Northern Ireland
Curriculum Alignment

Mathletics and the Primary Northern Ireland National Curriculum

This alignment document lists all Mathletics curriculum activities associated with each Northern Ireland course, and demonstrates how these fit within the Northern Ireland Primary Curriculum.

As new activities are developed, this document will be updated. You can download the latest version from the training and support portal:

www.3plearning.com/training

Contents

Foundation Stage: Years 1 and 2

The national Curriculum states that in the Foudation Stage:

"Children will acquire early mathematical concepts through activities that involve sorting, matching, comparing, classifying, and making patterns and sequences in a variety of contexts. These activities should involve children in playing, exploring and investigating, doing and observing, talking and listening, and asking and answering questions.

As the development of mathematical language is of fundamental importance, talking about work has a high priority in the early years. Through engaging in a wide variety of activities, children should understand mathematical language and then begin to use the language to talk about their work. Children should begin to develop their skills in mental mathematics during counting activities, by playing games and through daily classroom routines. They should begin to estimate and make simple predictions in all areas of mathematics. Teachers should observe children's development and use the information gathered to plan future learning experiences.

Mathematical activities should be presented through contexts that have a real meaning for children and provide opportunities for them to investigate their ideas. Children should have opportunities to develop their understanding through guided mathematical activities, including open-ended tasks, as well as activities in other Areas of Learning, their everyday routines and experiences of the classroom, their home and the world around them. They should develop much of their early mathematical understanding during play, where the activities provided offer opportunities for them to estimate size, weight, capacity, length and number, and also allows them to explore ideas related to number, shape, pattern, size, order, and relationships. They should have opportunities to identify and use numbers they meet in everyday life and in counting games, songs and stories.

Children should have opportunities to explore and use a wide variety of materials including natural, man-made and scrap materials, and one/two/three property materials. Through handling these materials, they should gain confidence in the use of them and begin to appreciate their special characteristics. Children should explore a range of computer packages to enhance their understanding of mathematics."

Keystages 2 and 3

The National curriculum states that in the Keystages 1 and 2:

"Numeracy is the development and application of mathematics across the curriculum and in real life situations. Skills in numeracy should help children to make informed and responsible choices and decisions throughout their lives. Throughout primary school, children should engage in a wide range of purposeful activities which should involve them in different modes of mathematical learning, including playing, exploring and investigating, doing and observing, talking and listening, asking questions, reflecting, drafting, reading and recording.

Numeracy is a life skill used in making everyday decisions and in virtually every work context. We use skills in numeracy to plan our time, handle money, manage our own budgets, organise our homes and carry out DIY tasks. We are often confronted with data, frequently statistical, through television, radio and the press. Increasingly, adults are required to use numeracy skills in the workplace.

Mathematical ideas should be introduced to children in meaningful contexts.
Teachers should create a well-resourced and stimulating environment where children learn through taking part in oral work and a wide range of practical activities, including games, to develop and consolidate their learning. Activities should be balanced between tasks which develop knowledge, skills and understanding, and those which develop the ability to apply mathematical learning and solve problems. Children should be encouraged to use their knowledge of mathematical language to talk about their work and explain their findings. Teachers should encourage children to persevere with tasks, so gaining confidence in what they can do and developing a positive attitude towards mathematics.

The sections of the programme for Mathematics and Numeracy inter-relate. Processes in Mathematics should pervade the entire programmes involving children in using and applying mathematics in practical tasks, real-life problems and within Mathematics itself."

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Expectation	Year 1	Year 2
Understanding Number		
FSNuN1 Count a variety of objects.	**Numbers to 10** Concept of Zero Count to 5 Dot Display How Many? How Many Dots? More, Less or the Same to 10 Order Numbers to 10 **Add and Subtract** Model Addition **Sorting** Who has the Goods?	**Numbers to 10** Concept of Zero How many dots? How Many Dots? Matching Numbers to 10 More, Less or the Same to 20?
FSNuN2 Develop an understanding of one-to-one correspondence and come to appreciate that the size of a set is given by the last number in the count.	**Whole Numbers** Expanding Numbers Greater or Less Than? Partition and rename 1 Place Value Partitioning Place Value to Thousands Repartition 2-Digit Numbers Which is Bigger? Which is Smaller? **Fractions & Decimals** Decimal Order 1	**Numbers to 10** Concept of Zero How many dots? How Many Dots? Matching Numbers to 10 More, Less or the Same to 20?
FSNuN3 Investigate different ways of making sets for a given number within 5/10.	**Add & Subtract** Adding to 5 Adding to Make 5 and 10	**Add & Subtract** Adding to Make 5 and 10 Adding to Ten
FSNuN4 Match numerals to sets.	**Numbers to 10** Count to 5 How Many? Matching Numbers to 10	**Numbers** How Many Dots? Matching Numbers to 20
FSNuN5 Order numerals and sets within 5/10.	**Numbers to 10** Order Numbers to 10	**Counting** Order Numbers to 20
FSNuN6 Develop an understanding of conservation of number within 5/10.	**Numbers to 10** Dot Display	**Add & Subtract** Adding in Any Order
KS2NU5 Understand and use vulgar fractions, decimal fractions and percentages and explore the relationships between them.	**Fractions & Decimals** Compare Fractions 1a Decimal Order 1 Equivalent Fraction Wall 1 Fractions of a Collection 2 Fraction Fruit Sets 1 Model Fractions Nearest Whole Number Part-Whole Rods 2 Shading Equivalent Fractions Uneven Partitioned Shapes 2 Unit Fractions What Fraction Is Shaded?	
FSNuN8 Explore ordinal number.		**Numbers** Ordinal Numbers

Expectation	Year 1	Year 2
Understanding Number (Continued)		
FSNuN9 Explore the number that comes after, before, between a given number.	**Numbers to 10** More, Less or the Same to 10	**Counting** 1 to 30 Order Numbers to 20 **Numbers** Before, After, and Between to 20 Compare Numbers to 20
Counting and Number Recognition		
FSNuN10 Carry out simple mental calculations.	**Add & Subtract** Adding to 5 Adding to Make 5 and 10 Balance Numbers to 10 Model Addition Model Subtraction Subtracting from 5	**Add & Subtract** Adding to 10 Word Problems Adding in Any Order Adding to Make 5 and 10 Addition Facts Adding to Ten Balance Numbers to 10 Model Addition Model Subtraction Subtracting from Ten 1 More, 2 Less
FSNuN11 Extend, when appropriate, understanding of number beyond 10.		**Numbers** Before, After and Between to 20 Making Numbers Count Making Teens Numbers Matching Numbers to 20
FSNuC1 Count in the context of number rhymes, jingles and stories.		
FSNuC2 Count forwards in ones within 5/10 from different starting points.	**Numbers to 10** Count to 5 **Add & Subtract** Adding to 5 Adding to Make 5 and 10 Model Addition	**Counting** Counting Backwards Counting Forwards Order Numbers to 20 1 to 30
FSNuC3 Count backwards in ones within 5/10 from different starting points.	**Add & Subtract** Model Subtraction	**Counting** Counting Backwards
FSNuC4 Recognise numerals up to 5/10.	**Numbers to 10**	**Numbers**
FSNuC5 State, without counting, quantities within 5.	**Numbers to 10** Dot display	**Add & Subtract** How many dots?
FSNuC6 Make a sensible guess of quantities within 10.	**Numbers to 10** Dot display	**Numbers** How Many Dots?
FSNuC7 Explore numbers relevant to their every day lives.		
FSNuC8 Extend, when appropriate, counting in ones and recognition of numbers beyond 10.	**Counting** Order Numbers to 20	**Counting** 1 to 30 Counting Backwards Counting Forwards
FSNuC9 Extend activities to include counting in 2s, 5s and 10s.		**Counting** Groups of Two Groups of Five Groups of Ten

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Expectation	Year 1	Year 2
Understanding Money		
FSNuM1 Use money in various contexts.		**Measurement and Money** Everyday Money (GBP) Money (GBP) Measurement and Money Skip Counting with coins
FSNuM2 Talk about things that they want to spend money on.		
FSNuM3 Understand the need to pay for goods.		
FSNuM4 Become familiar with coins in everyday use.		**Money** Everyday Money (GBP)
FSNuM5 Talk about different ways we can pay for goods.		
FSNuM6 Use their number skills in shopping activities.		
Measures		
FSM1 Compare two objects of different length/weight/capacity/area; understand and use the language of comparison.	**Measures** Balancing Act Everyday Length	**Measures** Everyday Length Everyday Mass
FSM2 Order three objects of different length, weight, capacity, area; talk about the ordering using appropriate language.	**Measures** Compare Length Everyday Length	**Measures** Compare Length Everyday Length
FSM3 Find an object of similar length, weight, capacity, area; talk about their findings in terms of 'just about the same' length, weight, capacity, area.		
FSM4 Begin to explore the notion of conservation of length, weight, capacity in practical situations; engage in discussion about their observations.		**Measures** Balancing Act
FSM5 Choose and use, with guidance, non-standard units to measure length/capacity/weight; talk about their work.	**Measures** Compare Length	**Measures** Everyday Length Everyday Mass Which measuring tool?
FSM6 Sequence two or three familiar events.		
FSM7 Talk about significant times on the clock.		**Measures** Hour Times
FSM8 Compare two intervals of time; talk about their observations in terms of took longer/shorter time.		
FSM9 Explore time patterns.	**Measures** Days of the Week	**Measures** Days of the Week
FSM10 Choose and use, with guidance, non-standard units to measure time; talk about their work.		

Expectation	Year 1	Year 2
Shape and Space		
FSSh1 Explore and talk about shapes in the environment.		**Space & Shape** Match the Solid 1
FSSh2 Build and make models with 3D shapes; create pictures and patterns with 2D shapes.	**Patterns** Complete the Pattern Missing it! Simple Patterns	**Space and Shape** Colour Patterns Complete the Pattern Simple Patterns
FSSh3 Investigate and talk about the properties of shapes.	**Space & Shape** Collect the Shapes Count Sides and Corners Collect Simple Shapes	**Space and Shape** Collect Simple Shapes Count Sides and Corners Match the Solid 1
FSSh4 Sort collections of shapes in several ways; describe the arrangements.	**Space & Shape** Collect Simple Shapes Collect the Shapes	**Space & Shape** Collect Simple Shapes Count Sides and Corners
FSSh5 Describe and name common 3-D and 2-D shapes.	**Space & Shape** Collect Simple Shapes Count Sides and Corners	**Space and Shape** Collect Simple Shapes Count Sides and Corners Match the Solid 1
FSSh6 Explore body space through different types of movement.		
FSSh7 Explore movement through space during indoor and outdoor play activities.		
FSSh8 Understand and use a range of positional words.	**Space and Shape** Left or Right? Where is it?	**Space and Shape** Following Directions Left or Right? Where is it?
FSSh9 Explore movement using programmable devices.		
FSSh10 Follow/give directions from/to a partner for simple movements.	**Space and Shape** Where is it?	**Space and Shape** Following Directions Where is it?
Sorting		
FSS1 Explore freely properties of a range of materials and one/two/three property collections; respond to questions about the arrangements.	**Measures** Everyday Mass Hot or Cold? Same and Different Sorting	Measures Collect Simple Shapes Count Sides and Corners Everyday Length Everyday Mass **Data** Same and Different
FSS2 Sort collections of random materials.	**Data** Same and Different	Data Same and Different
FSS3 Sort for one criterion using one-property materials; talk about the arrangement.	**Sorting** Hot or Cold? Same and Different	Sorting and Data Same and Different
FSS4 Sort for one criterion using two-property collections; re-sort for the second criterion; explain their work.		

