The Leys Primary School Subject Overview for Maths - 2025-65 *'Becoming a Mathematician'*

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Nursery	**Number** Sorting by size, shape, colour Matching by size, shape, colour, Beginning to notice numerals in the environment. Beginning to say numbers in order, some of which are in the right order. Beginning to compare amounts using 'more' **Measure, Shape and Spatial Thinking** Comparing size	**Number** Sorting by size, shape, colour Matching by size, shape, colour, number Beginning to count in 1 to 1 correspondence Linking numerals to amount Comparing amounts using 'more' ,'lots', 'less' Reciting numbers in order Beginning to count on their fingers to 3 **Measure, Shape and Spatial Thinking** 2D shapes Everyday patterns	**Number** Sorting by size, shape, colour Matching by size, shape, colour, number Counting in 1 to 1 correspondence Subitising Linking numerals to amount Knowing that the last number reached when counting a small set of objects tells you how many there are in total (cardinal principle) Comparing amounts using 'more' ,'lots','more than', ,'fewer than' . **Measure, Shape and Spatial Thinking** 2D and 3D shapes Repeating patterns Comparing size and length	**Number** Sorting by size, shape, colour, number Matching by size, shape, colour, number Counting in 1 to 1 correspondence Subitising Comparing two small groups of up to three objects, saying when there are the same number of objects in each group. **Measure, Shape and Spatial Thinking** 2D shapes Comparing size ,length and height Positional language	**Number** Sorting by size, shape, colour,number Matching by size, shape, colour, number Counting in 1 to 1 correspondence Subitising Linking numerals to amount Comparing two small groups of up to four objects, saying when there are the same number of objects in each group. **Measure, Shape and Spatial Thinking** 2D shapes Comparing weight and capacity	**Number** Sorting by size, shape, colour,number Matching by size, shape, colour, number Counting Subitising Comparing Linking numerals to amount Comparing two small groups of up to five objects, saying when there are the same number of objects in each group. Solving real world mathematical problems **Measure, Shape and Spatial Thinking** Positional language Sequencing and ordering
Key Skills	Taking part in finger rhymes with numbers	Reciting numbers up to 5 Pointing or touching	Saying one number for each item in order: 1,2,3	Pointing or touching (tags) each item, saying	Linking numeral 5 and amounts.	Counting reliably up to 5 Linking numerals with

	e.g Once I got a fish alive , Five little monkeys . Using some number names and number language spontaneously Beginning to recognise numerals of personal significance e.g. their birthday Developing counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence. Counting in everyday contexts, sometimes skipping numbers - '1-2-3-5 Comparing size using 'big', 'small'	each item, saying one number for each item, using the stable order of 1,2,3 Counting up to three items, recognising that the last number said represents the total counted so far. Beginning to recognise numerals 0 to 3 Using some number names and number language within play, and may show fascination with large numbers Talking about and exploring 2D and 3D shapes using informal and mathematical language. Talking about and identifying different patterns around them e.g. stripes on clothes , patterns on wallpaper,and use informal language to describe it e.g. round , pointy	Beginning to count up to 5 in 1 to 1 Subitising up to 2 Linking numeral (1 to 4) to amount Showing finger numbers up to 4 Building models with a wide variety of shapes Comparing size and length using 'big', small', long' and 'short' Building / constructing using a variety of shapes and equipment Creating and extending repeating patterns ABAB	one number for each item, using the stable order of 1,2,3,4,5. Show finger numbers up to 5. Subitising up to 2 Uses some number names and number language within play, and may show fascination with large numbers Making comparisons between objects relating to size, length and height using small, big , long , short , tall. Using shapes appropriately for tasks e.g. a triangle for a hat Talking about and exploring 2D and 3D shapes using informal and mathematical language such as: sharp corners , pointy ,curvy ,sides . Shows an understanding of simple positional language such as : inside , under, on top	Experimenting with their own symbols and marks as well as numerals Showing finger numbers up to 5 Subitising up to 3 Combining shapes to make new one Comparing weight and capacity using heavy/ light, full /empty	amounts up to 5 and maybe beyond Solving real world mathematical problems with numbers up to 5. Subitising up to 3 Exploring using a range of their own marks and signs to which they ascribe mathematical meanings Using positional language such as :'in front of' , 'behind' Describing a familiar route using words such as in 'front' of and 'behind' Beginning to describe a sequence of events,real or fictional using words such as 'first', 'then'.
Key People						
Key subject links		STEAM week, Enterprise Day		STEAM week		STEAM week,
Key Vocabulary	More,lots,same, count, compare, numbers	More, less, circle, square, rectangle, triangle,	More,lots,same, fewer, count, compare, subitise,	full,empty, big,small. heavy,light, more,lots,	Compare, count, identify, full/ empty	Same, different compare,

	Big , small	lots,same, count, compare,pattern	shape, size , big , small, long , short ,pattern	the same, fewer, count, compare, subitise, inside , under, on top ,shapes	Heavy /light	correct,sequence, order in front , behind
Key Texts						
SMSC and British Values	• enable students to develop their self-knowledge, self-esteem and self-confidence • encourage respect for other people • an understanding of how students (citizens) can influence decision-making through discussion (the democratic process)					
Global Goals and School values	 **School Values: Inclusivity / Aspiration / Empowerment / Empathy / Determination / Respect**					
The Leys Pathways	• **Explore** familiar and unfamiliar roles and experiences • **Communicate** in a two way conversation • **Understand** my feelings and respond to the feelings of others • **Solve** problems independently with resilience					
EYFS Reception	Number Matching by size, shape, colour, number Sort by size, shape, colour and numbers Comparing amounts using 'more', fewer' and	Number Representing 1, 2 and 3 Comparing 1, 2 and 3 Composition of 1, 2 and 3 Number 4	Number Introducing 0 Comparing numbers to 5 Composition of 4 and 5 Numbers 6, 7 and 8	Number Numbers 9 and 10 Comparing numbers to 10 Number bonds to 10 **Measure, Shape and Spatial Thinking**	Number Consolidating key skills- subitising, counting, composition, sorting and matching, comparing and ordering Building numbers beyond 10	Number Consolidating key skills- subitising, counting, composition, sorting and matching, comparing and ordering Doubling

