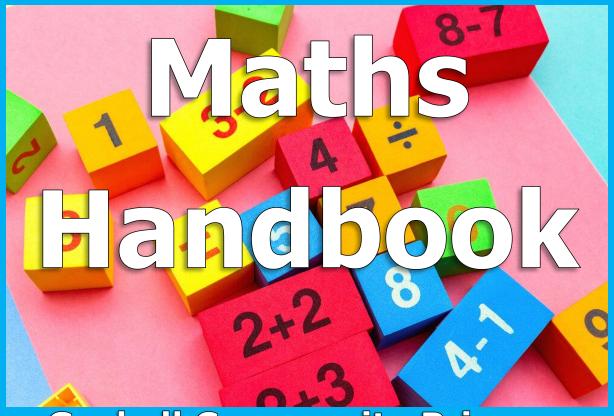
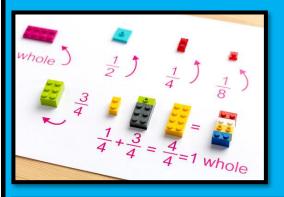


# Gaskell Community Primary School Together We Shine

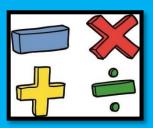
Maths Subject Leader: Steven Hawke

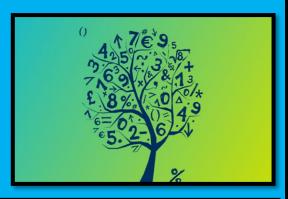


**Gaskell Community Primary** 



## School







## Intent

To allow our children to be resilient and inspired mathematicians who have the necessary tools to solve problems and communicate mathematically through concrete, pictorial and abstract strategies.

We want all the children at Gaskell Primary School to experience the beauty, power and enjoyment of mathematics and develop a sense of curiosity about the subject with a clear understanding. By experiencing Maths, our children will understand how Maths can give them the thirst for knowledge about the world they live in. Wider life experiences are limited in our school context and Maths will give the children the chance have excellent knowledge of surviving in the real world of today. By learning about the place they live in, they will gain the knowledge and skills to see how diverse the world around them is. Children will have the opportunity to gain confidence in applying their knowledge into problems and show reasoning. Throughout their time at Gaskell, the children will learn how to use money, read tables, and tell the time so that they can use and apply this outside of school life.

# Implentation

Every child is given the opportunity to be included in all aspects of school life and in all areas of the curriculum. Teaching and learning in the school ensures that all the children are set suitable learning challenges. A broad range of teaching styles are adopted in response to diverse learning needs. We make every effort to overcome potential barriers to learning and assessment for individuals and for groups of children. We aim for Gaskell Primary School to be an ideal learning environment for nurturing and developing the whole child.

### How are Maths lessons taught at Gaskell Primary School?

Children are taught Mathematics for approximately 1 hour daily. Support is determined during each lesson to ensure secure understanding based on the needs of each child. Challenge is visible throughout the whole session, where the children are asked to reason and prove their understanding at a deeper secure level. As a school, we follow the National Curriculum statements, as well as using the White Rose Maths scheme for support with resources and assessments. As a school, we recap on previous learning from Maths lessons or key learning areas such as; number bonds, doubles, times tables, quick re-call division facts etc. Teachers are well prepared and resourced to use intervention sessions to

leachers are well prepared and resourced to use intervention sessions to immediately tackle misconceptions and consolidate learning if not understood.

# Impact

By the end of KS2 we aim for the children to be fluent in the fundamentals of mathematics with a conceptual understanding and the ability to recall and apply knowledge rapidly and accurately. All of the children will have the skills to solve problems by applying their mathematics to a variety of situations with increasing confidence. Furthermore, the children will leave Gaskell enthusiastically keen to learn more about Maths as they start their new journey onto Key Stage 3 with an already broad knowledge of the subject.

# Maths Grown at Gaskell

Our school ethos is to place the child at the centre of everything we do. Our curriculum is designed to encourage, challenge and *enable our children to become successful and resilient citizens in today and tomorrow's*world. At Gaskell, through a broad and balanced curriculum, we will provide the children with the skills and knowledge they require for their lifetime. The curriculum encourages our children to be independent, resourceful, skilled, adaptable, flexible and empathetic.

Our school values are represented and underpinned by the curriculum drivers and form the basis of everything we do. They represent how we behave in, around and outside school from Nursery to Year 6, in all aspects of school life. They also support the teaching of British Values throughout the school.

# Our Principles

Our Curriculum develops the attitude, skills and knowledge for a successful life within Gaskell Primary School.

Our Curriculum is ambitious, developmental and responsive to the current needs of our children.

Our Curriculum
enables the
children to
learn more and
remember
more;
facilitating a
change of longterm memory.

## Values

**H**appiness

**E**mpathy

**A**mbition

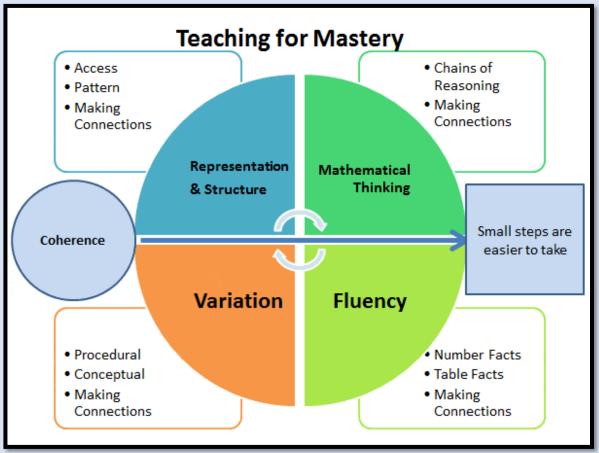
Respect

Resilience

**T**olerance

Self Confidence

# Mastery Approach



#### **Aims**

The national curriculum for mathematics aims to ensure that all pupils:

- 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.
- reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language
- can solve problems by applying their mathematics to a variety of routine and nonroutine problems with increasing sophistication, including breaking down problems into
  a series of simpler steps and persevering in seeking solutions.

The mastery approach structure is designed to develop long term retention of learning and to improve understanding. Children will be able to take the key skills they have learnt into the next year group so they can progress further.

## Maths Titles

Representation - Practical equipment used and a variety of different representation provided.

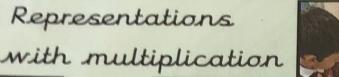
Fluency and Varied Fluency - A variety of questions which increase in difficulty to apply their understanding.

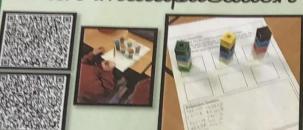
<u>Reasoning and Problem Solving -</u> Independently apply their learning and to apply creativity as well as make decisions to solve a problem.