Expectation	Year 1	Year 2
Sorting (Continued)		
FSS5 Sort for one criterion using three/four-property collections; find the various possibilities; explain their work.		
FSS6 Partition sets into subsets in preparation for exploring components of number.		
Patterns and Relationships		
FSP1 Investigate and talk about pattern in the environment.		
FSP2 Copy a simple pattern.		
FSP3 Continue a simple pattern.	**Patterns and Relationships** Complete the Patterns Missing it! Sorting	**Patterns & Relationships** Colour Patterns Complete the Pattern Simple Patterns
FSP4 Create patterns.		
FSP5 Explore pattern in number.		**Counting** Order Numbers to 20 Groups of Two Groups of Five Groups of Ten
FSP6 Discover the components of numbers within 5/10 by investigating different ways of partitioning sets into subsets practically; talk abut the outcomes.	**Add & Subtract** Adding to Make 5 & 10	**Add & Subtract** Adding to Make 5 & 10
FSP7 Understand the concept of addition by combining sets of objects to find 'how many'.	**Add and Subtract** Adding to 5 Adding to make 5 and 10 Balance Numbers to 10 Model Addition	**Add & Subtract** Adding to Ten Adding to 10 Word Problems Balance Numbers to 10 Addition Facts Model Addition
FSP8 Match objects in real contexts.	**Sorting** More or Less? Same and Different	**Sorting and Data** Same and Different
FSP9 Compare sets by matching objects/counting objects to understand the terms 'more than' less than' 'the same'.	**Numbers to 10** How many dots? More or Less? Sorting	**Counting** More or Less? More, Less or the Same to 20
FSP10 Investigate the relationship between addition and subtraction in practical situations.		**Add & Subtract** Adding to 10 Word Problems

Expectation	Year 1	Year 2
Progression		
FSPr1 Use appropriate mathematical language and symbols.	Add & Subtract Addition Facts Adding in Any Order Adding to make 5 and 10 Adding to Ten Add & Subtract Balance Numbers to 10 Model Addition Model Subtraction Subtracting from Ten	Add & Subtract Addition Facts Adding in Any Order Adding to make 5 and 10 Adding to Ten Add & Subtract Balance Numbers to 10 Model Addition Model Subtraction Subtracting from Ten
FSPr2 Sort and re-sort materials, recording the outcomes in a variety of ways.		
FSPr3 Talk about data represented in simple block graphs, tables and diagrams.	**Numbers** More or Less?	Numbers More or Less? Pictograph Sorting and Data Sorting Data Who has the Goods?
FSPr4 Understand the conservation of number.		Measurement and Money Balancing Act
FSPr5 Count forwards and backwards from different starting points.	**Numbers** Before, After and Between to 20 **Counting** 1 to 30 Counting Backwards Counting Forwards	Counting Counting Backwards Counting Forwards
FSPr6 Recognise numbers to at least 20.	Counting 1 to 30 Count by 2s, 5s and 10s More, Less or the Same to 20 Order Numbers to 20 Numbers Before, After, and Between to 20 Compare Numbers to 20 Matching Numbers to 20	Counting 1 to 30 Count by 2s, 5s and 10s More, Less or the Same to 20 Order Numbers to 20 Numbers Before, After, and Between to 20 Compare Numbers to 20 Matching Numbers to 20
FSPr7 Carry out mental calculations such as 1 more/less than up to 20, doubles up to 10 and mentally add and subtract within 10.	Add & Subtract 1 More, 2 Less Adding to Ten Subtracting from Ten Numbers Doubles and Halves to 10	Add & Subtract 1 More, 2 Less Adding to Ten Subtracting from Ten Numbers Doubles and Halves to 10
FSPr8 Understand that 'teen' numbers are made up of 10 plus another number.		Numbers Make Numbers Count Making Teen Numbers
FSPr9 Begin to measure using non-standard units.	**Measures** Compare Length	Measures Measuring Length with Blocks

Expectation	Year 1	Year 2
Progression		
FSPr10 Talk about the properties of 3-D and 2-D shapes using appropriate mathematical language.		Space & Shape Collect Simple Shapes Count Sides and Corners
FSPr11 Be involved in solving practical problems.		**Add & Subtract** Adding to 10 Word Problems

Expectation	Year 3	Year 4
Understanding Number and Number Notation		
KS1NU1 Count, read, write and order whole numbers, initially to 10, progressing to at least 1,000.	**Numbers to 100** Arranging Numbers Going Down Going Up Number Line Order Reading Numbers to 30 **Counting** Count Backward Patterns Count Forward Patterns **Number Relationships** Compare Numbers to 100 Before, After and Between to 20	**Whole Numbers** Which is Bigger? Which is Smaller? Number Line Order Greater or Less to 100 Before, After and Between to 100 Odd or Even Ascending Order Descending Order
KS1NU2 Understand the empty set and the conservation of number.	**Whole Numbers** Expanding Numbers Greater or Less Than? Partition and rename 1 Place Value Partitioning Place Value to Thousands Repartition 2-Digit Numbers Which is Bigger? Which is Smaller? **Fractions & Decimals** Decimal Order 1	
KS1NU3 Understand that the place of the digit indicates its value.	**Numbers to 100** Making Numbers Count Place Value 1 Make Big Numbers Count Repartition 2-Digit Numbers	**Whole Numbers** Nearest 100? **Place Value** Make Big Numbers Count Model Numbers Place Value 2 Place Value to Thousands Expanding Numbers Repartition 2-Digit Numbers Partition and rename 1
KS1NU4 Make a sensible estimate of a small number of objects and begin to approximate to the nearest 10 or 100.		

Expectation	Year 3	Year 4
Understanding Number and Number Notation (Continued)		
KS1NU5 Recognise and use simple everyday fractions.	**Fractions** Halves Halves and Quarters Partition into Equal Parts Part-Whole Rods 1 Shape Fractions	**Fractions** Halves and Quarters What Fraction is Shaded? Uneven Partitioned Shapes 1 Partition Into Equal Parts Thirds and Sixths Fractions of a collection 1 Part-whole rods 2 Halve it! Fraction Fruit Sets 1
Patterns, Relationships and Sequences in Number		
KS2NU5 Understand and use vulgar fractions, decimal fractions and percentages and explore the relationships between them.	**Fractions & Decimals** Compare Fractions 1a Decimal Order 1 Equivalent Fraction Wall 1 Fractions of a Collection 2 Fraction Fruit Sets 1 Model Fractions Nearest Whole Number Part-Whole Rods 2 Shading Equivalent Fractions Uneven Partitioned Shapes 2 Unit Fractions What Fraction Is Shaded?	**Patterns & Relationships** Count by 2s, 5s and 10s Count Forward Patterns Count Backward Patterns Describing Patterns **Understanding Money** Skip Counting with Coins
KS1NP2 Explore patterns in number tables.	**Money** Skip Counting with coins **Multiply & Divide** Groups of Five Groups of Ten Groups of Two Numbers to 100 Number Line Order	**Whole Numbers** Number Line Order **Patterns & Relationships** Count by 2s, 5s and 10s Skip Counting **Multiplication & Division** Frog Jump Multiplication **Understanding Money** Skip Counting with Coins
KS1NP3 Understand the commutative property of addition and the relationship between addition and subtraction.	**Addition & Subtraction Facts** Fact Families: Add and Subtract Related Facts 1	**Patterns & Relationships** Commutative Property of Addition Fact Families: Add & Subtract
KS1NP4 Understand the use of a symbol to stand for an unknown number.		
KS1NP5 Understand and use simple function machines.		

Expectation	Year 3	Year 4
Operations and their Applications		
KS1NO3 Develop strategies for adding and subtracting mentally up to the addition of two two-digit numbers within 100.	**Add & Subtract** Add 3 numbers using bonds to 10 Add 3 single digit Add Three 1-Digit Numbers Addictive Addition Adding to 2-digit numbers Jump Add and Subtract Repartition to Subtract Simple Subtraction **Addition & Subtraction Facts** Add 3 numbers using bonds to 10 Balance Numbers to 20 Fact Families: Add and Subtract Related Facts 1 **Number Relationships** 1 More, 10 Less 10 more, 10 less	**Add & Subtract** Addictive Addition Complements to 10, 20, 50 Jump Add and Subtract Magic Mental Addition Magic Mental Subtraction Simple Subtraction **Multiplication and Division** Multiply Multiples of 10
KS1NO2 Know addition and subtraction facts to 20 and the majority of multiplication facts up to 10 x 10.	**Add & Subtract** Addictive Addition Simple Subtraction **Addition & Subtraction Facts** Add 3 numbers using bonds to 10 Addition Facts to 18 All about Twenty Balance Numbers to 20 Subtraction Facts to 18 **Multiply & Divide** Dividing Fives Dividing Tens Dividing Twos Groups of Five Groups of Ten Groups of Two Multiplication Arrays Multiplication Facts	**Patterns & Relationships** Doubles and Halves to 20 Doubles and Near Doubles **Add & Subtract** Addictive Addition Simple Subtraction **Multiplication Tables** Groups of Ten Groups of Five Groups of Three Groups of Eight Multiplication Facts Times Tables **Multiplication and Division** Multiplication Arrays

Expectation	Year 3	Year 4
Operations and their Applications (Continued)		
KS1NO3 Develop strategies for adding and subtracting mentally up to the addition of two two-digit numbers within 100.	**Add & Subtract** Add 3 numbers using bonds to 10 Add 3 single digit Add Three 1-Digit Numbers Addictive Addition Adding to 2-digit numbers Jump Add and Subtract Repartition to Subtract Simple Subtraction **Addition & Subtraction Facts** Add 3 numbers using bonds to 10 Balance Numbers to 20 Fact Families: Add and Subtract Related Facts 1 **Number Relationships** 1 More, 10 Less 10 more, 10 less	**Add & Subtract** Addictive Addition Complements to 10, 20, 50 Jump Add and Subtract Magic Mental Addition Magic Mental Subtraction Simple Subtraction **Multiplication and Division** Multiply Multiples of 10
Money		
KS1NM1 Recognise coins and use them in simple contexts.	**Money** Money Skip Counting with coins Who has the Money?	**Understanding Money** How much Change? Money Skip Counting with Coins Who has the Money?
KS1NM2 Add and subtract money up to £10, use the conventional way of recording money, and use these skills to solve problems.	**Money** Money Who has the Money?	**Understanding Money** How much Change? Money
KS1NM3 Talk about the value of money and ways in which it could be spent, saved and kept safe.		
KS1NM4 Talk about what money is and alternatives for paying.		
KS1NM5 Decide how to spend money.		
Measures		
KS1M1 Understand and use the language associated with length, 'weight', capacity, area and time	**Measures** Balancing Act Everyday Length Everyday Mass Which Holds More? Sorting More or Less?	**Measures** Everyday Length Everyday Mass Filling Fast!
KS1M2 Use non-standard units to measure and recognise the need for standard unit.	**Measures** Compare Length Everyday Length	**Measures** Compare Length Everyday Length

Expectation	Year 3	Year 4
Measures (Continued)		
KS1M3 Know and use the most commonly used units to measure in purposeful context.		
KS1M4 Make estimates using arbitrary and standard unit.	**Measures** Measuring Length with Blocks	**Measures** Balancing Act
KS1M5 Choose and use simple measuring instruments, reading and interpreting them with reasonable accuracy.	**Measures** Compare Length	**Measures** Everyday Length Everyday Mass Which measuring tool?
KS1M6 Sequence everyday events.		
KS1M7 Know the days of the week, months of the year and seasons.	**Time** Days of the Week Months of the Year Using a Calendar	**Measures** Hour Times
KS1M8 Explore calendar patterns.	**Time** Using a Calendar	**Time** Using a Calendar
KS1M9 Recognise times on the analogue clock and digital displays.	**Measures** Days of the Week	**Measures** Days of the Week
KS1M10 Understand the conservation of measures.		
Exploration of Shape		
KS1SE1 Sort 2-D and 3-D shapes in different ways.		
KS1SE3 Name and describe 2-D and 3-D shapes.	Space and Shape Collect More Shapes Collect the Objects Match the Object	**Shape and Space** Collect the Objects 1 Collect the Polygons Collect More Shapes How many Faces? How many Edges? How many Corners? Match the Solid 1
KS1SE5 Explore simple tessellation through practical activities.		