	'same' **Measure, Shape and Spatial Thinking** Comparing size using 'big', 'small', 'large'. 'Little' Making simple repeating patterns	Number 5 One more and one less **Measure, Shape and Spatial Thinking** Circles and Triangles Positional language Shapes with 4 sides Night and day	Making pairs Combining 2 groups **Measure, Shape and Spatial Thinking** Comparing mass Comparing capacity Comparing Length and height Time- sequencing events, days of the week	3D shapes Patterns	Counting patterns beyond 10 Adding more Taking away **Measure, Shape and Spatial Thinking** Spatial reasoning	Sharing and grouping Even and odd **Measure, Shape and Spatial Thinking** Spatial reasoning Patterns and relationships
Key Skills	Matching Sorting Comparing using 'more', 'fewer' and 'the same' Order numbers to 3 Comparing size using 'big', 'small', 'large'. 'Little' Copying, continuing and creating simple patterns	Subitising to 5 1:1 correspondence Counting to 5 Representing numbers in different ways Comparing using 'more', 'fewer' and 'the same' Combining 2 numbers to make numbers 1-3 Using positional language. Find one more and one less Recognise simple 2D shapes	Recognising numeral 0 and what it means Comparing using 'more', 'fewer' and 'the same' Combining 2 numbers to make numbers 4 and 5 Compare mass using 'heavier' and 'lighter' Compare capacity using 'full', 'empty', 'half full', 'half empty' 1:1 correspondence Counting to 8 Recognise groups of 2-pairs	1:1 correspondence Counting to 10 Comparing using 'more', 'fewer' and 'the same' Order quantities Number bonds to 5 Number bonds to 10 Recognise 3D shapes Copying, continuing and creating more complex patterns	Subitising Counting Composition of numbers Sorting and matching Comparing and ordering Identify numbers to 20 Counting patterns beyond 10 Spatial reasoning Counting on from a given number Subtracting	Subitising Counting Composition of numbers Sorting and matching Comparing and ordering Doubling numbers to 5 Sharing and grouping number Recognising odd and even numbers Spatial reasoning Copying, continuing and creating more complex

		To describe when things happen e.g today, tomorrow, morning, night, evening	Combine 2 groups of objects and say how many altogether Compare length and height using 'taller', 'shorter', 'tallest', 'shortest', longer', 'longest' Sequence days of the week Sequence familiar events			patterns
Key People						
Key subject links		STEAM week, Enterprise Day		STEAM week		STEAM week,
Key Vocabulary	Sort, match 'more', 'fewer' and 'the same' 'big', 'small', 'large'. 'Little' Subitize Pattern	Number names, makes, equal, add, plus, altogether 'more', 'fewer' and 'the same' On, in, under, behind, in front, next to today, tomorrow, morning, night, evening Circle, triangle, square, rectangle	Number names, makes, equal, add, plus, altogether 'more', 'fewer' and 'the same' 'heavier' and 'lighter' 'full', 'empty', 'half full', 'half empty' taller', 'shorter', 'tallest', 'shortest', longer', 'longest' Pair Days of the week First, next, after, today, tomorrow, yesterday	Number names, makes, equal, add, plus, altogether 'more', 'fewer' and 'the same' 3D shapes names Number bonds	Number names, makes, equal, add, plus, altogether 'more', 'fewer' and 'the same' On, in, under, behind, in front, next to	Number names, makes, equal, add, plus, altogether 'more', 'fewer' and 'the same' On, in, under, behind, in front, next to
Key Texts						

SMSC and British Values	• enable students to develop their self-knowledge, self-esteem and self-confidence • encourage respect for other people • an understanding of how students (citizens) can influence decision-making through discussion (the democratic process)				
Global Goals and School values	 **School Values: Inclusivity / Aspiration / Empowerment / Empathy / Determination / Respect**				
The Leys Pathways	• **Explore** familiar and unfamiliar roles and experiences • **Communicate** in a two way conversation • **Understand** my feelings and respond to the feelings of others • **Solve** problems independently with resilience				
Year 1	**Place Value (within 10)** Sort objects Count objects Count objects from a larger group Represent objects Recognise numbers as words Count on from any number 1 more Count backwards within	**Addition & Subtraction (with 10)** Addition problems Find a part Subtraction - find a part Fact families - the eight facts Subtraction - take away/crossing out (How many left?) Subtraction - take away (How many left?)	**Place Value (within 20)** Count within 20 Understand 10 Understand 11, 12 and 13 Understand 14, 15, 16 Understand 17, 18, 19 Understand 20 1 more and 1 less The number line to 20 Use a number line to 20	**Place Value(within 50)** Count from 20 to 50 20, 30, 40 and 50 Count by making groups of tens Groups of tens and ones Partition into tens and ones The number line to 50 Estimate on a number line to 50 1 more, 1 less	**Multiplication & Division** Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays. **Fractions** Recognise, find and name a half as one of two equal parts of an object, shape or quantity.	**Place Value (within 100)** Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number. Count numbers to 100 in numerals; count in multiples of twos, fives and tens. Read and write numbers from 1 to 100 in numerals

