

<p><b>Y3/4 Block A Term 1 (15 lessons)</b> <b>3/4 A1</b> <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b> <b><i>By the end of this sequence of lessons all pupils will be able to.....</i></b> <b>These objectives will also be revisited throughout the year</b></p>	
	<p><b>Year 3</b></p>	<p><b>Year 4</b></p>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul> </li> <li>add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction (number-lines –Diennes – column)</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>measure, compare, add and subtract: <b>lengths (m/cm/mm)</b>; mass (kg/g); volume/capacity (l/ml)</li> <li>know the number of seconds in a minute and the number of days in each month, year and leap year</li> </ul> <p><b>Geometry: properties of shape</b></p> <ul style="list-style-type: none"> <li>recognise angles as a property of shape or a description of a turn</li> <li>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</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</li> <li>estimate and use inverse operations to check answers to a calculation</li> <li>solve addition and subtraction two-step problems in contexts, (inc. money), deciding which operations and methods to use and why.</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>convert between different units of <b>measure (e.g. kilometre to metre; hour to minute)</b></li> <li><i>read, write and convert time between analogue and digital 12 and 24-hour clocks (mostly mental)</i></li> </ul> <p><b>Geometry: Properties of shapes</b></p> <ul style="list-style-type: none"> <li>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>identify acute and obtuse angles and compare and order angles up to two right angles by size</li> </ul>

<p><b>Y3/4 Block B Term 1 (15 lessons)</b>  <b>3/4B1</b>  <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b>  <i><b>By the end of this sequence of lessons all pupils will be able to.....</b></i>                      These objectives will also be revisited throughout the year</p>	
<p><b>Problem solving and reasoning</b></p>	<p><b>Year 3</b></p>	<p><b>Year4</b></p>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</li> <li>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 (numberlines – grid – column)</li> <li>solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.</li> </ul> <p><b>Fractions</b> (see NC notes and guidance)</p> <ul style="list-style-type: none"> <li>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</li> <li>recognise, find and write fractions of a discrete set of objects: unit fractions (<math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{1}{5}</math>) and non-unit fractions (<math>\frac{2}{3}</math>, <math>\frac{3}{4}</math>, <math>\frac{2}{5}</math>) with small denominators</li> <li>recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</li> <li>compare and order unit fractions, and fractions with the same denominator</li> <li>solve problems that involve all of the above.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></li> <li>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</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</li> </ul> <p><b>Fractions, decimals and percentages</b></p> <ul style="list-style-type: none"> <li>count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten</li> <li>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</li> </ul>

<p><b>Y3/4 Block C Term 1 (15 lessons)</b> <b>3/4C1</b> <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b> <i>By the end of this sequence of lessons all pupils will be able to.....</i> <b>These objectives will also be revisited throughout the year</b></p>	
	<p><b>Year 3</b></p>	<p><b>Year4</b></p>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul> </li> <li><b>add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction (numberlines – dienes – column)</b></li> <li>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>measure, compare, add and subtract: <b>lengths (m/cm/mm)</b>; mass (kg/g); volume/capacity (l/ml)</li> <li>measure the perimeter of simple 2-D shapes</li> <li><i>know the number of seconds in a minute and the number of days in each month, year and leap year</i></li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present data using bar charts, pictograms and tables</li> <li>solve one-step and two-step questions such as ‘How many more?’ and ‘How many fewer?’ using information presented in scaled bar charts and pictograms and tables.</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li><b>add and subtract numbers with up to 4 digits using the efficient written methods of columnar addition and subtraction where appropriate</b></li> <li>estimate and use inverse operations to check answers to a calculation</li> <li>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>convert between different units of <b>measure (e.g. kilometre to metre; hour to minute)</b></li> <li>measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> <li>find the area of rectilinear shapes by counting</li> <li><i>read, write and convert time between analogue and digital 12 and 24-hour clocks</i></li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present discrete data using bar charts and continuous data using line graphs</li> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> </ul> <p><i>Compare the impact of representations where scales have intervals of differing step sizes</i></p>