Active Maths - Practical activity involving exercise and P.E Skills.

<u>Maths Journey Of The Week – Recap on sticky knowledge which is linked to prior learning.</u>

# Maths Titles In Books









24.1.22

XXIV.I.XXII

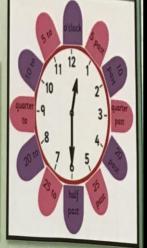
In our Maths lesson today, we worked in pairs and explored multiplication using manipulatives. We generated a word bank of vocabulary that we will use. Super Work!

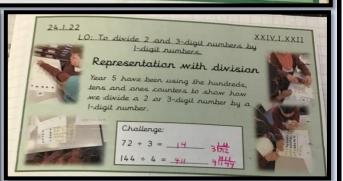
# Representations

with time









23 3 22

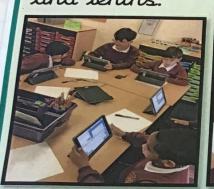
### Representations with subtraction

Today we used number squares to take away 10. We also used the number line method to subtract a 2 digit number form another 2-digit



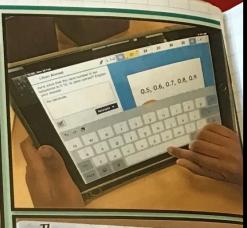
### 28.02.22

Representations with decimals and tenths.



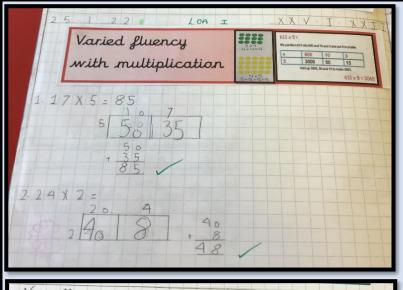
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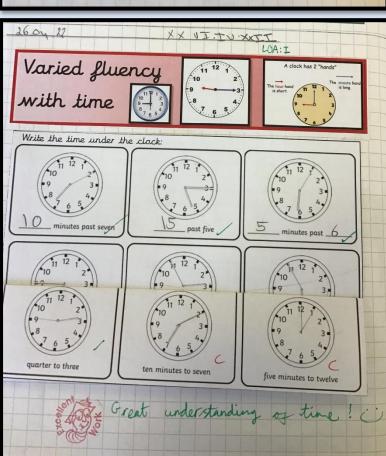


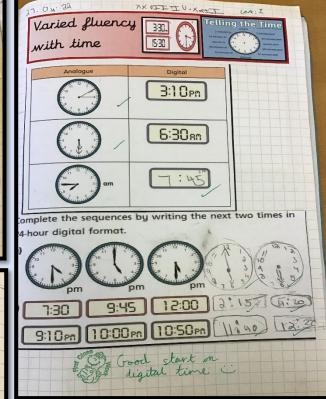


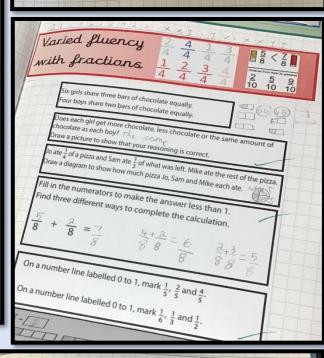
There are 2 on es and 3 tentra
The decimal represented is 23.