Expectation	Year 3	Year 4
Position, Movement and Direction		
KS1SE5 Explore simple tessellation through practical activities.		
KS1PO1 Use prepositions to state position.	Space & Shape Following Directions Left or Right?	**Shape and Space** Following Directions Left or Right?
KS1PO2 Understand angle as a measure of turn.		
KS1PO3 Understand and give instructions for turning through right angles.		**Shapes and Space** Flip, Slide, Turn
KS1PO4 Recognise right-angled corners in 2-D and 3-D shape.		**Shape and Space** Right Angle Relation
KS1PO5 Know the four points of the compass.		**Shape and Space** What Direction was That?
KS1PO6 Use programmable devices to explore movement and direction.		
Collecting, Representing and Interpreting Data		
KS1DC1 Sort and classify objects for one or two criteria and represent results using Venn, Carroll and Tree diagram.	Data Carroll Diagram Sorting Data	**Handling Data** Carroll Diagram Venn Diagram 1 Tree Diagram
KS1DC2 Collect data, record and present it using real objects, drawings, tables, mapping diagrams, simple graphs and ICT software.	Data Make Graphs	**Data** Bar Graphs 1 Making Graphs Tallies
KS1DC3 Discuss and interpret the data.	Data Sorting Data Tallies Who has the Goods?	**Data** Reading from a Bar Chart
KS1DC4 Extract information from a range of charts, diagrams and table.	Data Bar Graphs 1 Carroll Diagram Picture Graphs	**Data** Interpreting Tables Reading from a Bar Chart
KS1DC5 Enter and access information using a database.		

Expectation	Year 5	Year 6	Year 7
Understanding Number and Number Notation			
KS2NU1 Count, read, write and order whole numbers.	**Whole Numbers** Ascending Order Descending Order Greater or Less Than? Which is Bigger? Which is Smaller?	**Place Value and Rounding** Nearest 10? Nearest 100? Nearest 1000? Rounding Numbers	**Whole Numbers** Greater Than or Less Than? Integers on a Number Line Nearest 1000? Number Sequences up to 1 Million Numbers in Words Rounding Numbers
KS2NU2 Develop an understanding of place value up to two decimal places.	**Whole Numbers** Expanding Numbers Greater or Less Than? Partition and rename 1 Place Value Partitioning Place Value to Thousands Repartition 2-Digit Numbers Which is Bigger? Which is Smaller? **Fractions & Decimals** Decimal Order 1	**Addition and Subtraction** Add 3-Digit Numbers: Regroup 3-Digit Differences with Zeroes 3-Digit Differences: 1 Regrouping **Place Value and Rounding** Nearest 10? Nearest 100? Nearest 1000? **Understanding Number** Greater Than or Less Than? Which is Greater? Which is Less? **Place Value and Rounding** Expanded Notation Partition and rename 2 Place Value Partitioning Place Value to Thousands Place Value 3 **Fractions & Decimals** Decimal Order 1	**Whole Numbers** Expanded Notation Greater Than or Less Than? Nearest 1000? Place Value 3 Place Value to Millions Partition and Rename 3 Rounding Numbers **Decimals** Estimate Decimal Sums 1
KS2NU3 Use understanding of place value to multiply and divide numbers by 10 and 100.	**Patterns and Relationships** Multiples of 10 **Multiply & Divide** Multiply Multiples of 10	**Multiply & Divide** Estimation: Multiply and Divide Multiply Multiples of 10 Multiply More Multiples of 10 **Patterns and Relationships** More Multiples of 10 **Length, Perimeter and Area** Metres and Kilometres Converting cm and mm	**Volume, Mass and Capacity** Millilitres and Litres **Multiply & Divide** Multiplying by 10, 100, 1000 Dividing by 10, 100, 1000 **Length, Perimeter and Area** Converting Units of Length

Expectation	Year 5	Year 6	Year 7
Understanding Number and Number Notation Continued			
KS2NU4 Estimate and approximate to gain an indication of the size of a solution to a calculation or problem.		**Addition and Subtraction** Estimate Sums Estimate Differences **Multiply & Divide** Estimation: Multiply and Divide **Place Value and Rounding** Nearest 10? Nearest 100? Nearest 1000? Rounding Numbers	**Addition and Subtraction** Estimation: Add and Subtract **Decimals** Estimate Decimal Differences 1 Estimate Decimal Sums 1 Rounding Decimals 1 **Multiplication and Division** Estimation: Multiply and Divide **Understanding Number** Nearest 1000? Rounding Numbers
KS2NU5 Understand and use vulgar fractions, decimal fractions and percentages and explore the relationships between them.	**Fractions & Decimals** Compare Fractions 1a Decimal Order 1 Equivalent Fraction Wall 1 Fractions of a Collection 2 Fraction Fruit Sets 1 Model Fractions Nearest Whole Number Part-Whole Rods 2 Shading Equivalent Fractions Uneven Partitioned Shapes 2 Unit Fractions What Fraction Is Shaded?	**Decimals and Percentages** Decimal Complements Decimal Order 1 Fractions to Decimals Decimals to Fractions 1 Modelling Percentages Match Decimals and Percentages Fractions Comparing Fractions 1 Counting with Fractions on a Number Line Equivalent Fraction Wall 1 Fractions of a Collection 2 Shading Equivalent Fractions 1 Unit Fractions Uneven Partitioned Shapes 2	**Decimals** Adding Decimals Adding and Subtracting Decimals Comparing Decimals 1 Decimal Complements Decimals from Words to Digits 1 Decimals on a Number Line Decimal Order 1 Estimate Decimal Sums 1 Estimate Decimal Differences 1 Nearest Whole Number Rounding Decimals 1 Fractions Add: Common Denominator Comparing Fractions 2 Equivalent Fractions Equivalent Fraction Wall 1 Fraction by Whole number Fraction of an Amount One take Fraction Subtract: Common Denominator Unit Fractions Fractions, Decimals and Percentages Calculating Percentages Decimals to Fractions 1 Decimal to Percentage Modelling Percentages Percentage to Fraction

Expectation	Year 5	Year 6	Year 7
Understanding Number and Number Notation Continued			
KS2NU6 Understand and use negative numbers in context.		**Whole Numbers** Integers on a Number Line	**Understanding Number** Integers on a Number Line
Patterns, Relationships and Sequences in Number			
KS2NP1 Explore and predict patterns and sequences of whole number.			
KS2NP2 Follow and devise rules for generating sequence.		**Patterns and Relationships** Describing Patterns	
KS2NP3 Understand and use multiples and factors and the terms prime, square and cube.	**Patterns and Relationships** Multiples of 10	**Patterns and Relationships** More Multiples of 10 **Whole Numbers** Multiples	**Understanding Number** Factors Multiples Prime or Composite?
KS2NP4 Appreciate inverse operation.	**Patterns and Relationships** Commutative Property of Addition Find the Missing Number 1 Related Facts 2	**Patterns and Relationships** Find the Missing Number 2 Missing Values: Decimals	
KS2NP5 Interpret, generalise and use simple relationships expressed in numerical, spatial and practical situations.	**Patterns and Relationships** Odd and Even Numbers 1 10 More, 10 Less	**Patterns and Relationships** More Multiples of 10	
KS2NP6 Understand and use simple function machine.			
KS2NP7 Understand that a letter can stand for an unknown number.			
Operations and their Applications			
KS2NO1 Develop strategies to add and subtract mentally.	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Magic Mental Addition Magic Mental Subtraction	**Add & Subtract** Bump Add and Subtract Complements to 50 and 100 Estimate Differences Estimate Sums Jump Add and Subtract Split Add and Subtract	**Add & Subtract** Bump Add and Subtract Complements to 50 and 100 Estimation: Add and Subtract Jump Add and Subtract Split Add and Subtract

Expectation	Year 5	Year 6	Year 7
Operations and their Applications (Continued)			
KS2NO2 Know the multiplication facts up to 10 x 10.			**Multiply & Divide** Contracted Multiplication Dividing by 10, 100, 1000 Division Facts Mental Methods Division Mental Methods Multiplication Multiplication Facts Multiplying by 10, 100, 1000 Remainders by Tables Short Division
KS2NO3 Engage in a range of activities to develop understanding of the four operations of number.	**Add & Subtract 2** Add Numbers: Regroup a Ten Add Two 2-Digit Numbers: Regroup Add 3-Digit Numbers Add Three 2-Digit Numbers Column Addition Column Subtraction Regroup Subtract Numbers Subtract Numbers: Regroup 3-Digit Differences **Multiply & Divide** Fact Families: Multiply and Divide Frog Jump Multiplication Grid Methods 1 Multiply: 2-Digit by 1-Digit Multiply Multiples of 10 Remainders by Arrays Split Add and Subtract	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract Strategies for Column **Multiply & Divide** Estimation: Multiply and Divide Mental Methods Multiplication Mental Methods Division Multiply 1-Digit Number Multiply 1-Digit Numbers, Regroup Remainders by Tables	**Add & Subtract** Bump Add and Subtract Complements to 50 and 100 Estimation: Multiply and Divide Jump Add and Subtract Remainders by Tables Split Add and Subtract **Multiply & Divide** Contracted Multiplication Dividing by 10, 100, 1000 Division Facts Mental Methods Division Mental Methods Multiplication Multiplication Facts Multiplying by 10, 100, 1000 Remainders by Tables Short Division
KS2NO4 Appreciate the use of brackets.			

Expectation	Year 5	Year 6	Year 7
Operations and their Applications (Continued)			
KS2NO5 Add and subtract with up to two decimal places.	**Add & Subtract 2** Add Numbers: Regroup a Ten Add Three 2-Digit Numbers Add Three 2-Digit Numbers: Regroup Add 3-Digit Numbers Add Two 2-Digit Numbers: Regroup Column Addition Column Subtraction Subtract Numbers 3-Digit Differences Subtract Numbers: Regroup **Fractions & Decimals** Decimal Complements	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract **Add & Subtract 2** Add 3 Digit Numbers Add 3-Digit Numbers: Regroup Adding Decimals 3-Digit Differences with Zeroes 3-Digit Differences: 1 Regrouping **Decimals & Percentages** Decimal Complements Decimals and Percentages	**Add & Subtract** Add Multi-Digit Numbers 1 Add Three 2-Digit Numbers: Regroup Add Three 3-Digit Numbers Bump Add and Subtract 3-Digit Differences: 2 Regroupings Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract **Decimals** Adding and Subtracting Decimals Decimal Complement
KS2NO6 Multiply and divide decimals by whole numbers.			**Decimals** Decimal by Whole Number **Understanding Money** Purchase Options **Volume, Mass and Capacity** Capacity Addition **Length, Perimeter and Area** Converting Units of Length Millilitres and Litres

Expectation	Year 5	Year 6	Year 7
Operations and their Applications (Continued)			
KS2NO7 Use the 4 operations to solve problems.	**Problem Solving** Bar Model Problems 2 Find the Missing Number 1 I am thinking of a number! Magic Symbols 1 Mass Word Problems Partition Puzzles 2 Problems: Add and Subtract 2 Pyramid Puzzles 2 Word Problems with Letters	**Add and Subtract 2** Add 3 Digit Numbers Add 3-Digit Numbers: Regroup 3-Digit Differences with Zeroes 3-Digit Differences: 1 Regrouping Patterns and Relationships Find the Missing Number 2 Missing Values: Decimals **Fractions** Unit Fractions Problem Solving Find the Missing Number 2 Fraction Length Models 1 Fraction Word Problems I am Thinking of a Number! Magic Symbols 1 Missing Numbers 1 Problems: Multiply and Divide Pyramid Puzzles	**Fractions** Add: Common Denominator Subtract: Common Denominator Fraction by Whole Number Unit Fractions Fraction of an Amount One take Fraction **Multiplication and Division** Contracted Multiplication Division Facts Multiplication Facts Mental Methods: Multiplication Mental Methods: Division Short Division **Problem Solving** Divisibility Tests Fraction Word Problems Fraction Length Models 2 Magic Symbols 2 Missing Numbers 2 Percentage Word Problems Problems: Add and Subtract 2 Problems: Multiply and Divide 2 Pyramid Puzzles 2
Money			
KS2NM1 Use the four operations to solve problems involving money.	**Measures** Compare Length	**Measures** Everyday Length Everyday Mass Which measuring tool?	**Understanding Money** Best Buy Budgeting Percentage of a Quantity Purchase Options
KS2NM2 Discuss the value of money, how to keep money safe, ways in which goods can be paid for and the need for budgeting.			
KS2NM3 Be able to plan and think ahead in terms of saving and spending money.		**Measures** Hour Times	**Money** Budgeting
KS2NM4 Prioritise spending with a limited supply of money.			
KS2NM5 Understand how to access best buys.	**Measures** Days of the Week	**Measures** Days of the Week	
KS2NM6 Discuss foreign currency including the Euro.			