<p><b>Y3/4 Block D Term 1 (15 lessons)</b> <b>3/4D1</b> <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b> <b><i>By the end of this sequence of lessons all pupils will be able to.....</i></b> <b>These objectives will also be revisited throughout the year</b></p>	
<p><b>Problem solving and reasoning</b></p>	<p><b>Year 3</b></p>	<p><b>Year 4</b></p>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 3, 4, and 8 multiplication tables</li> <li>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 (numberline – grid – column)</li> <li>solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.</li> </ul> <p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>add and subtract fractions with the same denominator within one whole (e.g. <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math>)</li> <li><b>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</b></li> <li>compare and order unit fractions, and fractions with the same denominator</li> </ul> <p><b>Geometry: properties of shape</b></p> <ul style="list-style-type: none"> <li>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations; and describe them</li> <li>recognise angles as a property of shape or a description of a turn</li> <li>identify right angles, identify whether angles are greater than or less than a right angle</li> <li>identify horizontal, vertical, perpendicular and parallel lines in relation to other lines</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></li> <li>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</li> <li>recognise and use factor pairs and commutatively in mental calculations</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.</li> </ul> <p><b>Fractions, decimals and percentages</b></p> <ul style="list-style-type: none"> <li><b>find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</b></li> <li><b>round decimals with one decimal place to the nearest whole number</b></li> <li><b>compare numbers with the same number of decimal places up to two decimal places</b></li> <li>solve simple measure and money problems involving fractions and decimals to two decimal places.</li> <li>add and subtract fractions with the same denominator.</li> </ul> <p><b>Geometry: position and direction</b></p> <ul style="list-style-type: none"> <li>describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>plot specified points and draw sides to complete a given polygon.</li> </ul>

<p><b>Y3/4 Block A Term 2 (15 lessons)</b> <b>3/4A2</b> <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b> <i>By the end of this sequence of lessons all pupils will be able to.....</i> <b>These objectives will also be revisited throughout the year</b></p>	
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> </ul>	<p><b>Year 3</b></p> <p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers mentally, including:                             <ul style="list-style-type: none"> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul> </li> <li>add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction</li> <li><b>estimate the answer to a calculation and use inverse operations to check answers</b></li> <li><b>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.</b></li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>measure, compare, add and subtract: lengths (m/cm/mm); <b>mass (kg/g)</b>; volume/capacity (l/ml)</li> <li>measure the perimeter of simple 2-D shapes</li> <li><b>add and subtract amounts of money to give change, using both £ and p in practical contexts</b></li> <li>know the number of seconds in a minute and the number of days in each month, year and leap year</li> </ul> <p><b>Geometry: properties of shape</b></p> <ul style="list-style-type: none"> <li>recognise angles as a property of shape or a description of a turn</li> <li>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</li> </ul>	<p><b>Year 4</b></p> <p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</li> <li><b>estimate and use inverse operations to check answers to a calculation</b></li> <li>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>convert between different units of measure (e.g. kilometre to metre; <b>kg to g</b>, hour to minute)</li> <li>measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> <li>find the area of rectilinear shapes by counting squares</li> <li><b>estimate, compare and calculate different measures, including money in pounds and pence</b></li> <li><i>read, write and convert time between analogue and digital 12 and 24-hour clocks</i></li> </ul> <p><b>Geometry: Properties of shapes</b></p> <ul style="list-style-type: none"> <li>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>identify acute and obtuse angles and compare and order angles up to two right angles by size</li> <li><b>identify lines of symmetry in 2-D shapes presented in different orientations</b></li> <li><b>complete a simple symmetric figure with respect to a specific line of symmetry.</b></li> </ul>