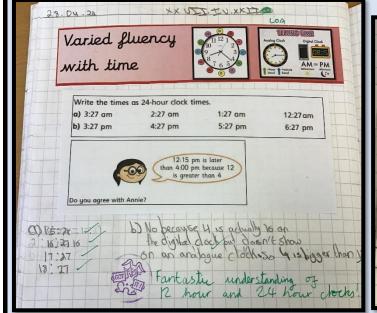
There are one one

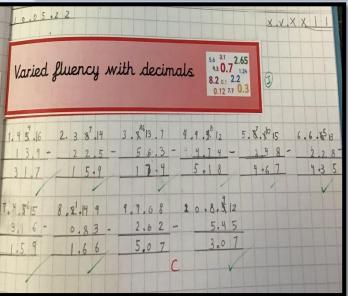


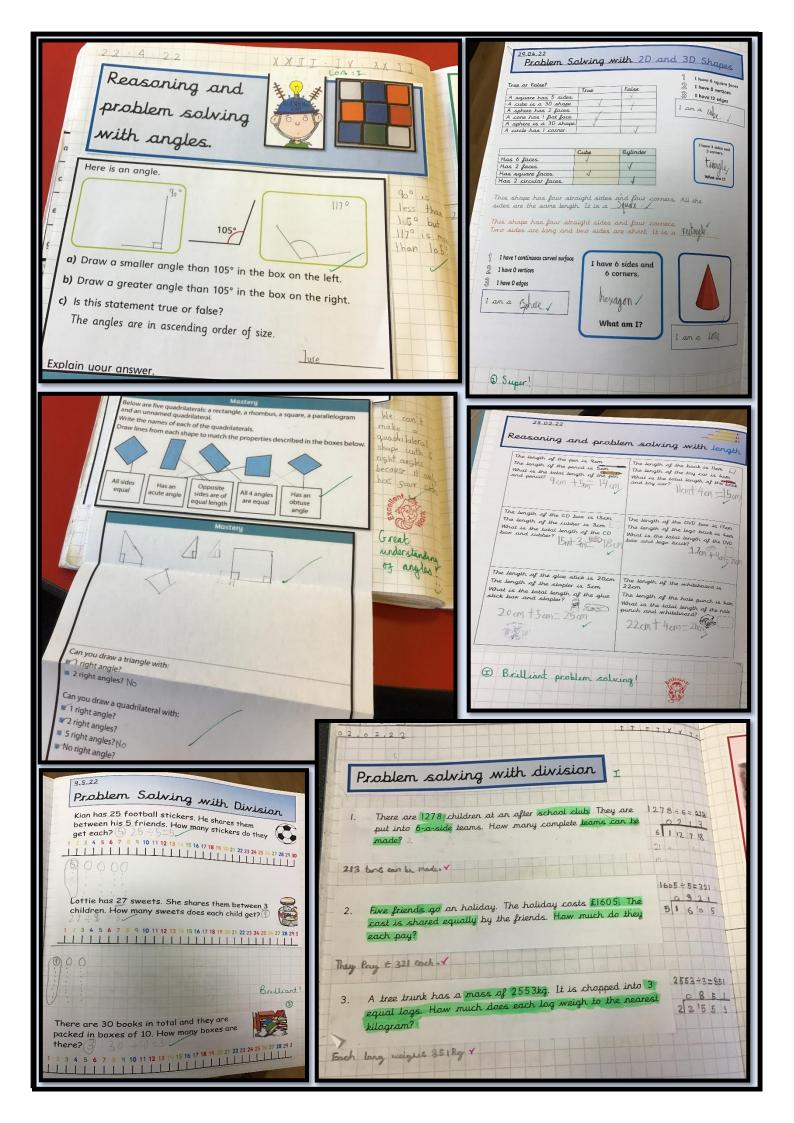


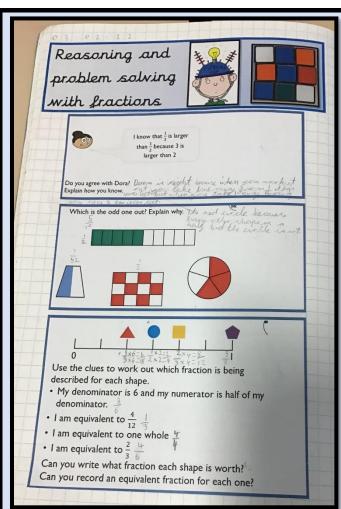


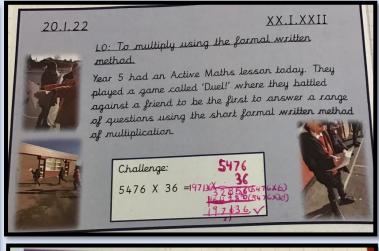


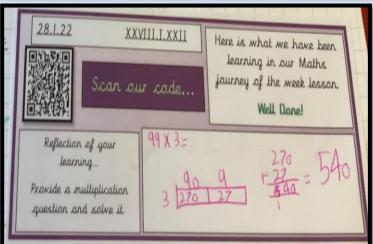


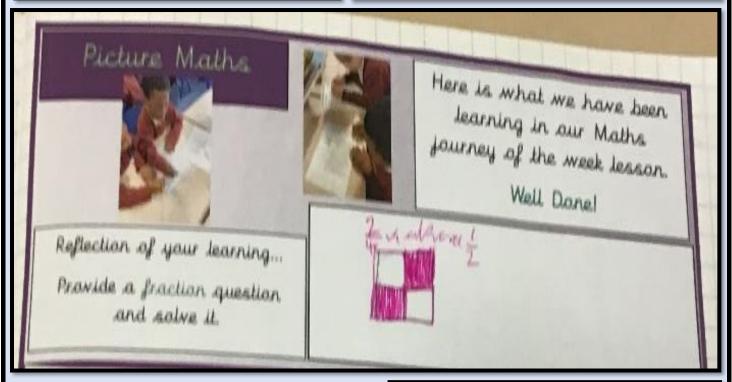












We also enjoy
using Seesaw
and LBQ





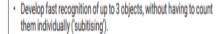


## Maths Curriculum Yearly Overviews

### Birth to Three

- Combine objects like stacking blocks and cups. Put objects inside others and take them out again.
- Take part in finger rhymes with numbers.
- React to changes of amount in a group of up to three items.
- Compare amounts, saying 'lots', 'more' or 'same'.
- Develop counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence.
- Count in everyday contexts, sometimes skipping numbers '1-2-3-5.'
- Climb and squeeze themselves into different types of spaces.
- Build with a range of resources.
- Complete inset puzzles.
- Compare sizes, weights etc. using gesture and language 'bigger/ little/smaller', 'high/low', 'tall', 'heavy'.
- Notice patterns and arrange things in patterns.

### Three and Four-Year-Olds



- Recite numbers past 5.
- Say one number for each item in order: 1,2,3,4,5.
- Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').
- Show 'finger numbers' up to 5.
- Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.
- Experiment with their own symbols and marks as well as numerals.
- Solve real world mathematical problems with numbers up to 5.
- Compare quantities using language: 'more than', 'fewer than'.
- Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.
- Understand position through words alone for example, "The bag is under the table," - with no pointing.
- Describe a familiar route.
- Discuss routes and locations, using words like 'in front of' and 'behind'.
- Make comparisons between objects relating to size, length, weight
- Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc.
- Combine shapes to make new ones an arch, a bigger triangle, etc.
- Talk about and identifies the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs', etc.
- Extend and create ABAB patterns stick, leaf, stick, leaf.
- Notice and correct an error in a repeating pattern.
- Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'

### Children in Reception

- Count objects, actions and sounds.
- Subitise.
- Link the number symbol (numeral) with its cardinal number value.
- · Count beyond ten.
- Compare numbers.
- Understand the 'one more than/one less than' relationship between consecutive numbers.
- Explore the composition of numbers to 10.
- Automatically recall number bonds for numbers 0–5 and some to 10.
- Select, rotate and manipulate shapes in order to develop spatial reasoning skills.
- Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.
- Continue, copy and create repeating patterns.
- Compare length, weight and capacity.

### Early Learning Goals

- Have a deep understanding of number to 10, including the composition of each number.
- Subitise (recognise quantities without counting) up to 5.
- Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

### Numerical Patterns

- · Verbally count beyond 20, recognising the pattern of the counting system.
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.









### Early Years Reception – long term overviews and objectives

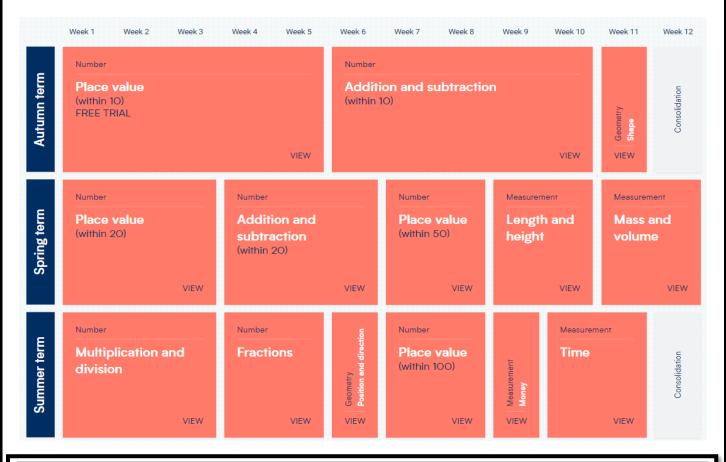
	Week 1 Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	
Autumn term	Getting to know you	Match and compa	are	Talk al measu and patter	ıre	It's m		Main Circles and mangles	1, 2, 3	, <b>4, 5</b> VIEW	Shapes with 4 sides	
Spring term	Alive in 5	Mass and capacity	Growi 6, 7, 8		Length height time		Buildi	ng 9 and	10 VIEW	Explor 3-D sl		
Summer term	To 20 and beyond	How many now?	Manip compo and decon	ose		haring and Visualise, I rouping and map			VIEW	Make connections	Consolidation	

Number – number and place value	Number – addition and subtraction	Number – multiplication and division
Count objects, actions and sounds Subitise Link the number symbol (numeral) with its cardinal number value. Count beyond ten. Compare numbers. Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10. Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Verbally count beyond 20, recognising the pattern of the counting system. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.	<ul> <li>Automatically recall number bonds for numbers 0 – 5 and some to 10.</li> <li>Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.</li> </ul>	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.      Measurement     Compare length, weight and capacity.
Number – fractions	Geometry – properties of shapes	
	Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.  Geometry – position and direction  Select, rotate and manipulate shapes to develop spatial reasoning skills.  Continue, copy and create repeating patterns.  Statistics  .	