	10 1 less Compare groups by matching Fewer, more, same Less than, greater than, equal to Compare numbers Order objects and numbers The number line **Addition & Subtraction (within 10)** Introduce parts and wholes Part-whole model Write number sentences Fact families - addition facts Number bonds within 10 Systematic number bonds within 10 Number bonds to 10 Addition - add together Addition - add more	Subtraction on a number line Add or subtract 1 or 2 **Geometry - Shape** Recognise and name 3-D shapes Sort 3-D shapes Recognise and name 2-D shapes Sort 2-D shapes Patterns with 2-D and 3-D shapes	Estimate on a number line to 20 Compare numbers to 20 Order numbers to 20 **Addition & Subtraction (within 20)** Add by counting on within 20 Add ones using number bonds Find and make number bonds to 20 Doubles Near doubles Subtract ones using number bonds Subtraction – counting back Subtraction – finding the difference Related facts Missing number problems	**Measurement - Length & Height** Compare lengths and heights Measure length using objects Measure length in centimetres	Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. **Geometry - Position & Direction** Describe position, direction and movement, including whole, half, quarter and three-quarter turns.	and words. **Measurement - Money** Recognise and know the value of different denominations of coins and notes. **Measurement - Time** Sequence events in chronological order using appropriate language. Recognise and use language relating to dates, including days of the week, weeks, months and years. Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times. Compare, describe and solve practical problems for time
Key Skills	Count to and across 10,		Count to and across 20,	Count to and across 50,	Solve one-step problems	Count to and across 100,

	forwards and backwards Count numbers to 10 in numerals; count in multiples of twos, fives and tens. Read and write numbers from 1 to 10 Represent and use number bonds and related subtraction facts within 10. Add and subtract one-digit and two-digit numbers to 10 Solve one-step problems that involve addition and subtraction		forwards and backwards Count numbers to 20 in numerals; count in multiples of twos, fives and tens. Read and write numbers from 1 to 20 Represent and use number bonds and related subtraction facts within 20. Add and subtract one-digit and two-digit numbers to 20	forwards and backwards. Count numbers to 50 in numerals; count in multiples of twos, fives and tens. Read and write numbers from 1 to 50 Compare, describe and solve practical problems for lengths and heights; mass/weight and capacity/volume.	involving multiplication and division Recognise, find and name a half Recognise, find and name a quarter Describe position, direction and movement	forwards and backwards Count numbers to 100 in numerals; count in multiples of twos, fives and tens. Read and write numbers from 1 to 100 Recognise and know the value of different denominations of coins and notes. Sequence events in chronological order Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.
Key People						
Key subject links		STEAM week, Enterprise Day		STEAM week		STEAM week, Summer Fair
Key Vocabulary	place value, count, across 10, forwards, backwards, number, multiples, identify, represent, pictorial representation, more, less, addition, subtraction, interpret, addition, subtraction,	geometry, recognise, 2-D shape, 3-D shape, place value, count, forwards, backwards.	addition, subtraction, represent, number bonds, one-digit, two-digit, zero, place value, count, multiples.	measurement, compare, length, height, mass, weight, capacity, volume.	multiplication, division, one-step problem, calculate, concrete objects, pictorial representations, arrays, fractions, recognise, half, quarter, geometry, position, direction, movement, whole, half,	place value, count, forwards, backwards, multiples, measurement, denominations, coins, notes, sequence, chronological order, dates, days of the week, weeks, months, years, time, hour, half-past the

	equals, number bonds.				quarter, three-quarter, turn.	hour, clock face.

Global Goals and School values

School Values: Inclusivity / Aspiration / Empowerment / Empathy / Determination / Respect

The Leys Pathways

- **Explore** new experiences with confidence
- **Communicate** my thoughts and feelings in a calm, verbal way
- **Understand** how my actions impact others
- **Solve** problems independently with resilience in friendships and academics

Year 2

Place Value	Addition & Subtraction	Measurement - Money	Measurement - Length & Height	Fractions	Statistics
Numbers to 20	10 more, 10 less	Count money - pence	Measure in centimetres	Recognise, find, name and write fractions ⅓, ¼, ½ and ¾ of a length, shape, set of objects or quantity.	Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.
Count objects to 100 by making 10s	Add and subtract 10s	Count money - pounds (notes and coins)	Measure in metres		
Recognise tens and ones	Add two 2-digit numbers (not across a 10)	Count money - pounds and pence	Compare lengths and heights	Recognise the equivalence of 2/4 and ½	Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.
Use a place value chart	Add two 2-digit numbers (across a 10)	Choose notes and coins	Order lengths and heights		
Partition numbers to 100	Subtract two 2-digit numbers (not across a 10)	Make the same amount	Four operations with lengths and heights	**Measurement - Time**	
Write numbers to 100 in words	Subtract two 2-digit	Compare amounts of money		Compare and sequence intervals of time.	