<p><b>Y3/4 Block B Term 2 (15 lessons)</b> <b>3/4B2</b> <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b> <i><b>By the end of this sequence of lessons all pupils will be able to.....</b></i> <b>These objectives will also be revisited throughout the year</b></p>	
<p><b>Problem solving and reasoning</b></p>	<p><b>Year 3</b></p>	<p><b>Year 4</b></p>
<ul style="list-style-type: none"> <li>• Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>• Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>• Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>• Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li>• <i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li>• <i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li>• <i>find 1000 more or less than a given number</i></li> <li>• <i>count backwards through zero to include negative numbers</i></li> <li>• <i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>• order and compare numbers to and beyond 1000</li> <li>• identify, represent and estimate numbers using different representations</li> <li>• round any number to the nearest 10, 100 or 1000</li> <li>• solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>• read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>• recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</li> <li>• 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</li> <li>• <b>solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.</b></li> </ul> <p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>• count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</li> <li>• recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</li> <li>• recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</li> <li>• <b>recognise and show, using diagrams, equivalent fractions with small denominators</b></li> <li>• compare and order unit fractions with the same denominator</li> <li>• solve problems that involve all of the above.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>• recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></li> <li>• 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</li> <li>• recognise and use factor pairs and commutatively in mental calculations</li> <li>• multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>• <b>solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.</b></li> </ul> <p><b>Fractions, decimals and percentages</b></p> <ul style="list-style-type: none"> <li>• count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten</li> <li>• 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</li> <li>• <b>recognise and show, using diagrams, families of common equivalent fractions</b></li> <li>• add and subtract fractions with the same denominator.</li> </ul>

<p><b>Y3/4 Block C Term 2 (15 lessons)</b> <b>3/4C2</b> <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b> <i>By the end of this sequence of lessons all pupils will be able to.....</i> <b>These objectives will also be revisited throughout the year</b></p>	
<p><b>Problem solving and reasoning</b></p>	<p><b>Year 3</b></p>	<p><b>Year 4</b></p>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers mentally, including:                             <ul style="list-style-type: none"> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul> </li> <li>add and subtract numbers with up to three digits, using formal written methods of columnar + and -</li> <li>estimate the answer to a calculation and use inverse operations to check answers</li> <li><b>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction (money).</b></li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); <b>volume/capacity (l/ml)</b></li> <li><b>tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</b></li> <li><b>estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight</b></li> <li><b>know the number of seconds in a minute and the number of days in each month, year and leap year</b></li> <li><b>compare durations of events, for example to calculate the time taken by particular events or tasks.</b></li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present data using bar charts, pictograms and tables</li> <li>solve one-step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts, tables and pictograms.</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers with up to 4 digits using the efficient written methods of columnar addition and subtraction where appropriate</li> <li>estimate and use inverse operations to check answers to a calculation</li> <li><b>solve addition and subtraction two-step problems in contexts( money), deciding which operations and methods to use and why.</b></li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>convert between different units of measure (e.g. kilometre to metre; <b>l to ml</b>, hour to minute)</li> <li><b>read, write and convert time between analogue and digital 12 and 24-hour clocks</b></li> <li><b>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</b></li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present discrete data using bar charts and continuous data using line graphs</li> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> <li><i>Compare the impact of representations where scales have intervals of differing step sizes</i></li> </ul>

<p><b>Y3/4 Block D Term 2 (15 lessons)</b> <b>3/4D2</b> <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b> <b><i>By the end of this sequence of lessons all pupils will be able to.....</i></b> <b>These objectives will also be revisited throughout the year</b></p>	
	<p><b>Year 3</b></p>	<p><b>Year 4</b></p>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 3, 4, and 8 multiplication tables</li> <li>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</li> <li>solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.</li> </ul> <p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>add and subtract fractions with the same denominator within one whole (e.g. <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math>)</li> <li>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</li> <li>recognise and show, using diagrams, equivalent fractions with small denominators</li> <li>compare and order unit fractions with the same denominator</li> </ul> <p><b>Geometry: properties of shape</b></p> <ul style="list-style-type: none"> <li>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations; and describe them</li> <li>recognise angles as a property of shape or a description of a turn</li> <li>identify right angles, identify whether angles are greater than or less than a right angle</li> <li><b>identify horizontal, vertical, perpendicular and parallel lines in relation to other lines</b></li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></li> <li>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</li> <li>recognise and use factor pairs and commutatively in mental calculations</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.</li> </ul> <p><b>Fractions, decimals and percentages</b></p> <ul style="list-style-type: none"> <li><b>recognise and write decimal equivalents of any number of tenths or hundredths</b></li> <li><b>recognise &amp; write decimal equivalents to <math>\frac{1}{4}</math>; <math>\frac{1}{2}</math>; <math>\frac{3}{4}</math></b></li> <li>find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</li> <li><b>round decimals with one decimal place to the nearest whole number</b></li> <li><b>compare numbers with the same number of decimal places up to two decimal places</b></li> <li><b>solve simple measure and money problems involving fractions and decimals to two decimal places.</b></li> </ul> <p><b>Geometry: position and direction</b></p> <ul style="list-style-type: none"> <li><b>describe movements between positions as translations of a given unit to the left/right and up/down</b></li> <li>plot specified points and draw sides to complete a given polygon.</li> </ul>