### Year 1 – long term overview and objectives



#### Number - number and place value

- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- Count in multiples of twos, fives and tens
- · Read and write numbers to 100 in numerals
- Read and write numbers from 1 to 20 in numerals and words
- Begin to recognise the place value of numbers beyond 20 (tens
- Identify and represent numbers using objects and pictorial representations including the number line
- Use the language of: equal to, more than, less than (fewer), most, least
- Given a number, identify one more and one less
- Recognise and create repeating patterns with numbers, objects
- Identify odd and even numbers linked to counting in twos from
- Solve problems and practical problems involving all of the above

#### Number - addition and subtraction

- 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 one-digit and two-digit numbers to 20, including zero (using concrete objects and pictorial representations)
- Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 =

#### Number - multiplication and division

- Recall and use doubles of all numbers to 10 and corresponding halves
- 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

#### Measurement

- Measure and begin to record:
  - lengths and heights, using non-standard and then manageable standard units (m/cm)
  - mass/weight, using non-standard and then manageable standard
- units (kg/g) Measure and begin to record:
- capacity and volume using non-standard and then manageable standard units (litres/ml)
- time (hours/minutes/seconds)

within children's range of counting competence

- Compare, describe and solve practical problems for:
- lengths and heights (for example, long/short, longer/shorter, tall/short\_double/half)
- mass/weight (for example, heavy/light, heavier than, lighter
- Compare, describe and solve practical problems for:
- capacity and volume (for example, full/empty, more than, less

half, half full, quarter)

- ole, quicker, slower, earlier, later)
- Recognise and use language relating to dates, including days of the week, weeks, months and years
- Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening
- Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times
- Recognise and know the value of different denominations of coins and notes

#### Geometry - properties of shapes

- Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles
- · Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres

### Understand that a fraction can describe part of a whole

**Number – fractions** 

- Understand that a unit fraction represents one equal part of a
- Recognise, find and name a half as one of two equal parts of
- an object shape or quantity (including measure) nise, find and name a quarter as one of four equal parts
- of an object, shape or quantity (including measure)

#### Geometry – position and direction

- Describe movement, including whole, half, quarter and three-quarter turns
- · Recognise and create repeating patterns with objects and shapes
- Describe position and direction

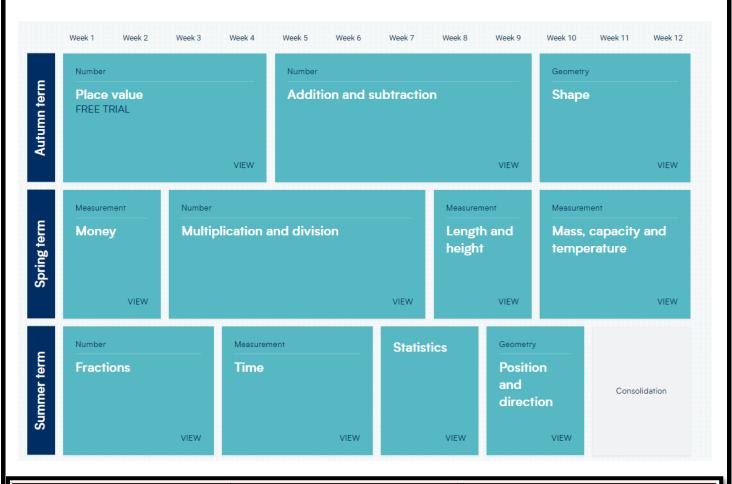
#### **Statistics**

- Sort objects, numbers and shapes to a given criterion and
- Present and interpret data in block diagrams using practical
- Ask and answer simple questions by counting the number of objects in each category
- · Ask and answer questions by comparing categorical data





### Year 2 – Long term overview and objectives



#### Number - number and place value

- Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- Read and write numbers to at least 100 in numerals and in words
- Recognise the place value of each digit in a two-digit number (tens
- Identify, represent and estimate numbers using different representations,
- including the number line Partition numbers in different ways (e.g. 23 = 20 + 3 and
- Compare and order numbers from 0 up to 100; use <, > and = signs
- Find 1 or 10 more or less than a given number Round numbers to at least 100 to the nearest 1 Understand the connection between the 10 mu

- Use place value and number facts to solve problems

#### Number - fractions

- Understand and use the terms numerator and
- Understand that a fraction can describe part of a set
- · Understand that the larger the denominator is, the more pieces it is split into and therefore the smaller each part will he
- Recognise, find, name and write fractions  $\frac{1}{2}$ ,  $\frac{1}{4}$ ,  $\frac{2}{4}$  and  $\frac{3}{4}$ of a length, shape, set of objects or quantity
- Write simple fractions for example,  $\frac{1}{2}$  of 6 = 3 and recognise the equivalence of  $\frac{2}{\lambda}$  and  $\frac{1}{\lambda}$
- Count on and back in steps of  $\frac{1}{2}$  and  $\frac{1}{4}$

#### Number - addition and subtraction

- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting)
- Select a mental strategy appropriate for the numbers involved in the calculation
- Show that addition of two numbers can be done in any order (commutative)
- and subtraction of one number from another cannot
- Understand subtraction as take away and difference (how many more, how many less/fewer)
- Recall and use number bonds for multiples of 5 totalling 60 (to support telling
- time to nearest 5 minutes)
- Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
- a two-digit number and ones
- a two-digit number and tens
- two two-digit numbers
- adding three one-digit numbers
- Recognise and use the inverse relationship between addition and subtraction
- and use this to check calculations and solve missing number problems
- Solve problems with addition and subtraction including with missing numbers: using concrete objects and pictorial representations, including those

### Geometry – properties of shapes

- 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
- Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]

#### Geometry - position and direction

- · Order/arrange combinations of mathematical objects in patterns/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)

- Compare and sort objects, numbers and common 2-D and 3-D shapes and everyday objects
- 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