Flexibly partition numbers to 100	numbers (across a 10)	Calculate with money	**Measurement - Mass, Capacity & Temperature**	Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.	Ask and answer questions about totalling and comparing categorical data.
Write numbers to 100 in expanded form	Mixed addition and subtraction	Make a pound	Compare mass		
10s on the number line to 100	Compare number sentences	Find change	Measure in grams		
10s and 1s on the number line to 100	Missing number problems	Two-step problems	Measure in kilograms	Know the number of minutes in an hour and the number of hours in a day.	**Geometry - Position & Direction**
Estimate numbers on a number line	**Geometry - Shape**	**Multiplication & Division**	Four operations with mass		Order and arrange combinations of mathematical objects in patterns and sequences.
Compare objects	Recognise 2-D and 3-D shapes	Recognise equal groups	Compare volume and capacity		Use mathematical vocabulary to describe position, direction and 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 numbers		Make equal groups	Measure in millilitres		
Order objects and numbers	Count sides on 2-D shapes	Add equal groups	Measure in litres		
Count in 2s, 5s and 10s	Count vertices on 2-D shapes	Introduce the multiplication symbol	Four operations with volume and capacity		
Count in 3s	Draw 2-D shapes	Multiplication sentences	Temperature		
	Lines of symmetry on shapes	Use arrays			
Addition & Subtraction	Use lines of symmetry to complete shapes	Make equal groups – grouping			
Bonds to 10	Sort 2-D shapes	Make equal groups – sharing			
Fact families – addition and subtraction bonds within 20	Count faces on 3-D shapes	The 2 times-table			
Related facts	Count edges on 3-D shapes	Divide by 2			
Bonds to 100 (tens)		Doubling and halving			
Add and subtract 1s	Count vertices on 3-D shapes	Odd and even numbers			
Add by making 10	Sort 3-D shapes	The 10 times-table			
Add three 1-digit numbers	Make patterns with 2-D and 3-D shapes	Divide by 10			
		The 5 times-table			
		Divide by 5			
		The 5 and 10 times-tables			

	Add to the next 10 Add across a 10 Subtract across 10 Subtract from a 10 Subtract a 1-digit number from a 2-digit number (across a 10)					
Key Skills	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 Recognise the place value of each digit in a two-digit number. Compare and order numbers up to 100 Recall and use addition and subtraction facts to 20 Recognise and use the inverse relationship between addition and subtraction	Solve problems with addition and subtraction. Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables Identify and describe the properties of 2-D shapes Identify 2-D shapes on the surface of 3-D shapes. Recognise and name common 3-D shapes. Compare and sort common 3-D shapes	Recognise and use symbols for pounds (£) and pence (p) Solve problems involving multiplication and division	Choose and use appropriate standard units to estimate and measure length/height Compare and order lengths Choose and use appropriate standard units to estimate and measure mass, temperature and capacity Compare and order mass, volume/capacity	Recognise, find, name and write fractions ⅓, ¼, ½ and ¾ Compare and sequence intervals of time. Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.	Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Describe position, direction and movement in a straight line
Key People						
Key subject links		STEAM week, Enterprise Day		STEAM week		STEAM week,

Key Vocabulary	place value, count, steps, number, forward, backward, identify, represent, estimate, recognise, digit, compare, order, less than, greater than, equal to, addition, subtraction, commutative, inverse, relationship, calculations, concrete objects, pictorial representations.	addition, subtraction, solve, concrete objects, pictorial representations, measurement, symbols, pounds, pence, combinations, equivalent,	multiplication, division, odd, even, commutative, calculate, arrays, repeated addition, statistics, interpret, construct, pictograms, tally charts, block diagrams, tables, quantity.	geometry, identify, properties, 2-D shapes, symmetry, vertical line, 3-D shapes, compare, sort, fractions, recognise, numerator, denominator, length, equivalence.	measurement, standard units, estimate, length, height, metres, centimetres, compare, order, less than, greater than, equals, geometry, pattern, sequence, position, direction, movement, straight line, rotation, angles, clockwise, anti-clockwise.	measurement, compare, sequence, time, five minutes, quarter past, hour, clock face, standard units, estimate, mass, grams, kilograms, temperature, degrees centigrade, capacity, millilitres, litres, units, order, mass, volume, capacity, less than, more than, equals.
SMSC and British Values	- enable students to develop their self-knowledge, self-esteem and self-confidence - encourage respect for other people - an understanding of how students (citizens) can influence decision-making through discussion (the democratic process)					
Global Goals and School values	 **School Values: Inclusivity / Aspiration / Empowerment / Empathy / Determination / Respect**					
The Leys Pathways	**Explore** new experiences with confidence **Communicate** my thoughts and feelings in a calm, verbal way **Understand** how my actions impact others **Solve** problems independently with resilience in friendships and academics					
Year 3	**Place Value**	**Addition & Subtraction**	**Multiplication & Division**	**Fractions**	**Fractions**	**Geometry - Shape**

Represent numbers to 100	Add two numbers (across a 10)	Multiples of 10	Understand the denominators of unit fractions	Recognise and show, using diagrams, equivalent fractions with small denominators.	Draw 2-D shapes
Partition numbers to 100	Add two numbers (across a 100)	Related calculations	Compare and order unit fractions	Compare and order unit fractions, and fractions with the same denominators.	Make 3-D using modelling materials; recognise 3-D shapes in different orientations and describe them.
Number line to 100	Subtract two numbers (across a 10)	Reasoning about multiplication	Understand the numerators of non-unit fractions	Add and subtract fractions with the same denominator within one whole.	Recognise angles as a property of shape or a description of a turn.
Hundreds	Subtract two numbers (across a 100)	Multiply a 2-digit number by a 1-digit number – no exchange	Understand the whole		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.
Represent numbers to 1,000	Add 2-digit and 3-digit numbers	Multiply a 2-digit number by a 1-digit number – with exchange	Compare and order non-unit fractions	Solve problems that involve all of the above.	
Partition numbers to 1,000	Subtract a 2-digit number from a 3-digit number	Link multiplication and division	Fractions and scales		
Flexible partitioning of numbers to 1000	Complements to 100	Divide a 2-digit number by a 1-digit number – no exchange	Fractions on a number line		Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.
Hundreds, tens and ones	Estimate answers	Divide a 2-digit number by a 1-digit number – flexible partitioning	Count in fractions on a number line	**Measurement - Money**	
Find 1, 10 or 100 more or less	Inverse operations	Divide a 2-digit number by a 1-digit number – with reminders	Equivalent fractions on a number line	Add and subtract amounts of money to give change, using both £ and p in practical contexts	
Number line to 1,000	Make decisions	Scaling	Equivalent fractions as bar models		
Estimating on a number line to 1,000		How many ways?			**Statistics**
Compare numbers to 1,000	**Multiplication & Division**		**Measurement - Mass & Capacity**	**Measurement -Time**	Interpret and present data using bar charts, pictograms and tables.
Order numbers to 1,000	Multiplication - equal groups		Use scales	Tell and write the time from an analogue clock.	Solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables.
Count in 50s	Use arrays	**Measurement - Length & Perimeter**	Measure mass in grams	Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use appropriate vocabulary.	
	Multiples of 2	Measure in metres and centimetres	Measure mass in kilograms and grams		
Addition & Subtraction	Multiples of 5 and 10	Measure in millimetres	Equivalent masses (kilograms and grams)		
Apply number bonds within 10	Sharing and grouping	Measure in centimetres	Compare mass		
Add and subtract 1s	Multiply by 3				
	Divide by 3				
	The 3 times-table				