Expectation	Year 5	Year 6	Year 7
Measures			
KS2M1 Develop skills in estimation of length, 'weight', volume/capacity, time, area and temperature.			**Length, Perimeter and Area** Capacity Addition Converting Units of Length Converting Units of Area Converting Volume Mass Addition Millilitres and Litres
KS2M2 Appreciate important ideas about measurement, including the continuous nature of measurement and the need for appropriate accuracy.	**Measuring** Measuring Length		**Volume, Mass and Capacity** Capacity Addition Mass Addition Rates Word Problems **Time** Elapsed Time Time Mentals What Time will it be?
KS2M3 Understand the relationship between units and convert one metric unit to another.	**Measuring** Centimetres and Metres Converting cm and mm Kilometre Conversions	**Length, Perimeter and Area** Converting cm and mm Metres and Kilometres **Volume, Mass and Capacity** Capacity Addition Kilogram Conversions Litre Conversions Mass Addition **Time** Elapsed Time	**Length, Perimeter and Area** Area: Composite Shapes Area of Shapes Area: Squares and Rectangles Area: Triangles How Many Blocks? Perimeter of Shapes Perimeter: Squares and Rectangles Perimeter: Triangles Volume: Rectangular Prisms 2
KS2M4 Use the four operations to solve problems.	**Problem Solving** Mass Word Problems	**Volume, Mass and Capacity** Capacity Addition Mass Addition	**Volume, Mass and Capacity** Capacity Addition Mass Addition
KS2M5 Calculate perimeter and the areas and volumes of simple shapes.	**Measuring** Area of Shapes Biggest Shape Equal Areas Perimeter of Shapes	**Length, Perimeter and Area** Area of Shapes Area: Squares and Rectangles Equal Areas Perimeter of Shapes Perimeter: Squares and Rectangles Perimeter: Triangles **Volume, Mass and Capacity** How many Blocks? Volume: Rectangular Prisms 1	**Length, Perimeter and Area** Area of Shapes Area: Squares and Rectangles Perimeter of Shapes Perimeter: Squares and Rectangles Perimeter: Triangles **Volume, Mass and Capacity** How many Blocks? Volume: Rectangular Prisms 2

Expectation	Year 5	Year 6	Year 7
Measures (Continued)			
KS2M6 Understand and use scale in the context of simple maps and drawings.		**Length, Perimeter & Area** Scale	**Length, Perimeter & Area** Scale
KS2M7 Recognise times on the analogue and digital clocks and understand the relationship between the 12 and 24-hour clocks.	**Time** What is the Time? Five Minutes Times	**Time** Elapsed Time 24-Hour Time	**Time** Elapsed Time Time Mentals 24-Hour Time What Time will it be?
KS2M8 Use timetables.	**Time** Using Timetables	**Time** Using Timetables	
Exploration of Shape			
KS2SE1 Construct a range of regular and irregular 2-D shapes.			
KS2SE2 Classify 2D shapes through examination of angles and sides.	**Lines and Angles** Sides, Angles and Diagonals	**Space & Shape** Sides, Angles and Diagonals	**Space & Shape** Sides, Angles and Diagonals
KS2SE3 Recognise line and rotational symmetry.	**Shape** Symmetry or Not?	**Space & Shape** Rotational Symmetry Symmetry or Not	**Space and Shape** Rotational Symmetry Symmetry or Not
KS2SE4 Reflect shapes in a line.	**Shape** Transformations	**Space & Shape** Transformations	**Space and Shape** Transformations
KS2SE5 Explore tessellations.			
KS2SE6 Name and describe common 2-D shapes.	**Shape** Collect the Polygons		
KS2SE7 Begin to understand congruence in 2-D shapes.			**Space and Shape** Congruent Figures (Grid)
KS2SE8 Construct 3-D shapes.			
KS2SE9 Investigate the number of faces, edges and vertices on 3D shapes.	**Shape** Faces, Edges and Vertices Faces, Edges and Vertices 1 How many Faces?	**Space & Shape** Faces, Edges and Vertices	**Space and Shape** Faces, Edges and Vertices Faces, Edges and Vertices 2
KS2SE10 Name and describe common 3-D shapes.	**Shape** Collect the Objects 2 Faces, Edges and Vertices Faces, Edges and Vertices 1 How many Corners? How many Edges? How many Faces?	**Lines and Angles** Sides, Angles and Diagonals Triangle Tasters	**Space and Shape** Faces, Edges and Vertices Faces, Edges and Vertices 2 Prisms and Pyramids What Prism am I? What Pyramid am I?
KS2SE11 Explore the relationship between 2-D and 3-D shapes.	**Shape** What Prism am I? What Pyramid am I?	**Space & Shape** Prisms and Pyramids What Prism am I? What Pyramid am I?	**Space and Shape** Nets Prisms and Pyramids What Prism am I? What Pyramid am I?

Expectation	Year 5	Year 6	Year 7
Position, Movement and Direction			
KS2PO1 Understand the notion of angle in the context of turning.	**Lines and Angles** Equal Angles Comparing Angles	**Lines and Angles** Classifying Angles Measuring Angles	**Lines and Angles** Classifying Angles Measuring Angles
KS2PO2 Recognise right angles.	**Lines and Angles** Right Angle Relation What Type of Angle?	**Lines and Angles** Right Angle Relation What Type of Angle 2?	**Lines and Angles** Right Angle Relation
KS2PO3 Understand clockwise and anti-clockwise.			
KS2PO4 Know the eight points of the compass.	**Position** What Direction was That?	**Space & Shape** What Direction was That?	
KS2PO5 Use logo to understand movement and turning.			
KS2PO6 Be introduced to a programming language and use it to create pictures and patterns and to generate shape.			
KS2PO7 Develop language associated with line and angle.	**Lines and Angles** Equal Angles Sides, Angles and Diagonals What Line am I?	**Lines and Angles** Classifying Angles Right Angle Relation Sides, Angles and Diagonals What Line am I? What Type of Angle 2?	**Lines and Angles** Classifying Angles Labelling Angles Right Angle Relation Sides, Angles and Diagonals
KS2PO8 Recognise properties of acute, obtuse and reflex angles.	**Lines and Angles** What Type of Angle?	**Lines and Angles** Right Angle Relation What Type of Angle 2? Classifying Angles	**Lines and Angles** Classifying Angles Right Angle Relation
KS2PO9 Investigate angles in triangles and quadrilaterals.		**Lines and Angles** Triangle Tasters	
KS2PO10 Measure and draw angles up to 360°.	**Lines and Angles** Comparing Angles	**Lines and Angles** Measuring Angles	**Lines and Angles** Measuring Angles
KS2PO11 Use co-ordinates to plot and draw shapes in the first quadrant.	**Position** Coordinate Meeting Place Map Coordinates	**Space and Shape** Coordinate Graphs 1st Quadrant	**Space and Shape** Congruent Figures (Grid) Coordinate Graphs: 1st
Collecting, Representing and Interpreting Data			
KS2DC1 Collect, classify, record and present data drawn from a range of meaningful situations, using graphs, tables, diagrams and ICT software.	**Data & Probability** Making Graphs Tallies		

Expectation	Year 5	Year 6	Year 7
Collecting, Representing and Interpreting Data (Continued)			
KS2DC2 Explain their work orally and/or through writing and draw conclusions.	**Data & Probability** Interpreting Tables Reading from a Column Graph	**Data** Interpreting Tables	**Data** Interpreting Tables
KS2DC3 Interpret a wide range of tables, lists, graphs and diagrams.	**Data & Probability** Add and Subtract Using Graphs Carroll Diagram Column Graphs Interpreting Tables	**Time** Using Timetables **Data** Bar Graphs 1 Interpreting Tables	**Data** Bar Graphs 2 Compound Bar Chart Interpreting Tables Line Graphs: Interpretation
KS2DC4 Create and interpret frequency tables, including those for grouped data.			
KS2DC5 Design and use a data collection sheet.			
KS2DC6 Interpret the results of data collections.			
KS2DC7 Enter information in a database or spreadsheet and interrogate and interpret the results.			
KS2DC8 Understand, calculate and use the mean and range of a set of discrete data.	**Data & Probability** Finding the Average	**Data** Mean 1	**Data** Mean
Introduction to Probability			
KS2DP1 Become familiar with and use the language of probability.	**Data & Probability** What are the Chances?	**Data** What are the Chances?	**Data** Dice and Coins Probability Scale
KS2DP2 Understand possible outcomes of simple random events.	**Data & Probability** What are the Chances?	**Data** What are the Chances?	**Handling Data** Dice and Coins Probability Scale
KS2DP3 Understand that there is a degree of uncertainty about the outcome of some events, while others are certain or impossible.	**Data & Probability** Will it happen?	**Data** What are the Chances?	**Handling Data** Probability Scale
KS2DP4 Place events in order of 'likelihood'.			
KS2DP5 Understand and use the idea of 'evens' and know whether events are more or less likely than this.		**Handling Data** What are the Chances?	**Handling Data** Probability Scale

Northern Ireland
Curriculum Alignment

Mathletics and the Primary Northern Ireland National Curriculum

This alignment document lists all Mathletics curriculum activities associated with each Northern Ireland course, and demonstrates how these fit within the Northern Ireland Primary Curriculum.

As new activities are developed, this document will be updated. You can download the latest version from the training and support portal:

www.3plearning.com/training

Contents

Expectation	Activities & Live Mathletics		eBooks
Number			
ELGNu1 Children count reliably with numbers from 1 to 20, place them in order and say which number is one more or one less than a given number.	**Numbers to 30:** Concept of zero Count to 5 How Many?	**Numbers to 30:** More or Less? Order Numbers to 10 Order Numbers to 20	**YR Numbers & Patterns:** Number to 10 Numbers to 20
ELGNu2 Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.	**Operations with Number:** Adding to 5 Model Addition	**Operations with Number:** Model Subtraction Subtracting from 5 Live Mathletics L1	**YR Operations with Number:** Addition & Subtraction
ELGNu3 They solve problems, including doubling, halving and sharing.	**Operations with Number:** Share the Treasure		**YR Operations with Number:** Addition & Subtraction
Space, Shape & Measure			
ELGSSM1 Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.	**Measurement:** Balancing Act Measuring Length	**Time, Money & Data** : Days of the Week Who has the Goods?	**YR Measurement** : Length Mass
ELGSSM2 They recognise, create and describe patterns.	**Patterns** : Colour Patters Missing It!		**YR Numbers & Patterns:**
ELGSSM3 They explore characteristics of everyday objects and shapes and use mathematical language to describe them.	**Patterns** : Collect Simple Shapes Mathc the Object	**Space & Shape:** Simple Patterns	**YR Space & Shape** : 2D Shape

Expectation	Activities & Live Mathletics	eBooks

NOTES:

Each new page (see break lines) needs to start with the title row.

The break lines indicate the maximum table size.

Use CTRL+Alt to create a new line with in a cell - add all activities into the same cell.

Create a topic title row for each section.