#### Number – multiplication and division

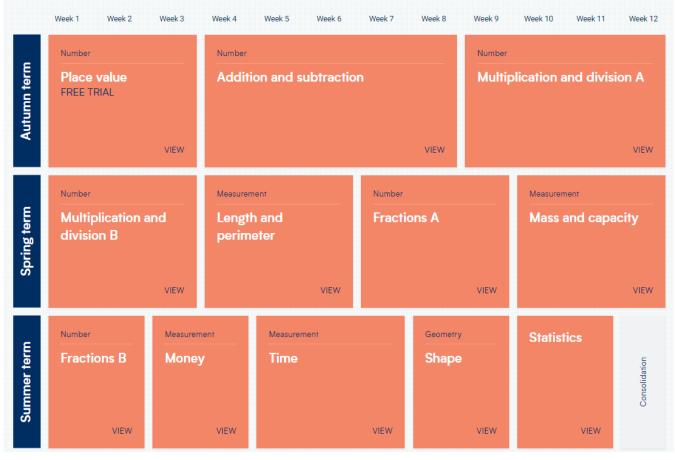
- Understand multiplication as repeated addition Understand division as sharing and grouping and that a division calculation can have a
- remainder Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- Derive and use doubles of simple two-digit numbers (numbers in which the ones total
- less than 10) Derive and use halves of simple two-digit even numbers (numbers in which the tens are
- Calculate mathematical statements for multiplication using repeated addition) and
- division within the multiplication tables and write them using the multiplication (×), division (+) and equals (=) signs
- Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

- Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity and volume (litres/ml) to the nearest appropriate unit, using rulers,
- · 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
- Compare and sequence intervals of time
- s, including quarter past/to the hour
- Know the number of minutes in an hour and the number of hours in a day
- Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change and measures (including time)





### Year 3 – long term overview and objectives



#### Number - number and place value

- Count from 0 in multiples of 4, 8, 50 and 100
- Count up and down in tenths
- Read and write numbers up to 1000 in numerals and in words
- Read and write numbers with one decimal place Identify, represent and estimate numbers using different
- representations (including the number line)
  Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- Identify the value of each digit to one decimal place
- Partition numbers in different ways (e.g. 146 = 100 + 40 + 6 and 146
- Compare and order numbers up to 1000
- Find 1, 10 or 100 more or less than a given number
- Round numbers to at least 1000 to the nearest 10 or 100
- Find the effect of multiplying a one- or two-digit number by 10 and 100, identify the value of the digits in the answer
- Describe and extend number sequences involving counting on or back in different steps
- Read Roman numerals from I to XII
- Solve number problems and practical problems involving these

- Show practically or pictorially that a fraction is one whole number divided by another (e.g.  $\frac{3}{4}$  can be interpreted as 3 ÷
- Understand that finding a fraction of an amount relates to
- Recognise that tenths arise from dividing objects into 10 equal parts and in dividing one-digit numbers or quantities by 10
- Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small
- 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 [for example,  $\frac{5}{4} + \frac{1}{4} = \frac{6}{4}$ ]
- Compare and order unit fractions, and fractions with the same denominators (including on a number line)
- nt on and back in steps of
- Solve problems that involve all of the above

#### Number – addition and subtraction

- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting,
- Select a mental strategy appropriate for the numbers involved in the
- Understand and use take away and difference for subtraction, deciding on the most efficient method for the numbers involved, irrespective o
- Recall/use addition/subtraction facts for 100 (multiples of 5 and 10)
- Derive and use addition and subtraction facts for 100
- Derive and use addition and subtraction facts for multiples of 100 totalling 1000
- Add and subtract numbers mentally, including:
  - a three-digit number and ones
  - a three-digit number and tens
  - a three-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

#### Geometry – properties of shapes

- Draw 2-D shapes and make 3-D shap materials; recognise 3-D shapes in different orientations and
- Recognise angles as a property of shape or a description of a
- 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

#### Geometry – position and direction

 Describe positions on a square grid labelled with letters and numbers

- Use sorting diagrams to compare and sort objects, numbers and common 2-D and 3-D shapes and everyday objects
- Interpret and present data using bar charts, pictograms and
- 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

#### Number – multiplication and division

- Choose an appropriate strategy to solve a calculation based upon the numbers
- involved (recall a known fact, calculate mentally, use a jotting, written method) Understand that division is the inverse of multiplication and vice versa
- Understand how multiplication and division statements can be represented using
- Understand division as sharing and grouping and use each appropriately
   Recall and use multiplication and division facts for the 3, 4 and 8 multiplication
- Derive and use doubles of all numbers to 100 and corresponding halves
- Derive and use doubles of all multiples of 50 to 500
- Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods
- Use estimation to check answers to calculations and determine, in the co problem, an appropriate degree of accuracy
- Solve problems, including missing number problems, involving multiplication and division (and interpreting remainders), including positive integer scaling problems and correspondence problems in which n objects are connected to m

#### Measures

p in practical contexts

- Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- Continue to estimate and measure temperature to the nearest degree (°C) using thermometers
- Understand perimeter is a measure of distance around the boundary of a shape
- Measure the perimeter of simple 2-D shapes
- 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/read time with increasing accuracy to the nearest minute
- Record/compare time in terms of seconds, minutes, hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon,
- Know the number of seconds in a minute and the number of days in each month, year and leap year
- Compare durations of events [for example to calculate the time taken by particular events or tasks1
- Continue to recognise and use the symbols for pounds (£) and pence (p)
- and understand that the decimal point separates pounds/pence • Recognise that ten 10p coins equal £1 and that each coin is  $\frac{1}{10}$  of £1
- Add and subtract amounts of money to give change, using both £ and
- oney and measures and simple problems in





### Year 4 – long term overview and objectives



#### Number - number and place value

- Count in multiples of 6, 7, 9, 25 and 1000
- · Count backwards through zero to include negative numbers
- Count up and down in hundredths
- Read and write numbers to at least 10 000
- Read and write numbers with up to two decimal places
   Recognise the place value of each digit in a four-digit number
- Identify the value of each digit to two decimal places
- Identify the value of each digit to two decimal places
   Partition numbers in different ways (e.g. 2.3 = 2+0.3 & 1+1.3)
- Identify, represent and estimate numbers using different
- representations (including the number line)
- Order and compare numbers beyond 1000
- Order and compare numbers with the same number of decimal places up to two decimal places
- Find 0.1, 1, 10, 100 or 1000 more or less than a given number
- Round any number to the nearest 10, 100 or 1000
- Round decimals (one decimal place) to the nearest whole number
- Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer
   Describe and extend number sequences involving counting on or back in
- different steps, including sequences with multiplication and division steps

  Read Roman numerals to 100 and know that over time, the numeral
- system changed to include the concept of zero and place value
- Solve number and practical problems that involve all of the above an

