbers, including ugh zero. And any number up to 0 000 to the nearest 00, 1000, 10 000 and 000. e number problems practical problems involve all of the	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.





		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.	Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.	
Number - Addition and subtraction	Add and subtract numbers mentally, including: <ul> <li>a three-digit number and ones</li> <li>a three-digit number and tens.</li> <li>a three-digit number and tens.</li> <li>a three-digit number and hundreds.</li> </ul> <li>Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.</li> <li>Estimate the answer to a calculation and use inverse operations to check answers.</li>	Add and subtract numbers with up to 4 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.	Add and subtract whole numbers with more than 4 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	Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication. Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context. Divide numbers up to 4 digits by a two-digit number using the formal written method of short





missing nu using num value, and addition ar	blems, including umber problems, iber facts, place I more complex nd subtraction.	W	/hy.	division where appropriate, interpreting remainders according to the context. Perform mental
and divisionfacts for the multiplicationWrite and mathemati for multipli division us multiplication they know two-digit none-digit none-di	ion and division as 3, 4 and 8 ion tables. calculate ical statements cation and sing the ion tables that , including for umbers times d progressing to tten methods. olems, including umber problems, nultiplication on, including teger scaling and derived multiplication 0 multiply an mentally, ir multiply an mentally, ir multiply an mentally, ir multiply an mentally, ir multiply an mentally, ir multiply an mentally, ir Multiply two three-digit one-digit mental Solve problems	cts for fa on tables up to al nu fa value, known d facts to Ki d divide vo ncluding: nu by 0 and 1 ar ding by 1 nu tiplying together e numbers. Es nu and use factor commutativity in uf culations. M o-digit and di numbers by a di umber using fo ten layout. in lems involving m and adding, nu	Actors, including finding III factor pairs of a number, and common actors of two numbers. Anow and use the ocabulary of prime numbers, prime factors and composite (nonprime) numbers. Establish whether a number up to 100 is prime and recall prime numbers of to 19. Aultiply numbers up to 4 ligits by a one- or two- ligit number using a ormal written method, ncluding long nultiplication for two-digit numbers.	calculations, including with mixed operations and large numbers. 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 Mathematics. Solve problems involving addition, subtraction, multiplication and division. Use estimation to check answers to calculations





	distributive law to multiply	Multiply and divide	and determine, in the
	two digit numbers by one	numbers mentally drawing	context of a problem, an
	digit, integer scaling	upon known facts.	appropriate degree of
	problems and harder		accuracy.
	correspondence problems	Divide numbers up to 4	
	such as n objects are	digits by a one-digit	
	connected to m objects.	number using the formal	
	,	written method of short	
		division and interpret	
		remainders appropriately	
		for the context.	
		TOT THE CONTEXT.	
		Multiply and divide whele	
		Multiply and divide whole	
		numbers and those	
		involving decimals by 10,	
		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	
		knowledge of factors and	
		multiples, squares and	
		cubes.	





			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.	
Fractions,	Fractions.	Fractions (including	Fractions (including	Fractions (including
decimals and	Count up and down in	decimals)	decimals and percentages)	decimals and percentages)
percentages	tenths; recognise that	Recognise and show,	Compare and order	use common factors to
	tenths arise from dividing	using diagrams, families	fractions whose	simplify fractions; use
	an object into 10 equal	of common equivalent	denominators are all	common multiples to
	parts and in dividing one-	fractions.	multiples of the same	express fractions in the same denomination.
	digit numbers or quantities	Count up and down in	number.	
	by 10.	hundredths; recognise	Identify, name and write	Compare and order
	Recognise, find and write	that hundredths arise	equivalent fractions of a	fractions, including
	fractions of a discrete set	when dividing an object by	given fraction,	fractions > 1.
	of objects: unit fractions	one hundred and dividing	represented visually,	-
	and non-unit fractions with	tenths by ten.	including tenths and	Add and subtract fractions
	small denominators.	Solve problems involving	hundredths.	with different
		increasingly harder		denominators and mixed
		fractions to calculate		numbers, using the