Use Bryant fonts (size 9 - 12)

Margins:

Top = 7.9

Right = 8

Bottom = 15.4

NUMBER

GEOMETRY

MEASUREMENT

STATISTICS

Foundation	Number	Understanding Number
Foundation	Number	Counting and Number Recognition
Foundation	Number	Understanding Money
Foundation	Measures	
Foundation	Shape and Space	
Foundation	Sorting	

Expectation	Year 5	Year 6
KS1		
KS1	Number	Patterns, Relationships and Sequnces in Number
KS1		
KS1	Number	Money

KS2NU5 Understand and use vulgar fractions, decimal fractions and percentages and explore the relationships between them.	**Fractions & Decimals** Compare Fractions 1a Decimal Order 1 Equivalent Fraction Wall 1 Fractions of a Collection 2 Fraction Fruit Sets 1 Model Fractions Nearest Whole Number Part-Whole Rods 2 Shading Equivalent Fractions Uneven Partitioned Shapes 2 Unit Fractions What Fraction Is Shaded?	**Decimals and Percentages** Decimal Complements Decimal Order 1 Fractions to Decimals Decimals to Fractions 1 Modelling Percentages Match Decimals and Percentages Fractions Comparing Fractions 1 Counting with Fractions on a Number Line Equivalent Fraction Wall 1 **Fractions of a Collection 2** **Shading Equivalent Fractions 1** **Unit Fractions** **Uneven Partitioned Shapes 2**	Adding Decimals Adding and Subtracting Decimals Comparing Decimals 1 Decimal Complements Decimals from Words to Digits 1 Decimals on a Number Line Decimal Order 1 Estimate Decimal Sums 1 Estimate Decimal Differences 1 Nearest Whole Number Rounding Decimals 1 Fractions Add:

	Expectation	Year 5	Year 6	
KS1	KS2NU6 Understand and use negative numbers in context.		**Whole Numbers** Integers on a Number Line	**Understanding Number** Integers on a Number Line
KS1	**Patterns, Relationships and Sequences in Number**			
KS2	KS2NP1 Explore and predict patterns and sequences of whole number.			
KS2	KS2NP2 Follow and devise rules for		**Patterns and Relationships** Describing Patterns	
KS2	KS2NP3 Understand and use multiples and factors	**Patterns and Relationships** Multiples of 10	**Patterns and Relationships** More Multiples of 10 **Whole Numbers** Multiples	**Understanding Number** Factors Multiples Prime or
KS2	KS2NP4 Appreciate inverse operation.	**Patterns and Relationships** Commutative Property of Addition Find the Missing	**Patterns and Relationships** Find the Missing Number 2 Missing Values:	
KS2	KS2NP5 Interpret, generalise and use simple relationships expressed in numerical, spatial and practical situations.	**Patterns and Relationships** Odd and Even Numbers 1 10 More, 10 Less	**Patterns and Relationships** More Multiples of 10	
KS2	KS2NP6 Understand and use simple function machine.			

KS2	KS2NP7 Understand that a letter can stand for an unknown number.			
KS2	Operations and their Applications			
KS2	KS2NO1 Develop strategies to add and subtract mentally.	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Magic Mental Addition Magic Mental Subtraction	**Add & Subtract** Bump Add and Subtract Complements to 50 and 100 Estimate Differences Estimate Sums Jump Add and Subtract	**Add & Subtract** Bump Add and Subtract Compleme nts to 50 and 100 Estimatio:
	Expectation	Year 5	Year 6	
	KS2NO2 Know the multiplication facts up to 10 x 10.			**Multiply & Divide** Contracted Multiplication Dividing by 10, 100, 1000 Division Facts Mental Methods Division Mental Methods Multiplication Multiplication Facts Multiplying by 10, 100, 1000 Remainders by Tables Short Division

KS2NO3 Engage in a range of activities to develop understanding of the four operations of number.	**Add & Subtract 2** Add Numbers: Regroup a Ten Add Two 2-Digit Numbers: Regroup Add 3-Digit Numbers Add Three 2-Digit Numbers Column Addition Column Subtraction Regroup Subtract Numbers Subtract Numbers: Regroup 3-Digit Differences **Multiply & Divide** Fact Families: Multiply and Divide Frog Jump Multiplication Grid Methods 1 Multiply: 2-Digit by 1-	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract Strategies for Column **Multiply & Divide** Estimation: Multiply and Divide Mental Methods Multiplication Mental Methods Division Multiply 1-Digit Number Multiply 1-Digit Numbers, Regroup Remainders by Tables	**Add & Subtract** Bump Add and Subtract Complements to 50 and 100 Estimation: Multiply and Divide Jump Add and Subtract Remainders by Tables Split Add and Subtract **Multiply & Divide** Contracted
KS2NO4 Appreciate the use of brackets.			
Expectation	Year 5	Year 6	
Operations and their Applications (Continued)			

KS2NO5 Add and subtract with up to two decimal places.	**Add & Subtract 2** Add Numbers: Regroup a Ten Add Three 2-Digit Numbers Add Three 2-Digit Numbers: Regroup Add 3-Digit Numbers Add Two 2-Digit Numbers: Regroup Column Addition Column Subtraction Subtract Numbers 3-Digit Differences Subtract Numbers: Regroup **Fractions & Decimals** Decimal Complements	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract **Add & Subtract 2** Add 3 Digit Numbers Add 3-Digit Numbers: Regroup Adding Decimals 3-Digit Differences with Zeroes 3-Digit Differences: 1 Regrouping **Decimals & Percentages** Decimal Complements Decimals and Percentages	**Add & Subtract** Add Multi-Digit Numbers 1 Add Three 2-Digit Numbers: Regroup Add Three 3-Digit Numbers Bump Add and Subtract 3-Digit Differences: 2 Regroupings Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract **Decimals** Adding and Subtracting Decimals Decimal Compleme
KS2NO6 Multiply and divide decimals by whole numbers.			**Decimals** Decimal by Whole Number **Understanding Money** Purchase Options **Volume, Mass and Capacity** Capacity Addition **Length, Perimeter and Area** Converting Units of Length Millilitres and Litres

Expectation	Year 5	Year 6

Operations and their Applications (Continued)			
KS2NO7 Use the 4 operations to solve problems.	**Problem Solving** Bar Model Problems 2 Find the Missing Number 1 I am thinking of a number! Magic Symbols 1 Mass Word Problems Partition Puzzles 2 Problems: Add and Subtract 2 Pyramid Puzzles 2 Word Problems with Letters	**Add & Subtract 2** Add 3 Digit Numbers Add 3-Digit Numbers: Regroup 3-Digit Differences with Zeroes 3-Digit Differences: 1 Regrouping Patterns and Relationships Find the Missing Number 2 Missing Values: Decimals **Fractions** Unit Fractions Problem Solving Find the Missing Number 2 Fraction Length Models 1 Fraction Word Problems I am Thinking of a Number! Magic Symbols 1 Missing Numbers 1 Problems: Multiply and Divide Pyramid Puzzles	**Fractions** Add: Common Denominator Subtract: Common Denominator Fraction by Whole Number Unit Fractions Fraction of an Amount One take Fraction **Multiplication and Division** Contracted Multiplication Division Facts Multiplication Facts Mental Methods: Multiplicati
Money			
KS2NM1 Use the four operations to solve problems involving money.	**Measures** Compare Length	**Measures** Everyday Length Everyday Mass Which measuring tool?	**Understanding Money** Best Buy Budgeting Percentage of a Quantity Purchase Options

KS2NM2 Discuss the value of money, how to keep money safe, ways in which goods can be paid for and the need for budgeting.			
KS2NM3 Be able to plan and think ahead in terms of saving and spending money.		**Measures** Hour Times	**Money** Budgeting
KS2NM4 Prioritise spending with a limited supply of money.			
KS2NM5 Understand how to access best buys.	**Measures** Days of the Week	**Measures** Days of the Week	
KS2NM6 Discuss foreign currency including the Euro.			
Expectation	**Year 5**	**Year 6**	**Year 7**
Measures			
KS2M1 Develop skills in estimation of length, 'weight', volume/capacity, time, area			**Length, Perimeter and Area** Capacity Addition Converting Units of Length Converting

KS2M2 Appreciate important ideas about measurement, including the continuous	**Measuring** Measuring Length		**Volume, Mass and Capacity** Capacity Addition Mass Addition Rates Word
KS2M3 Understand the relationship between units and convert one metric unit to another.	**Measuring** Centimetres and Metres Converting cm and mm Kilometre Conversions	**Length, Perimeter and Area** Converting cm and mm Metres and Kilometres **Volume, Mass and Capacity** Capacity Addition Kilogram Conversions Litre Conversions Mass Addition **Time** Elapsed Time	**Length, Perimeter and Area** Area: Composite Shapes Area of Shapes Area: Squares and Rectangles Area: Triangles
KS2M4 Use the four operations to solve problems.	**Problem Solving** Mass Word Problems	**Volume, Mass and Capacity** Capacity Addition Mass Addition	**Volume, Mass and Capacity** Capacity Addition Mass Addition
KS2M5 Calculate perimeter and the areas and volumes of simple shapes.	**Measuring** Area of Shapes Biggest Shape Equal Areas Perimeter of Shapes	**Length, Perimeter and Area** Area of Shapes Area: Squares and Rectangles Equal Areas Perimeter of Shapes Perimeter: Squares and Rectangles Perimeter: Triangles **Volume, Mass and Capacity** How many Blocks? Volume: Rectangular Prisms 1	**Length, Perimeter and Area** Area of Shapes Area: Squares and Rectangles Perimeter of Shapes Perimeter: Squares and Rectangles
Expectation	**Year 5**	**Year 6**	**Year 7**
Measures (Continued)			
KS2M6 Understand and use scale in the context of simple maps and drawings.		**Length, Perimeter & Area** Scale	**Length, Perimeter & Area** Scale

KS2M7 Recognise times on the analogue and digital clocks and understand the relationship between the 12 and 24-hour clocks.	**Time** What is the Time? Five Minutes Times	**Time** Elapsed Time 24-Hour Time	**Time** Elapsed Time Time Mentals 24-Hour Time What Time will it be?
KS2M8 Use timetables	**Time** Using Timetables	**Time** Using Timetables	
Exploration of Shape			
KS2SE1 Construct a range of regular and irregular 2-D shapes.			
KS2SE2 Classify 2D shapes through examination of angles and sides.	**Lines and Angles** Sides, Angles and Diagonals	**Space & Shape** Sides, Angles and Diagonals	**Space & Shape** Sides, Angles and Diagonals
KS2SE3 Recognise line and rotational symmetry.	**Shape** Symmetry or Not?	**Space & Shape** Rotational Symmetry Symmetry or Not	**Space and Shape** Rotational Symmetry Symmetry or Not
KS2SE4 Reflect shapes in a line.	**Shape** Transformations	**Space & Shape** Transformations	**Space and Shape** Transformations
KS2SE5 Explore tessellations.			

KS2SE6 Name and describe common 2-D shapes.	**Shape** Collect the Polygons		
KS2SE7 Begin to understand congruence in 2-D shapes.			**Space and Shape** Congruent Figures (Grid)
KS2SE8 Construct 3-D shapes.			
KS2SE9 Investigate the number of faces, edges and vertices on 3D shapes.	**Shape** Faces, Edges and Vertices Faces, Edges and Vertices 1 How many Faces? How many Edges? How many Corners?	**Space & Shape** Faces, Edges and Vertices	**Space and Shape** Faces, Edges and Vertices Faces, Edges and Vertices 2
KS2SE10 Name and describe common 3-D shapes.	**Shape** Collect the Objects 2 Faces, Edges and Vertices Faces, Edges and Vertices 1 How many Corners? How many Edges? How many Faces? What Prism am I? What Pyramid am I?	**Lines and Angles** Sides, Angles and Diagonals Triangle Tasters	**Space and Shape** Faces, Edges and Vertices Faces, Edges and Vertices 2 Prisms and Pyramids What Prism am I? What Pyramid am I?
KS2SE11 Explore the relationship between 2-D and 3-D shapes.	**Shape** What Prism am I? What Pyramid am I?	**Space & Shape** Prisms and Pyramids What Prism am I? What Pyramid am I?	**Space and Shape** Nets Prisms and Pyramids What Prism am I? What Pyramid am I?