		Add and subtract 10s Add and subtract 100s Spot the pattern Add 1s across a 10 Add 10s across a 100 Subtract 1s across a 10 Subtract 10s across a 100 Make connections Add two numbers (no exchange) Subtract two numbers (no exchange)	Multiply by 4 Divide by 4 The 4 times-table Multiply by 8 Divide by 8 The 8 times-table The 2, 4 and 8 times-tables	and millimetres Metres, centimetres and millimetres Equivalent lengths (metres and centimetres) Equivalent lengths (centimetres and millimetres) Compare lengths Add lengths Subtract lengths What is perimeter? Measure perimeter Calculate perimeter	Add and subtract mass Measure capacity and volume in millilitres Measure capacity and volume in litres and millilitres Equivalent capacities and volumes (litres and millilitres) Compare capacity and volume Add and subtract capacity and volume	Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events.	
Key Skills	Key Skills	Count from zero in multiples of 4, 8, 50 and 100 Red and write numbers up to 1,000 Recognise place value of each digit in a three-digit number. Compare and order numbers up to 1,000. Add and subtract numbers mentally.	Add and subtract numbers with up to three digits. Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.	Solve problems, involving multiplication and division. Measure, compare, add and subtract, lengths Measure the perimeter of simple 2-D shapes.	Count up and down in tenths. Measure, compare, add and subtract, mass and volume/capacity	Recognise and show equivalent fractions Compare and order fractions Add and subtract fractions with the same denominator Add and subtract amounts of money Tell and write the time from an analogue clock.
Key People	Key People					

Key subject links	Key subject links			STEAM week, Enterprise Day		STEAM week	
Key Vocabulary	Key Vocabulary	place value, count, zero, multiples, more, less, identify, represent, estimate, digit, addition, subtraction, inverse, operation, mentally.	addition, subtraction, digits, formal written method, place value, multiplication, division, recall, facts, times tables, calculate.	multiplication, division, measurement, add, subtract, money, pounds, pence, statistics, interpret, data, bar charts, pictograms, tables, scale.	measurement, compare, add, subtract, length, metres, centimetres, millimetres, perimeter, 2-D shape, fractions, tenths, numerator, denominator.	fractions, equivalent, denominator, add, subtract, measurement, time, analogue clock, estimate, accuracy, seconds, minutes, hours, days, weeks, months, years, duration.	

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Global Goals and School values	 **School Values: Inclusivity / Aspiration / Empowerment / Empathy / Determination / Respect**

The Leys Pathways	• **Explore** the world around me, increasing my knowledge and understanding • **Communicate** verbally confidently and in writing with increased clarity • **Understand** how my actions affect myself and others around me • **Solve** problems regarding school life independently with resilience and seek support openly

Year 4	**Place Value** Represent numbers to 1,000	**Area** What is area? Counting squares	**Multiplication & Division** Factor pairs Use factor pairs	**Fractions** Understand the whole Count beyond 1	**Decimals** Round decimals with one decimal place to the	**Geometry - Shape** Compare and classify geometric shapes,

Partition numbers to 1,000	Make shapes	Multiply by 10	Partition a mixed number	nearest whole number	including quadrilaterals and triangles, based on their properties and sizes.
Number line to 1,000	Compare area	Multiply by 100	Number lines with mixed numbers	Compare numbers with the same number of decimal places up to two decimal places.	Identify lines of symmetry in 2-D shapes presented in different orientations.
Thousands		Divide by 10	Compare and order mixed numbers		
Represent numbers to 10,000	**Multiplication & Division**	Divide by 100			
Partition numbers to 10,000	Multiples of 3	Related facts – multiplication and division	Understand improper fractions	**Measurement - Money**	Identify acute and obtuse angles and compare and order angles up to two right angles by size
Flexible partitioning of numbers to 10,000	Multiply and divide by 6	Informal written methods for multiplication	Convert mixed numbers to improper fractions	Estimate, compare and calculate different measures, including money in pounds and pence.	
Find 1, 10, 100, 1,000 more or less	6 times-table and division facts	Multiply a 2-digit number by a 1-digit number	Convert improper fractions to mixed numbers		Complete a simple symmetric figure with respect to a specific line of symmetry.
Number line to 10,000	Multiply and divide by 9	Multiply a 3-digit number by a 1-digit number	Equivalent fractions on a number line	**Measurement -Time**	
Estimate on a number line to 10,000	9 times-table and division facts	Divide a 2-digit number by a 1-digit number (1)	Equivalent fraction families	Read, write and convert time between analogue and digital 12- and 24-hour clocks	
Compare numbers to 10,000	The 3, 6 and 9 times-tables	Divide a 2-digit number by a 1-digit number (2)	Add two or more fractions		**Statistics**
Order numbers to 10,000	Multiply and divide by 7	Divide a 3-digit number by a 1-digit number	Add fractions and mixed numbers	Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.	Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.
Roman numerals	7 times-table and division facts	Correspondence problems	Subtract two fractions		Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
Round to the nearest 10	11 times-table and division facts	Efficient multiplication	Subtract from whole amounts		
Round to the nearest 100	12 times-table and division facts		Subtract from mixed numbers		
Round to the nearest 1,000	Multiply by 1 and 0	**Measurement - Length & Perimeter**			
Round to the nearest 10, 100 or 1,000	Divide by 1 and itself	Measure in kilometres and metres	**Decimals**		**Geometry - Position & Direction**
	Multiply three numbers	Equivalent lengths (kilometres and metres)	Tenths as fractions		
Addition & Subtraction		Perimeter on a grid	Tenths as decimals		