Recognise and use	quantities, and fractions to	Recognise mixed	concept of equivalent
fractions as numbers: unit	divide quantities, including	numbers and improper	fractions.
fractions and non-unit	non-unit fractions where	fractions and convert from	
fractions with small	the answer is a whole	one form to the other and	Multiply simple pairs of
denominators.	number.	write mathematical	proper fractions, writing
		statements > 1 as a mixed	the answer in its simplest
Recognise and show,	Add and subtract fractions	number [for example, 2/5	form [for example, 1/4 ×
using diagrams,	with the same	+ 4/5 = 6/5 = 1 1/5 ].	1/2 = 1/8 ].
equivalent fractions with	denominator.		
small denominators.		Add and subtract fractions	Divide proper fractions by
	Recognise and write	with the same	whole numbers [for
Add and subtract fractions	decimal equivalents of	denominator and	example, 1/3 ÷ 2 = 1/6]
with the same	any number of tenths or	denominators that are	
denominator within one	hundredths.	multiples of the same	Associate a fraction with
whole [for example, 5/7 +		number.	division and calculate
1/7 = 6/7].	Recognise and write		decimal fraction
	decimal equivalents to	Multiply proper fractions	equivalents.
Compare and order unit	1/4, 1/2 and 3/4.	and mixed numbers by	
fractions, and fractions		whole numbers,	Identify the value of each
with the same	Find the effect of dividing	supported by materials	digit in numbers given to
denominators.	a one- or two-digit number	and diagrams.	three decimal places and
	by 10 and 100, identifying		multiply and divide
Solve problems that	the value of the digits in	Read and write decimal	numbers by 10, 100 and
involve all of the above.	the answer as ones,	numbers as fractions [for	1000 giving answers up to
	tenths and hundredths.	example, 0.71 = 71/100].	three decimal places
			multiply one-digit numbers
	Round decimals with one	Recognise and use	with up to two decimal
	decimal place to the	thousandths and relate	places by whole numbers.
	nearest whole number.	them to tenths,	
		hundredths and decimal	Use written division
		equivalents.	methods in cases where





	Compare numbers with		the answer has up to two
	the same number of	Round decimals with two	decimal places.
	decimal places up to two	decimal places to the	
	decimal places.	nearest whole number	Solve problems which
		and to one decimal place.	require answers to be
	Solve simple measure		rounded to specified
	and money problems	Read, write, order and	degrees of accuracy.
	involving fractions and	compare numbers with up	
	decimals to two decimal	to three decimal places.	Recall and use
	places.		equivalences between
		Solve problems involving	simple fractions, decimals
		number up to three	and percentages,
		decimal places.	including in different
			contexts.
		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 1/2, 1/4,	
		1/5, 2/5, 4/5 and those	
		fractions with a	
		denominator of a multiple	
		of 10 or 25.	





Measurement	Measure, compare, add	Convert between different	Convert between different	Solve problems involving
	and subtract: lengths	units of measure [for	units of metric measure	the calculation and
	(m/cm/mm); mass (kg/g);	example, kilometre to	(for example, kilometre	conversion of units of
	volume/capacity (l/ml).	metre; hour to minute].	and metre; centimetre and	measure, using decimal
			metre; centimetre and	notation up to three
	Measure the perimeter of	Measure and calculate the	millimetre; gram and	decimal places where
	simple 2-D shapes.	perimeter of a rectilinear	kilogram; litre and	appropriate.
		figure (including squares)	millilitre).	
	Add and subtract amounts	in centimetres and		Use, read, write and
	of money to give change,	metres.	Understand and use	convert between standard
	using both £ and p in		approximate equivalences	units, converting
	practical contexts.	Find the area of rectilinear	between metric units and	measurements of length,
	'	shapes by counting	common imperial units	mass, volume and time
	Tell and write the time	squares.	such as inches, pounds	from a smaller unit of
	from an analogue clock,		and pints.	measure to a larger unit,
	including using Roman	Estimate, compare and		and vice versa, using
	numerals from I to XII,	calculate different	Measure and calculate the	decimal notation to up to
	and 12-hour and 24-hour	measures, including	perimeter of composite	three decimal places.
	clocks.	money in pounds and	rectilinear shapes in	
		pence.	centimetres and metres.	Convert between miles
	Estimate and read time			and kilometres.
	with increasing accuracy		Calculate and compare	
	to the nearest minute;		the area of rectangles	Recognise that shapes
	record and compare time		(including squares), and	with the same areas can
	in terms of seconds.		including using standard	have different perimeters
	minutes and hours; use		units, square centimetres	and vice versa.
	vocabulary such as		(cm2) and square metres	
	o'clock, a.m/p.m.,		(m2) and estimate the	Recognise when it is
	morning, afternoon, noon		area of irregular shapes.	possible to use formulae
	and midnight.		area or irregular shapes.	for area and volume of
				shapes.





