



The Leys Primary School Subject Overview for Maths - 2026-27 '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
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Key Skills	Count to and across 10, 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		Count to and across 20, 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	Count to and across 50, 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.	Solve one-step problems involving multiplication and division Recognise, find and name a half Recognise, find and name a quarter Describe position, direction and movement	Count to and across 100, 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,	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,	place value, count, forwards, backwards, multiples, measurement, denominations, coins, notes, sequence, chronological order, dates, days of the week, weeks, months, years,

	addition, subtraction, equals, number bonds.				movement, whole, half, quarter, three-quarter, turn.	time, hour, half-past the hour, clock face.
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	3 GOOD HEALTH AND WELL-BEING  4 QUALITY EDUCATION  5 GENDER EQUALITY  11 SUSTAINABLE CITIES AND COMMUNITIES  12 RESPONSIBLE CONSUMPTION AND PRODUCTION  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 Numbers to 20 Count objects to 100 by making 10s Recognise tens and ones Use a place value chart Partition numbers to 100	Addition & Subtraction 10 more, 10 less Add and subtract 10s Add two 2-digit numbers (not across a 10) Add two 2-digit numbers (across a 10) Subtract two 2-digit numbers (not across a 10)	Measurement - Money Count money - pence Count money - pounds (notes and coins) Count money - pounds and pence Choose notes and coins Make the same amount Compare amounts of	Measurement - Length & Height Measure in centimetres Measure in metres Compare lengths and heights Order lengths and heights Four operations with	Fractions Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity. Recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ Measurement - Time	Statistics Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.

Write numbers to 100 in words Flexibly partition numbers to 100 Write numbers to 100 in expanded form 10s on the number line to 100 10s and 1s on the number line to 100 Estimate numbers on a number line Compare objects Compare numbers Order objects and numbers Count in 2s, 5s and 10s Count in 3s Addition & Subtraction Bonds to 10 Fact families - addition and subtraction bonds within 20 Related facts Bonds to 100 (tens) Add and subtract 1s Add by making 10	Subtract two 2-digit numbers (across a 10) Mixed addition and subtraction Compare number sentences Missing number problems Geometry - Shape Recognise 2-D and 3-D shapes Count sides on 2-D shapes Count vertices on 2-D shapes Draw 2-D shapes Lines of symmetry on shapes Use lines of symmetry to complete shapes Sort 2-D shapes Count faces on 3-D shapes Count edges on 3-D shapes Count vertices on 3-D shapes Sort 3-D shapes Make patterns with 2-D	money Calculate with money Make a pound Find change Two-step problems Multiplication & Division Recognise equal groups Make equal groups Add equal groups Introduce the multiplication symbol Multiplication sentences Use arrays Make equal groups - grouping Make equal groups - sharing The 2 times-table Divide by 2 Doubling and halving Odd and even numbers The 10 times-table Divide by 10 The 5 times-table Divide by 5 The 5 and 10	lengths and heights Measurement - Mass, Capacity & Temperature Compare mass Measure in grams Measure in kilograms Four operations with mass Compare volume and capacity Measure in millilitres Measure in litres Four operations with volume and capacity Temperature	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. Know the number of minutes in an hour and the number of hours in a day.	Ask and answer questions about totalling and comparing categorical data. Geometry - Position & Direction Order and arrange combinations of mathematical objects in patterns and sequences. 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).
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	Add three 1-digit numbers 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)	and 3-D shapes	times-tables			
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 $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ 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	3 GOOD HEALTH AND WELL-BEING  4 QUALITY EDUCATION  5 GENDER EQUALITY  11 SUSTAINABLE CITIES AND COMMUNITIES  12 RESPONSIBLE CONSUMPTION AND PRODUCTION  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 Partition numbers to 100 Number line to 100 Hundreds Represent numbers to 1,000 Partition numbers to 1,000 Flexible partitioning of numbers to 1000 Hundreds, tens and ones Find 1, 10 or 100 more or less Number line to 1,000 Estimating on a number line to 1,000 Compare numbers to 1,000 Order numbers to 1,000 Count in 50s Addition & Subtraction	Add two numbers (across a 10) Add two numbers (across a 100) Subtract two numbers (across a 10) Subtract two numbers (across a 100) Add 2-digit and 3-digit numbers Subtract a 2-digit number from a 3-digit number Complements to 100 Estimate answers Inverse operations Make decisions Multiplication & Division Multiplication - equal groups Use arrays Multiples of 2 Multiples of 5 and 10 Sharing and grouping	Multiples of 10 Related calculations Reasoning about multiplication Multiply a 2-digit number by a 1-digit number - no exchange Multiply a 2-digit number by a 1-digit number - with exchange Link multiplication and division Divide a 2-digit number by a 1-digit number - no exchange Divide a 2-digit number by a 1-digit number - flexible partitioning Divide a 2-digit number by a 1-digit number - with reminders Scaling How many ways? Measurement - Length & Perimeter Measure in metres and centimetres	Understand the denominators of unit fractions Compare and order unit fractions Understand the numerators of non-unit fractions Understand the whole Compare and order non-unit fractions Fractions and scales Fractions on a number line Count in fractions on a number line Equivalent fractions on a number line Equivalent fractions as bar models Measurement - Mass & Capacity Use scales Measure mass in grams Measure mass in kilograms and grams	Recognise and show, using diagrams, equivalent fractions with small denominators. Compare and order unit fractions, and fractions with the same denominators. Add and subtract fractions with the same denominator within one whole. Solve problems that involve all of the above. Measurement - Money Add and subtract amounts of money to give change, using both £ and p in practical contexts Measurement - Time Tell and write the time from an analogue clock. Estimate and read time with increasing accuracy to the nearest minute; record and compare time	Draw 2-D shapes Make 3-D using modelling materials; recognise 3-D shapes in different orientations and describe them. Recognise angles as a property of shape or a description of a turn. Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle. Identify horizontal and vertical lines and pairs of perpendicular and parallel lines. Statistics Interpret and present data using bar charts, pictograms and tables. Solve one-step and two-step questions using information presented in