#### Number for the positive numbers

#### Number – fractions and decimals

- Understand that a fraction is one whole number divided by another (e.g.  $\frac{3}{4}$  can be interpreted as  $3 \div 4$ )
- Recognise, find and write fractions of a discrete set of objects including those with a range of numerators and denominators
- Recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten
- Count on and back in steps of unit fractions
- Compare and order unit fractions and fractions with the same denominators (including on a number line)
- Recognise and show, using diagrams, families of common equivalent fractions
- Recognise and write decimal equivalents of any number of tenths or hundredths
- Recognise and write decimal equivalents to <sup>1</sup>/<sub>4</sub>, <sup>1</sup>/<sub>2</sub>, <sup>3</sup>/<sub>4</sub>
- Add and subtract fractions with the same denominator (using diagrams)
- 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
- Solve simple measure and money problems involving fractions and decimals to two decimal places

#### Number – addition and subtraction

- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method)
- Involved (recall a known fact, calculate mentally, use a jotting, written method)
   Select a mental strategy appropriate for the numbers involved in the calculation
- Recall and use addition and subtraction facts for 100
- Recall and use +/- facts for multiples of 100 totalling 1000
- Derive and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place)
- Add and subtract mentally combinations of two and three digit numbers and
  desired to an additional along
- Add and subtract numbers with up to 4 digits and decimals with one decimal
  place using the formal written methods of columnar addition and subtraction
  where appropriate
- Estimate; 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
- Solve addition and subtraction problems involving missing numbers

#### Geometry – properties of shapes

- Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- 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
- Continue to identify horizontal and vertical lines and pairs of perpendicular and parallel lines
- Identify acute and obtuse angles and compare and order angles up to two right angles by size

### Geometry – position and direction

- Describe positions on a 2-D grid as coordinates in the first quadrant
- Plot specified points and draw sides to complete a given polygon
- Describe movements between positions as translations of a given unit to the left/right and up/down

#### Statistics

- Use a variety of sorting diagrams to compare and classify numbers and geometric shapes based on their properties and sizes
- Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts, time graphs
- Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graph

### Number – multiplication and division

- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall
  a known fact, calculate mentally, use a jotting, written method)
- Recognise and use factor pairs and commutativity in mental calculations
- Recall multiplication and division facts for multiplication tables up to  $12\times12$
- Use partitioning to double or halve any number, including decimals to one decimal place
- Use place value, known and derived facts to multiply and divide mentally, including
- multiplying by 0 and 1
- dividing by 1
- multiplying together three numbers
- Multiply two-digit and three-digit numbers by a one-digit number using formal written layout
- Divide numbers up to 3 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context
- Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
- Solve problems involving multiplying and adding, including using the distributive law to
  multiply two digit numbers by one digit, division (including interpreting remainders), integer
  scaling problems and harder correspondence problems such as n objects are connected to
  m objects

#### Measurement

- Estimate, compare and calculate different measures, including money in pounds and pence
- Order temperatures including those below 0°C
- Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- Know area is a measure of surface within a given boundary
- Find the area of rectilinear shapes by counting squares
- Convert between different units of measure [e.g. kilometre to metre; hour to minute]
- Read, write and convert time between analogue and digital 12- and 24-hour clocks
- Write amounts of money using decimal notation
- Recognise that one hundred 1p coins equal £1 and that each coin is <sup>1</sup>/<sub>100</sub> of £1
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days and problems involving money and measures





### Year 5 – long term overview and objectives



#### Number – number and place value

- Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000
- Count forwards and backwards in decimal steps
- Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit
- Read, write, order and compare numbers with up to 3 decimal places
- Identify the value of each digit to three decimal places
- Identify represent and estimate numbers using the number line
- Find 0.01, 0.1, 1, 10, 100, 100 and other powers of 10 more or less than a given number
- Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000
- Round decimals with 2 dps to the nearest whole number and to 1 dp Multiply/divide whole numbers and decimals by 10, 100 and 1000
- Interpret negative numbers in context, count on and back with positive
- and negative whole numbers, including through zero Describe and extend number sequences including those with
- multiplication/division steps and where the step size is a decimal Read Roman numerals to 1000 (M); recognise years written as such
- Solve number and practical problems that involve all of the above

#### Number – fractions, decimals and percentages

- Recognise mixed numbers and improper fractions and convert from one form to the other
- Read and write decimal numbers as fractions (e.g. 0.71 =  $\frac{71}{100}$ )
- Count on and back in mixed number steps such as 1<sup>1</sup>/<sub>2</sub>
- Compare and order fractions whose denominators are all multiples of the same number (including on a number line)
- Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths
- Recognise and use  $\frac{1}{1000}$  and relate them to  $\frac{1}{10'}\frac{1}{100}$  and decimal equivalents
- Add and subtract fractions with denominators that are the same and that are
- Write statements > 1 as a mixed number (e.g. <sup>2</sup>/<sub>5</sub> + <sup>4</sup>/<sub>5</sub> = <sup>6</sup>/<sub>5</sub> = 1 <sup>1</sup>/<sub>5</sub>)
- Multiply proper fractions and mixed numbers by w
- 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 <sup>1</sup>/<sub>v' d'</sub>
- $\frac{2}{5'}\frac{4}{5}$  and fractions with a denominator of a multiple of 10 or 25

#### Number – addition and subtraction

- Choose an appropriate strategy to solve a calculation based upon the numbers
- involved (recall a known fact, calculate mentally, use a jotting, written method) Select a mental strateay appropriate for numbers involved in the calculation
- Recall and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place)
- Derive and use addition and subtraction facts for 1 (with decimal numbers to two decimal places)
- Add and subtract numbers mentally with increasingly large numbers and decimals to
- Add and subtract whole numbers with more than 4 digits and decimals with two decimal places, including using formal written methods (columnar addition and
- 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
- Solve addition and subtraction problems involving missing numbers

#### Geometry – properties of shapes

- Distinguish between regular and irregular polygons based on reasoning about equal sides and angles
- Use the properties of rectangles to deduce related facts and find missing lenaths and anales
- Identify 3-D shapes from 2-D representations
- Know angles are measured in degrees: estimate and compare acute, obtuse and reflex anales
- Draw given angles, and measure them in degrees (°)
- Identify: angles at a point and 1 whole turn (total 360°), angles at a point on a straight line and 1/2 a turn (total 180°), other multiple

#### Geometry - position and direction

- Describe positions on the first quadrant of a coordinate grid
- Plot specified points and complete shapes
- 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

- Complete and interpret information in a variety of sorting diagrams
- (including those used to sort properties of numbers and shapes) Complete, read and interpret information in tables and timetables
- Solve comparison, sum and difference problems using information presented in all types of graph including a line graph
- Calculate and interpret the mode, median and range