<p><b>Y3/4 Block A Term 3 (15 lessons)</b>  <b>Ongoing/embedded AT1 and mental calculations</b></p>	<p><b>Learning Objectives :</b>  <b>By the end of this sequence of lessons all pupils will be able to.....</b></p>	
	<p><b>Year 3</b></p>	<p><b>Year 4</b></p>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul> </li> <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> <li>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</li> <li>measure the perimeter of simple 2-D shapes</li> <li>add and subtract amounts of money to give change, using both £ and p in practical contexts</li> <li>know the number of seconds in a minute and the number of days in each month, year and leap year</li> <li>compare durations of events, for example to calculate the time taken by particular events or tasks</li> </ul> <p><b>Geometry: properties of shape</b></p> <ul style="list-style-type: none"> <li>recognise angles as a property of shape or a description of a turn</li> <li>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</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li><i>add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</i></li> <li><i>estimate and use inverse operations to check answers to a calculation</i></li> <li><i>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</i></li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>convert between different units of measure (e.g. kilometre to metre; hour to minute)</li> <li>measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> <li>find the area of rectilinear shapes by counting squares</li> <li>estimate, compare and calculate different measures, including money in pounds and pence</li> <li>read, write and convert time between analogue and digital 12 and 24-hour clocks</li> <li>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present discrete data using bar charts and continuous data using line graphs</li> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> </ul>

<b>Y3/4 Block B Term 3 (15 lessons)</b> <b>Ongoing/embedded AT1 and mental calculations</b>	<b>Learning Objectives :</b> <b>By the end of this sequence of lessons all pupils will be able to.....</b>	
	<b>Year 3</b>	<b>Year 4</b>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall and use <math>\times</math> and <math>\div</math> facts for the 3, 4 &amp; 8s</li> <li>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</li> <li>solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which <math>n</math> objects are connected to <math>m</math> objects.</li> </ul> <p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</li> <li>recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</li> <li>recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</li> <li>recognise and show, using diagrams, equivalent fractions with small denominators</li> <li>compare and order unit fractions with the same denominator</li> <li>solve problems that involve all of the above.</li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present data using bar charts, pictograms and tables</li> <li>solve one-step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts, pictograms and tables.</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></li> <li>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</li> <li>recognise and use factor pairs and commutatively in mental calculations</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as <math>n</math> objects are connected to <math>m</math> objects.</li> </ul> <p><b>Fractions, decimals and percentages</b></p> <ul style="list-style-type: none"> <li>count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten</li> <li>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</li> <li>recognise and show, using diagrams, families of common equivalent fractions</li> <li>add and subtract fractions with the same denominator.</li> </ul> <p><b>Geometry: Properties of shapes</b></p> <ul style="list-style-type: none"> <li>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>identify acute and obtuse angles and compare and order angles up to two right angles by size</li> <li>identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>complete a simple symmetric figure with respect to a specific line of symmetry</li> </ul>

<b>Y3/4 Block C Term 3 (15 lessons)</b> <b>Ongoing/embedded AT1 and mental calculations</b>	<b>Learning Objectives :</b> <i>By the end of this sequence of lessons all pupils will be able to.....</i>	
	<b>Year 3</b>	<b>Year 4</b>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Solve one and two-step problems involving whole numbers, simple fractions and decimals, money and measures, including time and temperature, perimeter and applying multiplicative scaling</li> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>find 1000 more or less than a given number</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>read Roman numerals to 100 (I to C) and understand how, over time, the numeral system changed to include the concept of zero and place value.</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>a three-digit number and ones</li> <li>a three-digit number and tens</li> <li>a three-digit number and hundreds</li> </ul> </li> <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> <li>solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</li> <li>add and subtract amounts of money to give change, using both £ and p in practical contexts</li> <li>tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</li> <li>estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight</li> <li>know the number of seconds in a minute and the number of days in each month, year and leap year</li> <li>compare durations of events, for example to calculate the time taken by particular events or tasks.</li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present data using bar charts, pictograms and tables</li> <li>solve one-step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts, pictograms and tables</li> </ul>	<p><b>Addition and subtraction</b></p> <ul style="list-style-type: none"> <li>add and subtract numbers with up to 4 digits using the efficient written methods of columnar addition and subtraction where appropriate</li> <li>estimate and use inverse operations to check answers to a calculation</li> <li>solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.</li> </ul> <p><b>Measures</b></p> <ul style="list-style-type: none"> <li>convert between different units of measure (e.g. kilometre to metre; hour to minute)</li> <li>measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres</li> <li>find the area of rectilinear shapes by counting</li> <li>estimate, compare and calculate different measures, including money in £s and p</li> <li>read, write and convert time between analogue and digital 12 and 24-hour clocks</li> <li>solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> </ul> <p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>interpret and present discrete data using bar charts and continuous data using line graphs</li> <li>solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and simple line graphs.</li> <li><i>Compare the impact of representations where scales have intervals of differing step sizes</i></li> </ul>