	Add and subtract 1s, 10s, 100s and 1,000s Add up to two 4-digit numbers - no exchange Add two 4-digit numbers - one exchange Add two 4-digit numbers– more than one exchange Subtract two 4-digit numbers - no exchange Subtract two 4-digit numbers - one exchange Subtract two 4-digit numbers – more than one exchange Efficient subtraction Estimate answers Checking strategies		Perimeter of a rectangle Perimeter of rectilinear shapes Find missing lengths in rectilinear shapes Calculate the perimeter of rectilinear shapes Perimeter of regular polygons Perimeter of polygons	Tenths on a place value chart Tenths on a number line Divide a 1-digit number by 10 Divide a 2-digit number by 10 Hundredths as fractions Hundredths as decimals Hundredths on a place value chart Divide a 1 or 2-digit number by 100		Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down. Plot specified points and draw sides to complete a given polygon.
Key Skills	Key Skills	Count in multiples of 6, 7, 9, 25 and 1,000. Count using negative numbers. Read Roman numerals to 100 Recognise the place value of each digit in a four-digit number. Order and compare	Find the area of rectilinear shapes Recall multiplication and division facts for multiplication tables up to 12 x 12.	Multiply two-digit and three-digit numbers by a one-digit number. Convert between different units of measure. Estimate, compare and calculate different measures Measure and calculate the perimeter of a	Count up and down in hundredths Recognise families of common equivalent fractions. Add and subtract fractions with the same denominator. Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$	Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of decimal places Estimate, compare and calculate different measures Read, write and convert time between analogue

				rectilinear figure	Find the effect of dividing a one- or two-digit number by 10 and 100. Solve simple problems involving fractions and decimals	and digital 12- and 24-hour clocks Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
		numbers Round any number to the nearest 10, 100 or 1,000. Estimate and use inverse operations to check answers to a calculation. Add and subtract numbers with up to 4 digits. Solve addition and subtraction two-step problems, deciding which operations to use				
Key People	Key People					
Key subject links	Key subject links		STEAM week, Enterprise Day		STEAM week	
Key Vocabulary	Key Vocabulary	place value, count, negative numbers, estimate, Roman numerals, digit, order, compare, rounding, addition, subtraction, inverse, formal written method.	length, perimeter, convert, measure, estimate, compare, calculate, rectilinear figure, square, rectangle, centimetres, metres, multiplication, division, times tables, factors, commutativity.	multiplication, division, formal written method, distributive law, area, rectilinear shape, square, rectangle, fractions, hundredths, equivalent.	Fractions, add, subtract, numerator, denominator, decimals, equivalent, tenths, hundredths, value, measure, money.	decimals, rounding, whole number, compare, measurement, estimate, compare, calculate, money, pounds, pence, convert, time, analogue, digital, 24-hour clocks, seconds, minutes, hours, days, weeks, months, years.
SMSC and British Values	• enable students to develop their self-knowledge, self-esteem and self-confidence • encourage respect for other people • an understanding of how students (citizens) can influence decision-making through discussion (the democratic process)					

Global Goals and School values	
	School Values: Inclusivity / Aspiration / Empowerment / Empathy / Determination / Respect
The Leys Pathways	• **Explore** the world around me, increasing my knowledge and understanding • **Communicate** verbally confidently and in writing with increased clarity • **Understand** how my actions affect myself and others around me • **Solve** problems regarding school life independently with resilience and seek support openly

Year 5	Place value	Multiplication & Division	Multiplication & Division	Decimals & Percentages	Geometry - Shape	Negative numbers
	Roman numerals to 1,000	Multiples	Multiply up to a 4-digit number by a 1-digit number	Decimals up to 2 decimal places	Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.	
	Numbers to 10,000	Common multiples		Equivalent fractions and decimals (tenths)		**Measurement - Converting units**
	Numbers to 100,000	Factors	Multiply a 2-digit number by a 2-digit number (area model)	Equivalent fractions and decimals (hundredths)	Use the properties of rectangles to deduce related facts and find missing lengths and angles.	Convert between different units of metric measure.
	Numbers to 1,000,000	Common factors	Multiply a 2-digit number by a 2-digit number	Equivalent fractions and decimals		Understand and use approximate equivalences between metric units and common imperial units.
	Read and write numbers to 1,000,000	Prime numbers	Multiply a 3-digit number by a 2-digit number	Thousandths as fractions	Identify 3-D shapes including cubes and other cuboids, from 2-D representations.	
	Powers of 10	Square numbers		Thousandths as decimals		Use all four operations to solve problems involving measure using decimal notation, including scaling.
	10/100/1,000/10,000/100,000 more or less	Cube numbers	Multiply a 4-digit number by a 2-digit number	Thousandths on a place value chart	Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.	
	Partition numbers to 1,000,000	Multiply by 10, 100 and 1,000	Solve problems with multiplication	Order and compare decimals (same number of decimal places)		**Measurement - Volume**
	Number line to 1,000,000	Divide by 10, 100 and 1,000	Short division			
	Compare and order	Multiples of 10, 100 and 1,000	Divide a 4-digit number			