#### Number – multiplication and division

- Choose an appropriate strategy to solve a calculation based upon the numbers
- involved (recall a known fact, calculate mentally, use a jotting, written method) 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, recall prime numbers up to 19
- Recognise and use square (2) and cube (3) numbers, and notation
- Use partitioning to double or halve any number, including decimals to two
- Multiply and divide numbers mentally drawing upon known facts
- Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes
- Multiply numbers up to 4 digits by a one- or tw
- Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context
- Use estimation/inverse to check answers to calculations; determine, in the context of a problem, an appropriate degree of accuracy
- Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign
- fractions and problems involving simple rates

- Use, read and write standard units of length and mass
- Estimate (and calculate) volume ((e.g., using 1 cm³ blocks to build cuboids (including cubes)) and capacity (e.g. using water) Understand the difference between liquid volume and solid volume
- Continue to order temperatures including those below 0°C
- en different units of metric
- Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints
- Measure/calculate the perimeter of composite rectilinear shapes
- Calculate and compare the area of rectangle, use standard units cm<sup>2</sup> and m<sup>2</sup> and estimate the area of irregular sho
- Continue to read, write and convert time between analogue and digital 12 and 24-hour clocks
- Solve problems involving converting between units of time
- Use all four operations to solve problems involving measure using decimal notation, including scaling





### Year 6 – long term overviews and objectives

Autumn term	Number Place value FREE TRIAL	Additi and di		raction, multiplicat	Number Fractions A		Fractions B		Measurement Converting units		
Ā	VIEW				VIEW		VIEW		VIEW	VIEW	
	Number	Number		Number	Number		Measuren	nent	Statis	tics	
Spring term	Ratio	Ratio Algebra		Decimals	decimal			Area, perimeter and volume			
SO.	VIEW		VIEW	VIEW		VIEW		VIEW		VIEW	
	Geometry		io	Themed project	ts, conso	lidation	and prob	lem solvii	ng		
Summer term	Shape		Geometry Position and direction								

#### Number – number and place value

- Count forwards or backwards in steps of integers, decimals, powers of 10
- Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit
- Identify the value of each digit to three decimal places
- Identify, represent and estimate numbers using the number line
- Order and compare numbers including integers, decimals and negative numbers
- Find 0.001, 0.01, 0.1, 1, 10 and powers of 10 more/less than a given number
- Round any whole number to a required degree of accuracy
- Round decimals with three decimal places to the nearest whole number or one or two decimal places
- Multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places
- Use negative numbers in context, and calculate intervals across zero
- Describe and extend number sequences including those with multiplication and division steps, inconsistent steps, alternating steps and those where the step size is a decimal
- Solve number and practical problems that involve all of the above

#### Number - fractions, decimals and percentages

- Compare and order fractions, including fractions > 1 (including on a number line)
- Use common factors to simplify fractions; use common multiples to express fractions in
- Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
- e a fraction with division and calculate decimal fraction equivalents (e.g. 0.375 ns with different denominators and mixed numbers, using th
- concept of equivalent fractions Multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. <sup>1</sup>/<sub>4</sub>x)
- Divide proper fractions by whole numbers (e.g. <sup>1</sup>/<sub>2</sub> ÷ 2 = <sup>1</sup>/<sub>6</sub>)
- Find simple percentages of amounts
- Solve problems involving fractions
- Solve problems which require answers to be rounded to specified degrees of accuracy
- Solve problems involving the calculation of percentages (e.g. of measures and such as 15% of 260) and the use of percentages for comparison

#### Ratio and proportion

- Solve problems involving the relative sizes of two quantities where missing values can be found using integer multiplication/division facts
- Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
- Solve problems involving similar shapes where the scale factor is known or can be

#### Number – addition and subtraction

- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method)
- Select a mental strategy appropriate for the numbers in the calculation
- Recall and use addition and subtraction facts for 1 (with decimals to 2 dp)
- Perform mental calculations including with mixed operations and large numbers and decimals
- Add and subtract whole numbers and decimals using formal writte methods (columnar addition and subtraction)
- Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
- Use knowledge of the order of operations to carry out calculations
- Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why
- · Solve problems involving all four operations, including those with missing

#### Geometry – properties of shapes

- Compare/classify geometric shapes based on the properties and sizes • Draw 2-D shapes using given dimensions and angles
- Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
- Recognise, describe and build simple 3-D shapes, including making nets
- . Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles
- · Find unknown angles in any triangles, quadrilaterals, regular polygons

#### Geometry – position and direction

- . Describe positions on the full coordinate grid (all four quadrants)
- . Draw and translate simple shapes on the coordinate plane, reflect them in

### **Statistics**

- Continue to complete and interpret information in a variety of sorting diagrams (including sorting properties of numbers and shapes)
- . Interpret and construct pie charts and line graphs and use these to solve
- Solve comparison, sum and difference problems using information presented in all types of graph

#### 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

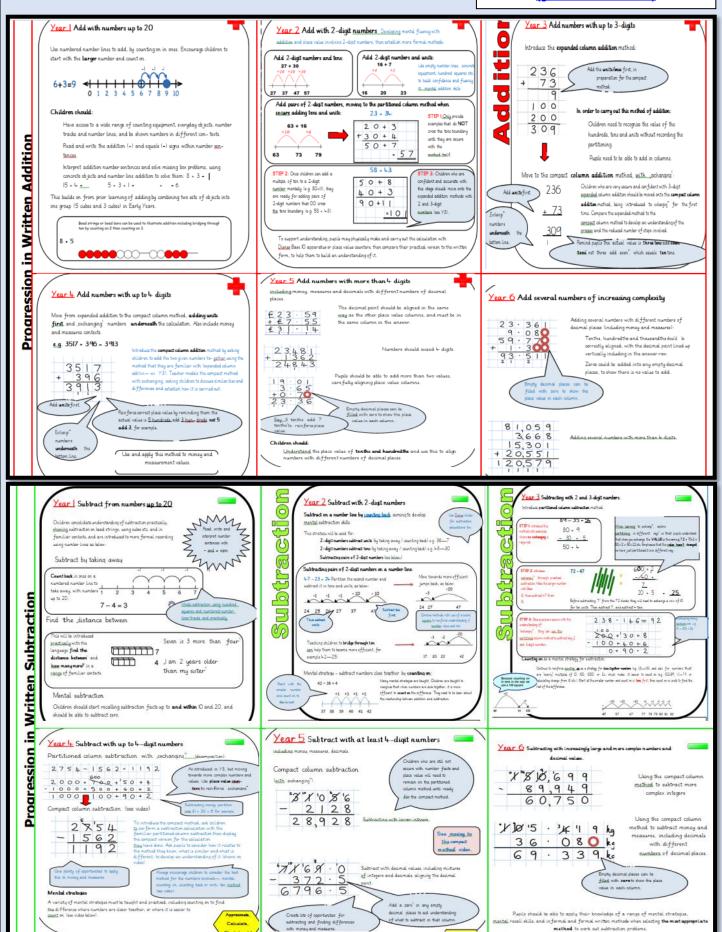
#### Number - multiplication and division