	Apply number bonds within 10 Add and subtract 1s 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 3 Divide by 3 The 3 times-table 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	Measure in millimetres Measure in centimetres 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	Equivalent masses (kilograms and grams) Compare mass 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	in terms of seconds, minutes and hours; use appropriate vocabulary. Know the number of seconds in a minute and the number of days in each month, year and leap year. Compare durations of events.	scaled bar charts and pictograms and tables.
Key Skills	Key Skills	Count from zero in multiples of 4, 8, 50 and 100 Read 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	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.

		numbers mentally.				
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.
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	 3 GOOD HEALTH AND WELL-BEING  4 QUALITY EDUCATION  5 GENDER EQUALITY  11 SUSTAINABLE CITIES AND COMMUNITIES  12 RESPONSIBLE CONSUMPTION AND PRODUCTION 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 Partition numbers to 1,000 Number line to 1,000 Thousands Represent numbers to 10,000 Partition numbers to 10,000 Flexible partitioning of numbers to 10,000 Find 1, 10, 100, 1,000 more or less Number line to 10,000 Estimate on a number line to 10,000 Compare numbers to 10,000 Order numbers to 10,000 Roman numerals Round to the nearest 10 Round to the nearest 100 Round to the nearest 1,000	Area What is area? Counting squares Make shapes Compare area Multiplication & Division Multiples of 3 Multiply and divide by 6 6 times-table and division facts Multiply and divide by 9 9 times-table and division facts The 3, 6 and 9 times-tables Multiply and divide by 7 7 times-table and division facts 11 times-table and division facts 12 times-table and division facts Multiply by 1 and 0 Divide by 1 and itself Multiply three numbers	Multiplication & Division Factor pairs Use factor pairs Multiply by 10 Multiply by 100 Divide by 10 Divide by 100 Related facts - multiplication and division Informal written methods for multiplication Multiply a 2-digit number by a 1-digit number Multiply a 3-digit number by a 1-digit number Divide a 2-digit number by a 1-digit number (1) Divide a 2-digit number by a 1-digit number (2) Divide a 3-digit number by a 1-digit number Correspondence problems Efficient multiplication Measurement - Length & Perimeter Measure in kilometres and metres	Fractions Understand the whole Count beyond 1 Partition a mixed number Number lines with mixed numbers Compare and order mixed numbers Understand improper fractions Convert mixed numbers to improper fractions Convert improper fractions to mixed numbers Equivalent fractions on a number line Equivalent fraction families Add two or more fractions Add fractions and mixed numbers Subtract two fractions Subtract from whole amounts Subtract from mixed numbers	Decimals Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of decimal places up to two decimal places. Measurement - Money Estimate, compare and calculate different measures, including money in pounds and pence. Measurement - Time Read, write and convert time between analogue and digital 12- and 24-hour clocks Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.	Geometry - Shape Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. Identify lines of symmetry in 2-D shapes presented in different orientations. Identify acute and obtuse angles and compare and order angles up to two right angles by size Complete a simple symmetric figure with respect to a specific line of symmetry. Statistics Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
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	Round to the nearest 10, 100 or 1,000 Addition & Subtraction 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		Equivalent lengths (kilometres and metres) Perimeter on a grid 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	Decimals Tenths as fractions Tenths as decimals 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		Geometry - Position & Direction Describe positions on a 2-D grid as coordinates in the first quadrant. Describe movements between positions as translations of a given unit to the left/right and up/down. 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.	Find the area of rectilinear shapes Recall multiplication and division facts for multiplication tables up to	Multiply two-digit and three-digit numbers by a one-digit number. Convert between different units of	Count up and down in hundredths Recognise families of common equivalent fractions.	Round decimals with one decimal place to the nearest whole number Compare numbers with the same number of