	numbers to 100,000 Compare and order numbers to 1,000,000 Round to the nearest 10, 100 or 1,000 Round within 100,000 Round within 1,000,000 **Addition & Subtraction** Mental strategies Add whole numbers with more than four digits Subtract whole numbers with more than four digits Round to check answers Inverse operations (addition and subtraction) Multi-step addition and subtraction problems Compare calculations Find missing numbers	**Fractions** Find fractions equivalent to a unit fraction Find fractions equivalent to a non-unit fraction Recognise equivalent fractions Convert improper fractions to mixed numbers Convert mixed numbers to improper fractions Compare fractions less than 1 Order fractions less than 1 Compare and order fractions greater than 1 Add and subtract fractions with the same denominator Add fractions within 1 Add fractions with total greater than 1 Add to a mixed number Add two mixed numbers Subtract fractions Subtract from a mixed number Subtract from a mixed	by a 1-digit number Divide with remainders Efficient division Solve problems with multiplication and division **Fractions** Multiply a unit fraction by an integer Multiply a non-unit fraction by an integer Multiply a mixed number by an integer Calculate a fraction of a quantity Fraction of an amount Find the whole Use fractions as operators	Order and compare any decimals with up to 3 decimal places Round to the nearest whole number Round to 1 decimal place Understand percentages Percentages as fractions Percentages as decimals Equivalent fractions, decimals and percentages **Perimeter & Area** Perimeter of rectangles Perimeter of rectilinear shapes Perimeter of polygons Area of rectangles Area of compound shapes Estimate area **Statistics** Draw line graphs Read and interpret line graphs Read and interpret tables Two-way tables	Draw given angles, and measure them in degrees. Identify angles at a point and one whole turn. Identify angles at a point on a straight line and half a turn. Identify other multiples of 90 degrees. **Geometry - Position & Direction** Identify, describe and represent the position of a shape following a reflection or translation and know that the shape has not changed. **Decimals** Solve problems involving number up to three decimal places.	Compare and estimate volume of different 3-D shapes and estimate capacity using known facts, in different contexts.

		number - breaking the whole Subtract two mixed numbers		Read and interpret timetables		
Key Skills	Count forwards and backwards. Order and compare numbers. Read Roman numerals Interpret negative numbers Round numbers Add and subtract whole numbers Solve addition and subtraction multi-step problems, deciding which operations to use Solve problems involving addition, subtraction, multiplication and division.	Identify multiples and factors. Establish whether a number up to 100 is prime Recognise and use square numbers and cube numbers Identify, name and write equivalent fractions Recognise mixed numbers and improper fractions and convert between the two. Compare and order fractions Add and subtract fractions	Multiply numbers up to 4 digits by a one- or two-digit number Divide numbers up to 4 digits by a one- or two-digit number Solve problems involving addition, subtraction, multiplication and division Multiply proper fractions and mixed numbers by whole numbers.	Read and write decimal numbers as fractions. Round decimals with two decimal places Order and compare numbers with up to three decimal places. Write percentages as a fraction and as a decimal. Solve problems with percentages, decimals and fractions. alculate the perimeter of composite rectilinear shapes Calculate and compare the area of rectangles Estimate volume Read and interpret information in tables Solve problems using information presented in a line graph.	Distinguish between regular and irregular polygons Identify 3-D shapes, from 2-D representations. Estimate and compare acute, obtuse and reflex angles. Draw given angles, and measure them in degrees. Represent the position of a shape following a reflection or translation. Solve problems involving number up to three decimal places.	Convert between different units of metric measure. Use all four operations to solve problems involving measure Compare and estimate volume of different 3-D shapes and estimate capacity C

Key People						
Key subject links		STEAM week, Enterprise Day		STEAM week		STEAM week,
Key Vocabulary	Place value, count, order, compare, digit, rounding, positive, negative numbers, Roman numerals, addition, subtraction, multiplication, division, operations	factors, multiples, prime, composite, square and cube numbers, statistics, timetable, line graph, perimeter, area, volume, capacity, composite rectilinear, rectangles, squares, regular, irregular.	Multiplication, division, remainders, factors, multiples, squares, cubes, scaling, fractions, equivalent, mixed numbers, improper fractions, convert, compare, order, denominator, numerator.	Decimals, equivalent, rounding, order, compare, fractions, percentages, per cent, convert	shapes, 2-D, 3-D, angles, right angle,degrees, acute, obtuse, reflex, triangles, square, rectangle, regular, irregular, polygons, properties.	Ition, shape, reflection, translation, coordinates, quadrant, convert, metric, measure, equivalent, imperial, scale, volume, 3-D, capacity.