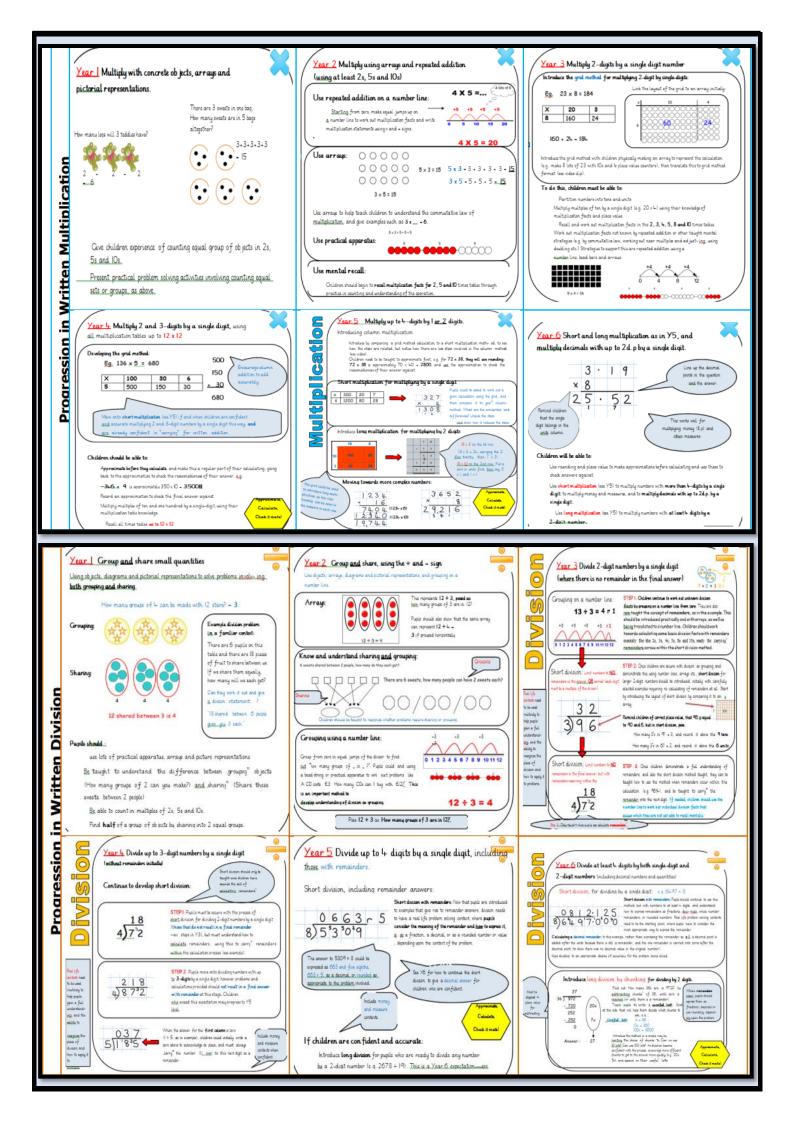
- Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a iottina, written method)
- Identify common factors, common multiples and prime numbers
- Use partitioning to double or halve any number
- Perform mental calculations, including with mixed operations and large numbers
- Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication
- Multiply one-digit numbers with up to two decimal places by whole numbers
- Divide numbers up to 4 digits by a two-digit whole number using the formal written methods of short or long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context
- Use written division methods in cases where the answer has up to two decimal places
- Use estimation and inverse to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
- Use knowledge of the order of operations to carry out
- Solve problems involving all four operations, including those with missing numbers

- · Use, read and write standard units of length, mass, volume and time using decimal notation to three decimal places
- Convert between standard units of length, mass, volume and time using decimal notation to three decimal places
- Convert between miles and kilometres
- Recognise that shapes with the same areas can have different perimeters and vice versa
- Calculate the area of parallelograms and triangl
- Recognise when it is possible to use formulae for area and volume of shapes
- Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubi etres (m³), and extending to other units (e.g. mm³ and km³)
- Calculate differences in temperature, including those that involved a positive and negative temperature
- · Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate

# Written Progression

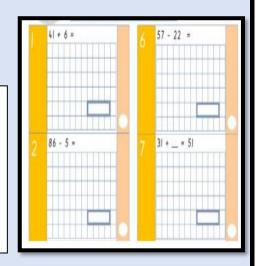
<u>Progression-in-Written-Methods.pdf</u> (gaskell.bolton.sch.uk)





## Arithmetic

Arithmetic tests are to be completed at least once per every 2 weeks to provide the children with the opportunity to develop their fluency. The test aims to develop their recall of important facts and concepts and practise their application of efficient strategies and methods.



# Maths Journey Of The Week

Maths journey of the week is to provide extra time to support the children with their understanding and recapping of the work they have explored that week. This lesson is based on a carousel system where different tables are completing a variety of different activities to strengthen, secure and explore maths further. It enables small groups to go over previous arithmetic test misconceptions. Children are able to use ICT and manipulatives to support their work.

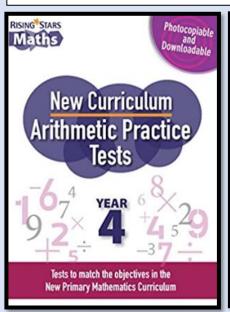
Gaskell Primary School on Twitter: "Class 4H are enjoying and working hard in their maths journey of the week lesson."

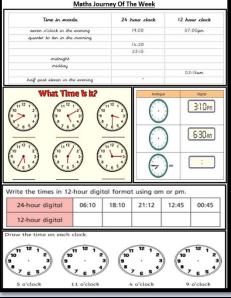


## Statistics



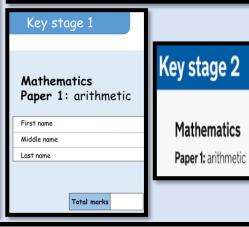
Scores are recorded weekly so that the progress of individual children and whole cohorts can be tracked.



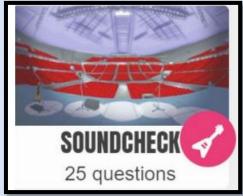




Gaskell Mathematicians
@GaskellMaths







Times table recall speed is fundamental to success in Mathematics and therefore it is crucial that the children are provided with regular opportunities to practise their recall of times table facts.

## SoundCheck

All the children within KS2 to complete 5 soundchecks each week. All scores will be recorded and the children are aware of their own targets and goals.

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	4	5	6	5	
	7	8	9	,	
	Delete	0	En	ter	

## Statistics

Statistics are accessed online and scores are tracked. Children understand where they need to be and have their own personalised goals. Children identified who require further practice are put into small interventions.