Expectation	Year 5	Year 6	Year 7
Position, Movement and Direction			
KS2PO1 Understand the notion of angle in the context of turning.	**Lines and Angles** Equal Angles Comparing Angles	**Lines and Angles** Classifying Angles Measuring Angles	**Lines and Angles** Classifying Angles Measuring Angles
KS2PO2 Recognise right angles	**Lines and Angles** Right Angle Relation What Type of Angle?	**Lines and Angles** Right Angle Relation What Type of Angle 2?	**Lines and Angles** Right
KS2PO3 Understand clockwise and anti-clockwise.			
KS2PO4 Know the eight points of the compass.	**Position** What Direction was That?	**Space & Shape** What Direction was That?	
KS2PO5 Use logo to understand movement and turning.			
KS2PO6 Be introduced to a programming language and use it to create pictures and patterns and to generate shape.			
KS2PO7 Develop language associated with line and angle.	**Lines and Angles** Equal Angles Sides, Angles and Diagonals What Line am I?	**Lines and Angles** Classifying Angles Right Angle Relation Sides, Angles and Diagonals What Line am I? What Type of Angle 2?	**Lines and Angles** Classifying Angles Labelling Angles Right

KS2PO8 Recognise properties of acute, obtuse and reflex angles.	**Lines and Angles** What Type of Angle?	**Lines and Angles** Right Angle Relation What Type of Angle 2? Classifying Angles	**Lines and Angles** Classifying Angles Right Angle Relation
KS2PO9 Investigate angles in triangles and quadrilaterals.		**Lines and Angles** Triangle Tasters	
KS2PO10 Measure and draw angles up to 360°.	**Lines and Angles** Comparing Angles	**Lines and Angles** Measuring Angles	**Lines and Angles** Measuring Angles
KS2PO11 Use co-ordinates to plot and draw shapes in the first quadrant.	**Position** Coordinate Meeting Place Map Coordinates Using a Key	**Space and Shape** Coordinate Graphs 1st Quadrant	**Space and Shape** Congruent Figures (Grid) Coordinate Graphs: 1st Quadrant
Collecting, Representing and Interpreting Data			
KS2DC1 Collect, classify, record and present data	**Data & Probability** Making Graphs Tallies		
Expectation	**Year 5**	**Year 6**	**Year 7**
Collecting, Representing and Interpreting Data			
KS2DC2 Explain their work orally and/or through writing and draw conclusions.	**Data & Probability** Interpreting Tables Reading from a Column Graph	**Data** Interpreting Tables	**Data** Interpreting Tables

KS2DC3 Interpret a wide range of tables, lists, graphs and diagrams.	**Data & Probability** Add and Subtract Using Graphs Carroll Diagram Column Graphs Interpreting Tables Reading from a Column Graph Tree Diagram Venn Diagram 1	**Time** Using Timetables **Data** Bar Graphs 1 Interpreting Tables	**Data** Bar Graphs 2 Compound Bar Chart Interpreting Tables Line Graphs: Interpretation
KS2DC4 Create and interpret frequency tables, including those for grouped data.			
KS2DC5 Design and use a data collection sheet.			
KS2DC6 Interpret the results of data collections.			
KS2DC7 Enter information in a database or spreadsheet and interrogate and interpret the results.			
KS2DC8 Understand, calculate and use the mean and range of a set of discrete data.	**Data & Probability** Finding the Average	**Data** Mean 1	**Data** Mean
Introduction to Probability			

KS2DP1 Become familiar with and use the language of probability.	**Data & Probability** What are the Chances?	**Data** What are the Chances?	**Data** Dice and Coins Probability Scale
KS2DP2 Understand possible outcomes of simple random events.	**Data & Probability** What are the Chances? Will it happen?	**Data** What are the Chances?	**Handling Data** Dice and Coins Probability Scale
KS2DP3 Understand that there is a degree of uncertainty about the outcome of some events, while others are certain or impossible.	**Data & Probability** Will it happen?	**Data** What are the Chances?	**Handling Data** Probability Scale
KS2DP4 Place events in order of 'likelihood'.			
KS2DP5 Understand and use the idea of 'evens' and know whether events are more or less likely than this.		**Handling Data** What are the Chances?	**Handling Data** Probability Scale

Final Ref	Strand	Substrand
FSM1	**Measures**	**Measures**
FSM10	**Measures**	**Measures**
FSM2	**Measures**	**Measures**
FSM3	**Measures**	**Measures**
FSM4	**Measures**	**Measures**
FSM5	Expectation	Year 5
FSM6		
FSM7	**Measures**	**Measures**

	KS2NU5 Understand and use vulgar fractions, decimal fractions and percentages and explore the relationships between them.	**Fractions & Decimals** Compare Fractions 1a Decimal Order 1 Equivalent Fraction Wall 1 Fractions of a Collection 2 Fraction Fruit Sets 1 Model Fractions Nearest Whole Number Part-Whole Rods 2 Shading Equivalent Fractions Uneven Partitioned Shapes 2 Unit Fractions What Fraction Is Shaded?
FSM8		
FSM9	**Measures**	**Measures**
FSNuC1	Expectation	Year 5
FSNuC2		
	KS2NU6 Understand and use negative numbers in context.	
FSNuC3		
FSNuC4	Patterns, Relationships and Sequences in Numb	
	KS2NP1 Explore and predict patterns and sequences of whole number.	
FSNuC5		
	KS2NP2 Follow and devise rules for generating sequence.	
FSNuC6		
	KS2NP3 Understand and use multiples and factors and the terms prime, square and cube.	**Patterns and Relationships** Multiples of 10
FSNuC7		

FSNuC8	KS2NP4 Appreciate inverse operation.	**Patterns and Relationships** Commutative Property of Addit Find the Missing Number 1 Related Facts 2
FSNuC9	KS2NP5 Interpret, generalise and use simple relationships expressed in numerical, spatial and practical situations.	**Patterns and Relationships** Odd and Even Numbers 1 10 More, 10 Less
FSNuM1	KS2NP6 Understand and use simple function machine.	
FSNuM2	KS2NP7 Understand that a letter can stand for an unknown number.	
FSNuM3	Operations and their Applications	
FSNuM4	KS2NO1 Develop strategies to add and subtract mentally.	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Magic Mental Addition Magic Mental Subtraction
FSNuM5	Expectation	Year 5
FSNuM6		
FSNuN1	KS2NO2 Know the multiplication facts up to 10 x 10.	

FSNuN10	KS2NO3 Engage in a range of activities to develop understanding of the four operations of number.	**Add & Subtract 2** Add Numbers: Regroup a Ten Add Two 2-Digit Numbers: Reg Add 3-Digit Numbers Add Three 2-Digit Numbers Column Addition Column Subtraction Regroup Subtract Numbers Subtract Numbers: Regroup 3-Digit Differences **Multiply & Divide** Fact Families: Multiply and Divi Frog Jump Multiplication Grid Methods 1 Multiply: 2-Digit by 1-Digit Multiply Multiples of 10 Remainders by Arrays Split Add and Subtract
FSNuN11	KS2NO4 Appreciate the use of brackets.	
FSNuN2	Expectation	Year 5
FSNuN3	Operations and their Applications (Continued)	
FSNuN4	KS2NO5 Add and subtract with up to two decimal places.	**Add & Subtract 2** Add Numbers: Regroup a Ten Add Three 2-Digit Numbers Add Three 2-Digit Numbers: Re Add 3-Digit Numbers Add Two 2-Digit Numbers: Reg Column Addition Column Subtraction Subtract Numbers 3-Digit Differences Subtract Numbers: Regroup **Fractions & Decimals** Decimal Complements

	KS2NO6 Multiply and divide decimals by whole numbers.	
FSNuN5		
FSNuN6		
FSNuN7		
FSNuN8	**Number**	**Understanding Number**
FSNuN9	Expectation	Year 5
FSP1	Operations and their Applications (Continued)	
	KS2NO7 Use the 4 operations to solve problems.	**Problem Solving** Bar Model Problems 2 Find the Missing Number 1 I am thinking of a number! Magic Symbols 1 Mass Word Problems Partition Puzzles 2 Problems: Add and Subtract 2 Pyramid Puzzles 2 Word Problems with Letters
FSP10		
FSP2	Money	

FSP3	KS2NM1 Use the four operations to solve problems involving money.	**Measures** Compare Length
FSP4	KS2NM2 Discuss the value of money, how to keep money safe, ways in which goods can be paid for and the need for budgeting.	
FSP5	KS2NM3 Be able to plan and think ahead in terms of saving and spending money.	
FSP6	KS2NM4 Prioritise spending with a limited supply of money.	
FSP7	KS2NM5 Understand how to access best buys.	**Measures** Days of the Week
FSP8	KS2NM6 Discuss foreign currency including the Euro.	
FSP9	Expectation	Year 5
FSPr1	Measures	
FSPr10	KS2M1 Develop skills in estimation of length, 'weight', volume/capacity, time, area and temperature.	
FSPr11	KS2M2 Appreciate important ideas about measurement, including the continuous nature of measurement and the need for appropriate accuracy.	**Measuring** Measuring Length

FSPr2	KS2M3 Understand the relationship between units and convert one metric unit to another.	**Measuring** Centimetres and Metres Converting cm and mm Kilometre Conversions
FSPr3	KS2M4 Use the four operations to solve problems.	**Problem Solving** Mass Word Problems
FSPr4	KS2M5 Calculate perimeter and the areas and volumes of simple shapes.	**Measuring** Area of Shapes Biggest Shape Equal Areas Perimeter of Shapes
FSPr5	**Expectation**	**Year 5**
FSPr6	**Measures (Continued)**	
FSPr7	KS2M6 Understand and use scale in the context of simple maps and drawings.	
FSPr8	KS2M7 Recognise times on the analogue and digital clocks and understand the relationship between the 12 and 24-hour clocks.	**Time** What is the Time? Five Minutes Times
FSPr9	KS2M8 Use timetables.	**Time** Using Timetables
FSS1	**Exploration of Shape**	
FSS2	KS2SE1 Construct a range of regular and irregular 2-D shapes.	

FSS3	KS2SE2 Classify 2D shapes through examination of angles and sides.	**Lines and Angles** Sides, Angles and Diagonals
FSS4	KS2SE3 Recognise line and rotational symmetry.	**Shape** Symmetry or Not?
FSS5	KS2SE4 Reflect shapes in a line.	**Shape** Transformations
FSS6	KS2SE5 Explore tessellations.	
FSSh1	KS2SE6 Name and describe common 2-D shapes.	**Shape** Collect the Polygons
FSSh10	KS2SE7 Begin to understand congruence in 2-D shapes.	
FSSh2	KS2SE8 Construct 3-D shapes.	
FSSh3	KS2SE9 Investigate the number of faces, edges and vertices on 3D shapes.	**Shape** Faces, Edges and Vertices Faces, Edges and Vertices 1 How many Faces? How many Edges? How many Corners?
FSSh4	KS2SE10 Name and describe common 3-D shapes.	**Shape** Collect the Objects 2 Faces, Edges and Vertices Faces, Edges and Vertices 1 How many Corners? How many Edges? How many Faces? What Prism am I? What Pyramid am I?

FSSh5	KS2SE11 Explore the relationship between 2-D and 3-D shapes.	**Shape** What Prism am I? What Pyramid am I?
FSSh6	**Shape and Space**	**Shape and Space**
FSSh7	Expectation	Year 5
FSSh8	Position, Movement and Direction	
FSSh9	KS2PO1 Understand the notion of angle in the context of turning.	**Lines and Angles** Equal Angles Comparing Angles
KS1DC1	KS2PO2 Recognise right angles.	**Lines and Angles** Right Angle Relation What Type of Angle?
KS1DC2	KS2PO3 Understand clockwise and anti-clockwise.	
KS1DC3	KS2PO4 Know the eight points of the compass.	**Position** What Direction was That?
KS1DC4	KS2PO5 Use logo to understand movement and turning.	
KS1DC5	KS2PO6 Be introduced to a programming language and use it to create pictures and patterns and to generate shape.	
KS1M1	KS2PO7 Develop language associated with line and angle.	**Lines and Angles** Equal Angles Sides, Angles and Diagonals What Line am I?
KS1M10	KS2PO8 Recognise properties of acute, obtuse and reflex angles.	**Lines and Angles** What Type of Angle?
KS1M2	KS2PO9 Investigate angles in triangles and quadrilaterals.	