		Read Roman numerals to 100 Recognise the place value of each digit in a four-digit number. Order and compare 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	12 x 12.	measure. Estimate, compare and calculate different measures Measure and calculate the perimeter of a rectilinear figure	Add and subtract fractions with the same denominator. Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ Find the effect of dividing a one- or two-digit number by 10 and 100. Solve simple problems involving fractions and decimals	decimal places Estimate, compare and calculate different measures Read, write and convert time between analogue and digital 12- and 24-hour clocks Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
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	length, perimeter, convert, measure, estimate, compare, calculate, rectilinear figure, square, rectangle, centimetres, metres, multiplication, division,	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,

		method.	times tables, factors, commutativity.			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	3 GOOD HEALTH AND WELL-BEING  4 QUALITY EDUCATION  5 GENDER EQUALITY  11 SUSTAINABLE CITIES AND COMMUNITIES  12 RESPONSIBLE CONSUMPTION AND PRODUCTION  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 Roman numerals to 1,000 Numbers to 10,000 Numbers to 100,000 Numbers to 1,000,000 Read and write numbers to 1,000,000 Powers of 10	Multiplication & Division Multiples Common multiples Factors Common factors Prime numbers Square numbers Cube numbers	Multiplication & Division Multiply up to a 4-digit number by a 1-digit number Multiply a 2-digit number by a 2-digit number (area model) Multiply a 2-digit number by a 2-digit number Multiply a 3-digit number	Decimals & Percentages Decimals up to 2 decimal places Equivalent fractions and decimals (tenths) Equivalent fractions and decimals (hundredths) Equivalent fractions and decimals	Geometry - Shape Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Use the properties of rectangles to deduce related facts and find missing lengths and angles.	Negative numbers Measurement - Converting units Convert between different units of metric measure. Understand and use approximate equivalences between metric units and

10/100/1,000/10,000/100,000 more or less Partition numbers to 1,000,000 Number line to 1,000,000 Compare and order 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	Multiply by 10, 100 and 1,000 Divide by 10, 100 and 1,000 Multiples of 10, 100 and 1,000 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	by a 2-digit number Multiply a 4-digit number by a 2-digit number Solve problems with multiplication Short division Divide a 4-digit number 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	Thousandths as fractions Thousandths as decimals Thousandths on a place value chart Order and compare decimals (same number of decimal places) 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	Identify 3-D shapes including cubes and other cuboids, from 2-D representations. Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles. 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.	common imperial units. Use all four operations to solve problems involving measure using decimal notation, including scaling. Measurement - Volume Compare and estimate volume of different 3-D shapes and estimate capacity using known facts, in different contexts.
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	Find missing numbers	greater than 1 Add to a mixed number Add two mixed numbers Subtract fractions Subtract from a mixed number Subtract from a mixed number - breaking the whole Subtract two mixed numbers		Statistics Draw line graphs Read and interpret line graphs Read and interpret tables Two-way tables 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,	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. Calculate the perimeter of composite rectilinear shapes Calculate and compare the area of rectangles	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

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

	Square and cube numbers Multiply up to a 4-digit number by a 2-digit number Solve problems with multiplication Short division 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	Mixed questions with fractions Fraction of an amount Fraction of an amount - find the whole Converting Units Metric measures Convert metric measures Calculate with metric measures Miles and kilometres Imperial measures	Solve 1-step equations Solve 2-step equations Find pairs of values Solve problems with two unknowns Decimals 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	Area of a triangle - counting squares Area of a right-angled triangle Area of any triangle Area of a parallelogram Volume - counting cubes Volume of a cuboid Statistics Line graphs Dual bar charts Read and interpret pie charts Pie charts with percentages Draw pie charts The mean .	Geometry - Position & Direction	
Key Skills	Ordering numbers Rounding numbers Working with negative numbers	Simplify fractions Compare and order fractions Add and subtract fractions	Solve problems involving the relative sizes of two quantities. Solve problems involving similar shapes where the scale factor is known or	Recall and use equivalences between simple fractions, decimals and percentages. Calculate area and perimeter of simple	Draw 2-D shapes Compare and classify geometric shapes. Recognize, describe and build simple 3-D shapes	

	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. Divide numbers up to four digits by a two-digit whole number. Solve problems involving addition, subtraction, multiplication and division.	Multiple simple pairs of proper fractions Divide proper fractions by whole numbers Convert between standard units of measurement. Solve problems involving the conversion of units of measure.	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 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	shapes. Calculate, estimate and compare volume of cubes and cuboids Interpret and construct pie charts and line graphs and use these to solve problems. Calculate and interpret the mean as an average.	Find unknown angles in any triangles, quadrilaterals, and regular polygons. Describe positions on the full coordinate grid Reflect and translate 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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