<b>Y3/4 Block D Term 3 (15 lessons)</b> <b>Ongoing/embedded AT1 and mental calculations</b>	<b>Learning Objectives :</b> <b>By the end of this sequence of lessons all pupils will be able to.....</b>	
	<b>Year 3</b>	<b>Year 4</b>
<p><b>Problem solving and reasoning</b></p> <ul style="list-style-type: none"> <li>Represent a problem using number sentences involving more than one operation; draw and interpret diagrams and graphs</li> <li>Report orally on solutions to problems, providing explanations and decisions supported with an argument and reasons</li> <li>Identify and describe patterns, properties and relationships to establish invariants, apply in unfamiliar situations to make deductions; investigate a given statement and test with examples; collect data to create graphs and support an argument</li> </ul> <p><b>Number and Place Value</b></p> <ul style="list-style-type: none"> <li><i>count from 0 in multiples of 4, 8, 50 and 100</i></li> <li><i>count in multiples of 6, 7, 9, 25 and 1000</i></li> <li><i>count backwards through zero to include negative numbers</i></li> <li><i>recognise the place value of each digit in 3 and four-digit number (thousands, hundreds, tens, and ones)</i></li> <li>order and compare numbers to and beyond 1000</li> <li>identify, represent and estimate numbers using different representations</li> <li>read and write numbers to at least 1000 in numerals and in words</li> <li>round any number to the nearest 10, 100 or 1000</li> <li>solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall and use multiplication and division facts for the 3, 4, and 8 multiplication tables</li> <li>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</li> <li>solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.</li> </ul> <p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>add and subtract fractions with the same denominator within one whole (e.g. <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math>)</li> <li>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</li> <li>recognise and show, using diagrams, equivalent fractions with small denominators</li> <li>compare and order unit fractions with the same denominator</li> </ul> <p><b>Geometry: properties of shape</b></p> <ul style="list-style-type: none"> <li>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations; and describe them</li> <li>recognise angles as a property of shape or a description of a turn</li> <li>identify right angles, identify whether angles are greater than or less than a right angle identify horizontal, vertical, perpendicular and parallel lines in relation to other lines</li> </ul>	<p><b>Multiplication and division</b></p> <ul style="list-style-type: none"> <li>recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math></li> <li>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</li> <li>recognise and use factor pairs and commutatively in mental calculations</li> <li>multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>solve problems involving multiplying and adding, including using the distributive law and harder multiplication problems such as which n objects are connected to m objects.</li> </ul> <p><b>Fractions, decimals and percentages</b></p> <ul style="list-style-type: none"> <li>recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>recognise and write decimal equivalents to <math>\frac{1}{4}</math>; <math>\frac{1}{2}</math>; <math>\frac{3}{4}</math></li> <li>find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</li> <li>round decimals with one decimal place to the nearest whole number</li> <li>compare numbers with the same number of decimal places up to two decimal places</li> <li>solve simple measure and money problems involving fractions and decimals to two decimal places.</li> </ul> <p><b>Geometry: position and direction</b></p> <ul style="list-style-type: none"> <li>describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>describe movements between positions as translations of a given unit to the left/right and up/down plot specified points and draw sides to complete a given polygon.</li> </ul>