KS1M3	KS2PO10 Measure and draw angles up to 360°.	**Lines and Angles** Comparing Angles
KS1M4	KS2PO11 Use co-ordinates to plot and draw shapes in the first quadrant.	**Position** Coordinate Meeting Place Map Coordinates Using a Key
KS1M5	Collecting, Representing and Interpreting Data	
KS1M6	KS2DC1 Collect, classify, record and present data drawn from a range of meaningful situations, using graphs, tables, diagrams and ICT	**Data & Probability** Making Graphs Tallies
KS1M7	Expectation	Year 5
KS1M8	Collecting, Representing and Interpreting Data	
KS1M9	KS2DC2 Explain their work orally and/or through writing and draw conclusions.	**Data & Probability** Interpreting Tables Reading from a Column Graph
KS1NM1	KS2DC3 Interpret a wide range of tables, lists, graphs and diagrams.	**Data & Probability** Add and Subtract Using Graph Carroll Diagram Column Graphs Interpreting Tables Reading from a Column Graph Tree Diagram Venn Diagram 1
KS1NM2	KS2DC4 Create and interpret frequency tables, including those for grouped data.	
KS1NM3	KS2DC5 Design and use a data collection sheet.	
KS1NM4	KS2DC6 Interpret the results of data collections.	
KS1NM5	KS2DC7 Enter information in a database or spreadsheet and interrogate and interpret the results.	
KS1NO1	KS2DC8 Understand, calculate and use the mean and range of a set of discrete data.	**Data & Probability** Finding the Average
KS1NO2	Introduction to Probability	

KS1NO3	KS2DP1 Become familiar with and use the language of probability.	**Data & Probability** What are the Chances?
KS1NP1	KS2DP2 Understand possible outcomes of simple random events.	**Data & Probability** What are the Chances? Will it happen?
KS1NP2	KS2DP3 Understand that there is a degree of uncertainty about the outcome of some events, while others are certain or impossible.	**Data & Probability** Will it happen?
KS1NP3	KS2DP4 Place events in order of 'likelihood'.	
KS1NP4	KS2DP5 Understand and use the idea of 'evens' and know whether events are more or less likely than this.	
KS1NP5	**Number**	**Patterns, Relationships and Sequences in Number**
KS1NU1	**Number**	**Understanding Number and Number Notation**
KS1NU2	**Number**	**Understanding Number and Number Notation**
KS1NU3	**Number**	**Understanding Number and Number Notation**
KS1NU4	**Number**	**Understanding Number and Number Notation**
KS1NU5	**Number**	**Understanding Number and Number Notation**
KS1PO1	**Shape and Space**	**Position, Movement and Direction**
KS1PO2	**Shape and Space**	**Position, Movement and Direction**
KS1PO3	**Shape and Space**	**Position, Movement and Direction**
KS1PO4	**Shape and Space**	**Position, Movement and Direction**

KS1PO5	Shape and Space	Position, Movement and Direction
KS1PO6	Shape and Space	Position, Movement and Direction
KS1SE1	Shape and Space	Exploration of Shape
KS1SE2	Shape and Space	Exploration of Shape
KS1SE3	Shape and Space	Exploration of Shape
KS1SE4	Shape and Space	Exploration of Shape
KS1SE5	Shape and Space	Exploration of Shape
KS2DC1	Handling Data	Collecting, Representing and Interpreting Data
KS2DC2	Handling Data	Collecting, Representing and Interpreting Data
KS2DC3	Handling Data	Collecting, Representing and Interpreting Data
KS2DC4	Handling Data	Collecting, Representing and Interpreting Data
KS2DC5	Handling Data	Collecting, Representing and Interpreting Data
KS2DC6	Handling Data	Collecting, Representing and Interpreting Data
KS2DC7	Handling Data	Collecting, Representing and Interpreting Data
KS2DC8	Handling Data	Introduction to Probability
KS2DP1	Handling Data	Introduction to Probability
KS2DP2	Handling Data	Introduction to Probability
KS2DP3	Handling Data	Introduction to Probability
KS2DP4	Handling Data	Introduction to Probability
KS2DP5	Measures	
KS2M1	Measures	
KS2M2		

KS2M3	**Measures**	
KS2M4	**Measures**	
KS2M5	**Measures**	
KS2M6	**Measures**	
KS2M7	**Measures**	
KS2M8	**Measures**	
KS2NM1	**Number**	**Money**
KS2NM2	**Number**	**Money**
KS2NM3	**Number**	**Money**
KS2NM4	**Number**	**Money**
KS2NM5	**Number**	**Money**
KS2NM6	**Number**	**Money**
KS2NO1	**Number**	**Operations and their Applications**
KS2NO2	**Number**	**Operations and their Applications**
KS2NO3	**Number**	**Operations and their Applications**
KS2NO4	**Number**	**Operations and their Applications**
KS2NO5	**Number**	**Operations and their Applications**
KS2NO6	**Number**	**Operations and their Applications**
KS2NO7	**Number**	**Operations and their Applications**
KS2NP1	**Number**	**Patterns, Relationships and Sequences in Number**
KS2NP2	**Number**	**Patterns, Relationships and Sequences in Number**
KS2NP3	**Number**	**Patterns, Relationships and Sequences in Number**
KS2NP4	**Number**	**Patterns, Relationships and Sequences in Number**
KS2NP5		

KS2NP6	Number	Patterns, Relationships and Sequences in Number
KS2NP7	Number	Patterns, Relationships and Sequences in Number
KS2NU1	Number	Understanding Number and Number Notation
KS2NU2	Number	Understanding Number and Number Notation
KS2NU3	Number	Understanding Number and Number Notation
KS2NU4	Number	Understanding Number and Number Notation
KS2NU5	Number	Understanding Number and Number Notation
KS2NU6	Number	Understanding Number and Number Notation
KS2PO1	Shape and Space	Position, Movement and Direction
KS2PO10	Shape and Space	Position, Movement and Direction
KS2PO11	Shape and Space	Position, Movement and Direction
KS2PO2	Shape and Space	Position, Movement and Direction
KS2PO3	Shape and Space	Position, Movement and Direction
KS2PO4	Shape and Space	Position, Movement and Direction
KS2PO5	Shape and Space	Position, Movement and Direction
KS2PO6	Shape and Space	Position, Movement and Direction
KS2PO7	Shape and Space	Position, Movement and Direction
KS2PO8	Shape and Space	Position, Movement and Direction
KS2PO9	Shape and Space	Position, Movement and Direction
KS2SE1	Shape and Space	Exploration of Shape
KS2SE10	Shape and Space	Exploration of Shape
KS2SE11	Shape and Space	Exploration of Shape
KS2SE2	Shape and Space	Exploration of Shape
KS2SE3	Shape and Space	Exploration of Shape
KS2SE4	Shape and Space	Exploration of Shape
KS2SE5	Shape and Space	Exploration of Shape
KS2SE6	Shape and Space	Exploration of Shape

KS2SE7	**Shape and Space**	**Exploration of Shape**
KS2SE8	**Shape and Space**	**Exploration of Shape**
KS2SE9	**Shape and Space**	**Exploration of Shape**

Objective	
Compare two objects of different length/weight/capacity/area; understand and use the language of comparison. Choose and use, with guidance, non-standard units to measure time; talk about their work. Order three objects of different length, weight, capacity, area; talk about the ordering using appropriate language. Find an object of similar length, weight, capacity, area; talk about their findings in terms of 'just about the same' length, weight, capacity, area. Begin to explore the notion of conservation of length, weight, capacity in practical situations; engage in discussion about their observations.	
	Year 6
Talk about significant times on the clock.	

	Decimals and Percentages Decimal Complements Decimal Order 1 Fractions to Decimals Decimals to Fractions 1 Modelling Percentages Match Decimals and Percentages Fractions Comparing Fractions 1 Counting with Fractions on a Number Line Equivalent Fraction Wall 1 **Fractions of a Collection 2** **Shading Equivalent Fractions 1** **Unit Fractions** **Uneven Partitioned Shapes 2**

Explore time patterns.

	Year 6
	Whole Numbers Integers on a Number Line
ber	
	Patterns and Relationships Describing Patterns
	Patterns and Relationships More Multiples of 10 **Whole Numbers** Multiples

ion	**Patterns and Relationships** Find the Missing Number 2 Missing Values: Decimals
	Patterns and Relationships More Multiples of 10
	Add & Subtract Bump Add and Subtract Complements to 50 and 100 Estimate Differences Estimate Sums Jump Add and Subtract Split Add and Subtract
	Year 6

group de	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract Strategies for Column **Multiply & Divide** Estimation: Multiply and Divide Mental Methods Multiplication Mental Methods Division Multiply 1-Digit Number Multiply 1-Digit Numbers, Regroup Remainders by Tables
	Year 6
egroup group	**Add & Subtract 1** Bump Add and Subtract Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract **Add & Subtract 2** Add 3 Digit Numbers Add 3-Digit Numbers: Regroup Adding Decimals 3-Digit Differences with Zeroes 3-Digit Differences: 1 Regrouping **Decimals & Percentages** Decimal Complements Decimals and Percentages

Explore ordinal number.

	Year 6
	Add & Subtract 2 Add 3 Digit Numbers Add 3-Digit Numbers: Regroup 3-Digit Differences with Zeroes 3-Digit Differences: 1 Regrouping Patterns and Relationships Find the Missing Number 2 Missing Values: Decimals **Fractions** Unit Fractions Problem Solving Find the Missing Number 2 Fraction Length Models 1 Fraction Word Problems I am Thinking of a Number! Magic Symbols 1 Missing Numbers 1 Problems: Multiply and Divide Pyramid Puzzles

	Measures Everyday Length Everyday Mass Which measuring tool?
	Measures Hour Times
	Measures Days of the Week
	Year 6

	Length, Perimeter and Area Converting cm and mm Metres and Kilometres **Volume, Mass and Capacity** Capacity Addition Kilogram Conversions Litre Conversions Mass Addition **Time** Elapsed Time
	Volume, Mass and Capacity Capacity Addition Mass Addition
	Length, Perimeter and Area Area of Shapes Area: Squares and Rectangles Equal Areas Perimeter of Shapes Perimeter: Squares and Rectangles Perimeter: Triangles **Volume, Mass and Capacity** How many Blocks? Volume: Rectangular Prisms 1
	Year 6
	Length, Perimeter & Area Scale
	Time Elapsed Time 24-Hour Time
	Time Using Timetables

	Space & Shape Sides, Angles and Diagonals
	Space & Shape Rotational Symmetry Symmetry or Not
	Space & Shape Transformations
	Space & Shape Faces, Edges and Vertices
	Lines and Angles Sides, Angles and Diagonals Triangle Tasters

	Space & Shape Prisms and Pyramids What Prism am I? What Pyramid am I?

Explore body space through different types of movement.

	Year 6
	Lines and Angles Classifying Angles Measuring Angles
	Lines and Angles Right Angle Relation What Type of Angle 2?
	Space & Shape What Direction was That?
	Lines and Angles Classifying Angles Right Angle Relation Sides, Angles and Diagonals What Line am I? What Type of Angle 2?
	Lines and Angles Right Angle Relation What Type of Angle 2? Classifying Angles
	Lines and Angles Triangle Tasters

	Lines and Angles Measuring Angles
	Space and Shape Coordinate Graphs 1st Quadrant
	Year 6
(Continued)	
	Data Interpreting Tables
s	**Time** Using Timetables **Data** Bar Graphs 1 Interpreting Tables
	Data Mean 1

	Data What are the Chances?
	Data What are the Chances?
	Data What are the Chances?
	Handling Data What are the Chances?

Understand and use simple function machines.

Count, read, write and order whole numbers, initially to 10, progressing to at least 1,00.