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Global Goals and School values

School Values: Inclusivity / Aspiration / Empowerment / Empathy / Determination / Respect

The Leys Pathways	• **Explore** and challenge my learning in order to promote independence and resilience • **Communicate** clearly and confidently both verbally and in writing • **Understand** my strengths and areas for development within our school community • **Solve** a wide range of problems across the curriculum, both independently and collectively as a team

Year 6	Place Value	Fractions	Ratio	Fractions, Decimals &	Geometry - Shape	Themed projects,

Numbers to 1,000,000	Equivalent fractions and simplifying	Add or multiply?	**Percentages**	Draw 2-D shapes using given dimensions and angles.	**consolidation & Problem Solving**
Numbers to 10,000,000	Equivalent fractions on a number line	Using ratio language	Decimal and fraction equivalents	Compare and classify geometric shapes based on their properties and sizes.	
Read and write numbers to 10,000,000	Compare and order (denominator)	Introduction to the ratio symbol	Fraction as division		
Powers of 10	Compare and order (numerator)	Ratio and fractions	Understand percentages	Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.	
Number line to 10,000,000	Add and subtract simple fractions	Scale drawing	Fractions to percentages		
Compare and order any integers		Using scale factors	Equivalent fractions, decimals and percentages		
Round any integers	Add and subtract any two fractions	Similar shapes	Order fractions, decimals and percentages	Recognize, describe and build simple 3-D shapes, including making nets.	
Negative numbers	Add mixed numbers	Ratio problems	Percentage of an amount – one step		
	Subtract mixed numbers	Proportion problems		Find unknown angles in any triangles, quadrilaterals, and regular polygons.	
Addition, Subtraction, Multiplication & Division	Multi-step problems	Recipes	Percentage of an amount – multi-step		
	Multiply fractions by integers		Percentages – missing values	Recognize angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.	
Add and subtract integers	Multiply fractions by fractions	**Algebra**			
Common factors		1-step function machines			
Common multiples	Divide a fraction by an integer	2-step function machines	**Measurement – Perimeter, Area & Volume**		
Rules of divisibility	Divide any fraction by an integer	Form expressions			
Primes to 100		Substitution	Shapes – same area		
Square and cube numbers	Mixed questions with fractions	Formulae	Area and perimeter	**Geometry - Position & Direction**	
		Form equations	Area of a triangle – counting squares		
Multiply up to a 4-digit number by a 2-digit number	Fraction of an amount	Solve 1-step equations	Area of a right-angled triangle		
	Fraction of an amount - find the whole	Solve 2-step equations	Area of any triangle		
Solve problems with multiplication		Find pairs of values	Area of a parallelogram		
Short division		Solve problems with two unknowns	Volume – counting cubes		
		Decimals			

	Division using factors Introduction to long division Long division with remainders Solve problems with division Solve multi-step problems Order of operations Mental calculations and estimation Reason from known facts	**Converting Units** Metric measures Convert metric measures Calculate with metric measures Miles and kilometres Imperial measures	Place value within 1 Place value – integers and decimals Round decimals Add and subtract decimals Multiply by 10, 100 and 1,000 Divide by 10, 100 and 1,000 Multiply decimals by integers Divide decimals by integers Multiply and divide decimals in context	Volume of a cuboid **Statistics** Line graphs Dual bar charts Read and interpret pie charts Pie charts with percentages Draw pie charts The mean .		
Key Skills	Ordering numbers Rounding numbers Working with negative numbers Solve addition and subtraction multi-step problems, deciding which operations and methods to use. Multiply multi-digit numbers up to 4 digits by a two-digit whole number.	Simplify fractions Compare and order fractions Add and subtract fractions Multiple simple pairs of proper fractions Divide proper fractions by whole numbers Convert between standard units of measurement.	Solve problems involving the relative sizes of two quantities. Solve problems involving similar shapes where the scale factor is known or can be found. Use simple formulae. Find pairs of numbers that satisfy an equation with two unknowns. Multiply and divide numbers by 10, 100 and	Recall and use equivalences between simple fractions, decimals and percentages. Calculate area and perimeter of simple shapes. Calculate, estimate and compare volume of cubes and cuboids Interpret and construct pie charts and line graphs and use these to solve problems.	Draw 2-D shapes Compare and classify geometric shapes. Recognize, describe and build simple 3-D shapes Find unknown angles in any triangles, quadrilaterals, and regular polygons. Describe positions on the full coordinate grid Reflect and translate	

	Divide numbers up to four digits by a two-digit whole number.

Solve problems involving addition, subtraction, multiplication and division. | Solve problems involving the conversion of units of measure. | 1000

Multiply one-digit numbers with up to two decimal places by whole numbers

Use written division methods in cases where the answer has up to two decimal places | Calculate and interpret the mean as an average. | simple shapes. | |
Key People						
Key subject links		STEAM week, Enterprise Day		STEAM week		STEAM week,
Key Vocabulary	Place value, order, compare, digit, rounding, negative numbers, integers, addition, subtraction, multiplication, division, operations, factors, multiples, prime numbers, estimate, remainders, fractions, numerator, denominator	addition, subtraction, multiplication, division, compare, order, operations, factors, multiples, simplify, numerator, denominator, equivalent, mixed numbers, improper fractions, position, coordinates, grid, quadrant, axes, translation, reflection.	Digit, decimal, multiply, divide, rounding, fractions, percentages, equivalent, algebra, formula, linear sequence, equation, variables.	Measurement, units, conversion, length, mass, volume, millimetres, centimetres, metres, kilometres, grams, kilograms, perimeter, area, volume, shapes, 2-D, 3-D, square, rectangle, triangle, cubes, cuboids, ratio, proportion, relative size, scale factor.	shapes, 2-D, 3-D, nets, angles, right angle, acute, obtuse, reflex, triangles, square, rectangle, regular polygons, quadrilaterals, perpendicular, interpret, construct, pie charts, line graphs, mean, average.	
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• encourage respect for other people
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Global Goals and School values	**3** GOOD HEALTH AND WELL-BEING **4** QUALITY EDUCATION **5** GENDER EQUALITY **11** SUSTAINABLE CITIES AND COMMUNITIES **12** RESPONSIBLE CONSUMPTION AND PRODUCTION
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