	Know the number of		Estimate volume [for	
	seconds in a minute and		example, using 1 cm3	Calculate the area of
	the number of days in		blocks to build cuboids	parallelograms and
	each month, year and		(including cubes)] and	triangles.
	leap year.		capacity [for example,	
			using water].	Calculate, estimate and
	Compare durations of			compare volume of cubes
	events [for example to		Solve problems involving	and cuboids using
	calculate the time taken		converting between units	standard units, including
	by particular events or		of time.	cubic centimetres (cm3)
	tasks].			and cubic metres (m3),
			Use all four operations to	and extending to other
			solve problems involving	units [for example, mm3
			measure [for example,	and km3].
			length, mass, volume,	
			money] using decimal	
Coorrecting	Drow 2 Dichonoo and	Compare and cleasify	notation, including scaling.	Drow 2 Dichonos weing
Geometry –	Draw 2-D shapes and	Compare and classify	Identify 3-D shapes,	Draw 2-D shapes using given dimensions and
properties of shape	make 3-D shapes using modelling materials;	geometric shapes, including quadrilaterals	including cubes and other cuboids, from 2-D	8
Sliape	recognise 3-D shapes in	and triangles, based on	representations.	angles.
	different orientations and	their properties and sizes.	representations.	Recognise, describe and
	describe them.		Know angles are	build simple 3-D shapes,
		Identify acute and obtuse	measured in degrees:	including making nets.
	Recognise angles as a	angles and compare and	estimate and compare	
	property of shape or a	order angles up to two	acute, obtuse and reflex	Compare and classify
	description of a turn.	right angles by size.	angles.	geometric shapes based
				on their properties and
	Identify right angles,	Identify lines of symmetry	Draw given angles, and	sizes and find unknown
	recognise that two right	in 2-D shapes presented	measure them in degrees.	angles in any triangles,
	angles make a half-turn,	in different orientations.		





	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.	Complete a simple symmetric figure with respect to a specific line of symmetry.	<ul> <li>Identify: <ul> <li>angles at a point and one whole turn.</li> <li>angles at a point on a straight line.</li> <li>1/2 a turn.</li> </ul> </li> <li>Other multiples of 90°.</li> <li>Use the properties of rectangles to deduce related facts and find missing lengths and angles.</li> <li>Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.</li> </ul>	<ul> <li>quadrilaterals, and regular polygons.</li> <li>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.</li> <li>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.</li> </ul>
Geometry – position and direction		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.	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.	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.





		Plot specified points and		
		draw sides to complete a		
		given polygon.		
Statistics	Interpret and present data using bar charts, pictograms and tables. Solve one-step and two- step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.	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	Solve comparison, sum and difference problems using information presented in a line graph. Complete, read and interpret information in tables, including timetables.	Interpret and construct pie charts and line graphs and use these to solve problems. Calculate and interpret the mean as an average
		other graphs.		
Ratio and proportion				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 [for example, 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		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.
		Enumerate possibilities of combinations of two variables.