Understand the empty set and the conservation of numbe.

Understand that the place of the digit indicates its valu.

Make a sensible estimate of a small number of objects and begin to approximate to the nearest 10 or 10.

Recognise and use simple everyday fractions.

Use prepositions to state positio.

Understand angle as a measure of turn.

Understand and give instructions for turning through right angle.

Recognise right-angled corners in 2-D and 3-D shape.

Know the four points of the compas.

Use programmable devices to explore movement and direction.
Sort 2-D and 3-D shapes in different way.
Make constructions, pictures and patterns using 2-D and 3-D shape.
Name and describe 2-D and 3-D shapes.
Recognise reflective symmetr.
Explore simple tessellation through practical activities.
Collect, classify, record and present data drawn from a range of meaningful situations, using graphs, tables, diagrams and ICT softwar.

Explain their work orally and/or through writing and draw conclusion.

Interpret a wide range of tables, lists, graphs and diagrams.

Create and interpret frequency tables, including those for grouped dat.

Design and use a data collection shee.

interpret the results of data collection.

Enter information in a database or spreadsheet and interrogate and interpret the result.

Understand, calculate and use the mean and range of a set of discrete data.

Become familiar with and use the language of probabilit.

Understand possible outcomes of simple random events.

Understand that there is a degree of uncertainty about the outcome of some events, while others are certain or impossibl.

Place events in order of ‘likelihood.
understand and use the idea of ‘evens’ and know whether events are more or less likely than this.
Develop skills in estimation of length, ‘weight’, volume/capacity, time, area and temperatur.
Appreciate important ideas about measurement, including the continuous nature of measurement and the need for appropriate accurac.

Understand the relationship between units and convert one metric unit to another.
Use the four operations to solve problem.

Calculate perimeter and the areas and volumes of simple shape.
Understand and use scale in the context of simple maps and drawing.

Recognise times on the analogue and digital clocks and understand the relationship between the 12 and 24-hour clocks.
Use timetables.

Use the four operations to solve problems involving mone.

Discuss the value of money, how to keep money safe, ways in which goods can be paid for and the need for budgetin.
Be able to plan and think ahead in terms of saving and spending money.
Prioritise spending with a limited supply of money.
Understand how to access best buy.
Discuss foreign currency including the Euro.

Develop strategies to add and subtract mentall.

Know the multiplication facts up to 10 x 1.
Engage in a range of activities to develop understanding of the four operations of numbe.

Appreciate the use of brackets.

Add and subtract with up to two decimal places.

Multiply and divide decimals by whole numbers.

Use the 4 operations to solve problems.

Explore and predict patterns and sequences of whole number.

follow and devise rules for generating sequence.

Understand and use multiples and factors and the terms prime, square and cube.

Appreciate inverse operation.

Interpret, generalise and use simple relationships expressed in numerical, spatial and practical situations.

Understand and use simple function machine.

Understand that a letter can stand for an unknown number.

Count, read, write and order whole number.
Develop an understanding of place value up to two decimal places.
Use understanding of place value to multiply and divide numbers by 10 and 10.
Estimate and approximate to gain an indication of the size of a solution to a calculation or proble.

Understand and use vulgar fractions, decimal fractions and percentages and explore the relationships between the.

Understand and use negative numbers in context.

Understand the notion of angle in the context of turning.

Measure and draw angles up to 360.

Use co-ordinates to plot and draw shapes in the first quadrant.

Recognise right angles.

Understand clockwise and anti-clockwise.

Know the eight points of the compass.

Use logo to understand movement and turning.
Be introduced to a programming language and use it to create pictures and patterns and to generate shape.

Develop language associated with line and angl.

recognise properties of acute, obtuse and reflex angles.

Investigate angles in triangles and quadrilaterals.
Construct a range of regular and irregular 2-D shapes.
name and describe common 3-D shapes.
Explore the relationship between 2-D and 3-D shapes.

Classify 2D shapes through examination of angles and sides.
Recognise line and rotational symmetry.
Reflect shapes in a line.
Explore tessellations.
Name and describe common 2-D shapes.

Begin to understand congruence in 2-D shape.
Construct 3-D shape.
investigate the number of faces, edges and vertices on 3D shape.

	Decimals Adding Decimals Adding and Subtracting Decimals Comparing Decimals 1 Decimal Complements Decimals from Words to Digits 1 Decimals on a Number Line Decimal Order 1 Estimate Decimal Sums 1 Estimate Decimal Differences 1 Nearest Whole Number Rounding Decimals 1 Fractions

	Understanding Number Integers on a Number Line
	Understanding Number Factors Multiples Prime or

	Add & Subtract Bump Add and Subtract Complements to 50 and 100 Estimation:

	Multiply & Divide Contracted Multiplication Dividing by 10, 100, 1000 Division Facts Mental Methods Division Mental Methods Multiplication Multiplication Facts Multiplying by 10, 100, 1000 Remainders by Tables Short Division

	Add & Subtract Bump Add and Subtract Complements to 50 and 100 Estimation: Multiply and Divide Jump Add and Subtract Remainders by Tables Split Add and Subtract **Multiply & Divide** Contracted
	Add & Subtract Add Multi-Digit Numbers 1 Add Three 2-Digit Numbers: Regroup Add Three 3-Digit Numbers Bump Add and Subtract 3-Digit Differences: 2 Regroupings Complements to 50 and 100 Jump Add and Subtract Split Add and Subtract **Decimals** Adding and Subtracting Decimals Decimal Compleme

	Decimals Decimal by Whole Number **Understanding Money** Purchase Options **Volume, Mass and Capacity** Capacity Addition **Length, Perimeter and Area** Converting Units of Length Millilitres and Litres

	Fractions Add: Common Denominator Subtract: Common Denominator Fraction by Whole Number Unit Fractions Fraction of an Amount One take Fraction **Multiplication and Division** Contracted Multiplication Division Facts Multiplication Facts Mental Methods: Multiplication

	Understanding Money Best Buy Budgeting Percentage of a Quantity Purchase Options
	Money Budgeting
	Year 7
	Length, Perimeter and Area Capacity Addition Converting Units of Length Converting
	Volume, Mass and Capacity Capacity Addition Mass Addition Rates Word

	Length, Perimeter and Area Area: Composite Shapes Area of Shapes Area: Squares and Rectangles Area: Triangles
	Volume, Mass and Capacity Capacity Addition Mass Addition
	Length, Perimeter and Area Area of Shapes Area: Squares and Rectangles Perimeter of Shapes Perimeter: Squares and Rectangles
	Year 7
	Length, Perimeter & Area Scale
	Time Elapsed Time Time Mentals 24-Hour Time What Time will it be?

	Space & Shape Sides, Angles and Diagonals
	Space and Shape Rotational Symmetry Symmetry or Not
	Space and Shape Transformations
	Space and Shape Congruent Figures (Grid)
	Space and Shape Faces, Edges and Vertices Faces, Edges and Vertices 2
	Space and Shape Faces, Edges and Vertices Faces, Edges and Vertices 2 Prisms and Pyramids What Prism am I? What Pyramid am I?

	Space and Shape Nets Prisms and Pyramids What Prism am I? What Pyramid am I?

	Year 7
	Lines and Angles Classifying Angles Measuring Angles
	Lines and Angles Right
	Lines and Angles Classifying Angles Labelling Angles Right
	Lines and Angles Classifying Angles Right Angle Relation

	Lines and Angles Measuring Angles
	Space and Shape Congruent Figures (Grid) Coordinate Graphs: 1st Quadrant
	Year 7
	Data Interpreting Tables
	Data Bar Graphs 2 Compound Bar Chart Interpreting Tables Line Graphs: Interpretation
	Data Mean

	Data Dice and Coins Probability Scale
	Handling Data Dice and Coins Probability Scale
	Handling Data Probability Scale
	Handling Data Probability Scale

Level	Question	Y1
Level 1	Addition within 10	FsNuN3,FsPr7
Level 1	Addition doubles within 10	FsNuN3,FsPr7
Level 2	Addition within 20	
Level 2	Subtraction within 20	
Level 2	Doubles and halves within 20	
Level 3	Addition within 50	
Level 3	Subtraction within 50	
Level 3	Doubles and halves within 50	
Level 3	Multiplication facts: 2s, 3s, 4s, 5s and 10s	
Level 3	Addition within 20: with a missing addend	
Level 4	Addition within 100	
Level 4	Subtraction within 100: no exchanging	
Level 4	Doubles and halves within 100	
Level 4	Multiplication facts up to 10 x 10	
Level 4	Division facts: 2s, 3s, 4s, 5s and 10s	
Level 4	Addition within 50: with a missing addend	
Level 4	Multiplication facts up to 10 x 10: with a missing factor	
Level 5	Addition within 500	
Level 5	Subtraction within 100: with exchanging	
Level 5	All multiplication and division facts up to 10 x 10	
Level 5	Multi-step operations	
Level 5	Addition within 100: with a missing addend	
Level 5	Subtraction within 50: with a missing subtrahend or minuend	
Level 5	Time conversions	
Level 5	Length conversions	
Level 5	Number sequences	
Level 6	Operations with decimals	
Level 6	Calculations using brackets	
Level 6	Simple percentages	
Level 6	Converting mm, cm and m	
Level 6	24-hour time	
Level 6	Timetable calculations	
Level 6	Fractions and decimals	
Level 6	Percentages and decimals	
Level 6	Terms in a sequence with decimals 1	
Level 6	Terms in a sequence with whole numbers	
Level 7	Sum, differennce, product and quotient	
Level 7	Cubes	
Level 7	Operations with integers	
Level 7	Volume and capacity conversions	
Level 7	Order of operations 1	
Level 7	The Cartesian Plane 1	
Level 7	Equivalent fractions	
Level 7	Ratios	
Level 7	Volume of rectangular prisms	
Level 7	Area of plane shapes 1	
Level 8	Statistical measures	
Level 8	Simplifyling algebra 1	

Level 8	Algebraic substitution 1
Level 8	Order of operations 2
Level 8	Terms in a sequence with decimals 2
Level 8	Area and volume conversions
Level 8	Factoring 1
Level 8	Volume of rectangular prisms II
Level 8	Area of plane shapes II
Level 8	Recurring decimals
Level 9	Algebraic substitution II
Level 9	Factoring 2
Level 9	Order of operations III
Level 9	Expanding brackets I
Level 9	Midpoint between two points
Level 9	Pythagorean triads
Level 9	The Cartesian plane II
Level 9	Scientific notation
Level 9	Simplifying algebra II
Level 9	Chance outcomes (30 spinners)
Level 10	Algebraic substitution III
Level 10	Simplifying algebra III
Level 10	Surface area of cubes
Level 10	Logarithms
Level 10	Expanding brackets II
Level 10	Expanding quadratics
Level 10	Factoring quadratics
Level 10	Solving equations
Level 10	Interpreting data displays

Framework References					
Y2	Y3	Y4	Y5	Y6	Y7
FsNuN3,FsPr7	KS1NO1	KS1NO2	KS2NO1		
FsNuN3,FsPr7	KS1NO1	KS1NO2	KS2NO1		
	KS1NO1	KS1NO2	KS2NO1		
	KS1NO1	KS1NO2	KS2NO1		
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	KS1NO3	KS1NO3	KS2NO1	KS2NO1	
	KS1NO3	KS1NO3	KS2NO1	KS2NO1	
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	KS1NO2	KS1NO2	KS2NO2	KS2NO2	
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				KS2NO1	
				KS2NO2	KS2NO2
				KS2NO7	
					KS2NO1
				KS2M7	KS2M7
				KS2M3	KS2M3
				KS2NP1, KS2NP2	KS2NP1, KS2NP2
				KS2NO6	KS2NO6
				KS2NO4	KS2NO4
				KS2NU5	KS2NU5
			KS2M3	KS2M3	KS2M3
				KS2M7	KS2M7
			KS2M8	KS2M8	KS2M8
			KS2NU5	KS2NU5	KS2NU5
				KS2NU5	KS2NU5
				KS2NP1	KS2NP1