Norwich Road Academy – Long Term Plan for Maths

Nursery

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Number and Numerical Patterns **Shape, space and measure**	Number rhymes Positional language Counting to 5 Comparing sizes 1,2,3,4,5	Number rhymes Colour and pattern Creating ABAB patterns 2D Shapes Recognition to 5 Numbers in environment 5 current buns	Number rhymes Counting a set of objects Counting to 10 Matching a number to quantity 5 Little Duck	Number rhymes 2D Shapes Rote counting Sequence an event 5 Little Monkeys	Number rhymes Capacity, length, size and mass Recognition to 10 5 Speckled Frogs	Number rhymes 3D Shapes Recognition numbers to 10 Writing symbols and numerals Subitising to 10 Correcting a pattern 1-10 superhero!

Reception

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Number and Numerical Patterns (NCETM)	-Join in with a counting pattern -Develop cardinality -Compare sets of objects -Use the language of comparison	-Develop subitising and counting skills -Explore the composition of numbers within and beyond 5. -Identify when two sets are equal or unequal -Connect two equal groups to doubles. -Connect quantities to numerals. -Join in with verbal counts beyond 20	-Explore a range of representations -Compare quantities and numbers -Develop a sense of magnitude -Find one more and one less than numbers to 10	-Identify when sets can be subitised or counting is needed -Find 9 and 10 -Compare numbers to 10 -Represent 9 and 10 -Conceptual subitising to 10 -Composition to 10 - Bonds to 10 - Make arrangements of 10 -Doubles to 10	-Build numbers beyond 10 -Continue patterns beyond 10 -Build numbers beyond 10 -Continue patterns beyond 10 -Verbal counting beyond 20 -Verbal counting patterns	-Add more -How many more -Take away -How many left -Consolidation of numbers to 20 -Composition of numbers to 20 -Representing numbers in different ways -Review counting beyond 20
Shape, Space and Measure (WRM)	-Match objects -Match pictures and objects -Identify a set -Sort objects to a type Explore sorting techniques -Create sorting rules -Compare amounts -Compare size -Compare mass -Compare capacity	-Explore length -Compare length -Explore height -Compare height -Talk about time -Order and sequence time -Identify and name circles and triangles -Compare circles and triangles	-Recognise and name 3-D shapes -Find 2-D shapes within 3-D shapes -Use 3-D shapes for tasks	-3-D shapes in the environment -Identify more complex patterns -Copy and continue patterns -Patterns in the environment	-Continue patterns beyond 10 -Select shapes for a purpose -Rotate shapes -Manipulate shapes -Explain shape arrangements -Compose shapes -Decompose shapes -Copy 2-D shape pictures	-Explore sharing -Explore grouping -Even and odd sharing -Play with and build doubles -Identify units of repeating patterns -Create own pattern rules -Explore own pattern rules

	- Explore simple patterns -Copy and continue simple patterns Create simple patterns	-Shapes in the environment -Describe position -Identify and name shapes with 4 sides -Combine shapes with 4 sides Shapes in the environment -My day and night			-Find 2-D shapes within 3-D shapes	-Replicate and build scenes and constructions -Visualise from different positions -Describe positions -Give instructions to build -Explore mapping -Represent maps with models -Create own maps from familiar places -Create own maps and plans from stories -Deepen understanding -Patterns and relationships

Year 1

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	<u>Number: Place Value within 10</u> - Sort, count and represent objects - Count, read and write forwards from any number 0 to 10 - Count, read and write backwards from any number 0 to 10 - Count one more - Count one less - Use one-to-one correspondence to compare groups - Compare groups using language – equal, more/greater, less/ fewer - Use < > and = symbols - Compare numbers - Order numbers - Use ordinal numbers (1st, 2nd, 3rd) - Use a number line					<u>Number: Addition and Subtraction</u> -Part whole model -Addition symbol -Fact families- addition facts -Number bonds for numbers up to 10, including systematic methods -Compare Number bonds -Addition- adding together, adding more -Finding a part -Subtraction, taking away, how many left? Crossing out, Introducing the subtraction symbol -Fact families- 8 facts -Subtraction- counting back -Subtraction- Finding the difference -Comparing addition and subtraction statements					<u>Geometry: Shape</u> -Recognise, name and sort 3D shapes -Recognise, name and sort 2D shapes -Patterns with 2D and 3D shapes	<u>Consolidation</u>
Spring	<u>Number: Place Value within 20</u> -Count within 20 -Understand 10 -Understand 11, 12, 13 -Understand 14, 15, 16 -Understand 17, 18, 19 -Understand 20 -1 more and 1 less -The number line to 20 -Use a number line to 20 -Estimate a number line to 20 -Compare numbers to 20 -Order numbers to 20			<u>Number: Addition and Subtraction</u> -Add by counting on within 20 -Add ones by using number bonds -Find and make number bonds to 20 -Doubles -Near doubles -Subtract ones using number bonds -Subtraction – counting back -Subtraction – finding the difference -Related facts -Missing number problems			<u>Number: Place Value within 50</u> -Count from 20 to 50 -20, 30, 40 and 50 -Count by making groups of 10 -Groups of tens and ones -The number line to 50 -Estimate on a number line to 50 -1 more, 1 less		<u>Measurement: Length and Height</u> -Compare lengths and heights -Measure length using objects -Measure length in centimetres		<u>Measurement: Mass and Volume</u> -Heavier and lighter -Measure mass -Compare mass -Full and empty -Compare volume -Measure capacity -Compare capacity	

Summer	Number: Multiplication and Division -Count in 2s -Count in 5s -Count in 10s -Recognise equal groups -Add equal groups -Make arrays -Make doubles -Make equal groups- grouping and sharing	Number: Fractions -Recognise a half of an object or a shape -Find a half of an object or a shape -Recognise a half of a quantity -Find a half of a quantity -Recognise a quarter of an object or a shape -Find a quarter of an object or a shape -Recognise a quarter of a quantity -Find a quarter of a quantity	Geometry: Position and Direction -Describe turns -Describe positions -Ordinal numbers	Number: Place Value within 100 -Count from 50 to 100 -Tens to 100 -Partition into tens and ones -The number line to 100 -1 more, 1 less -Compare numbers with the same number of tens -Compare any two numbers	Measurement: Money -Unitising -Recognise coins -Recognise notes -Count in coins	Measurement: Time -Before and after -Days of the week -Months of the year -Hours, minutes and seconds -Time to the hour -Time to the half hour	Consolidation

Year 2

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Number: Place Value - Numbers to 20 - Count objects to 100 by making 10s - Recognise tens and ones - Use a PV chart - Partition numbers to 100 - Write to 100 in words - Flexibly partition numbers to 100 - Write numbers to 100 in expanded form - 10s on the numberline to 100 - 10s and ones on the numberline to 100 - Estimate numbers on a numberline - Compare objects - Compare numbers - Order objects and numbers - Count in 2s, 5s and 10s - Count in 3s				Number: Addition and Subtraction - Bonds to 10 - Fact families - Addition and subtraction bonds within 20 - Related facts - Bonds to 100 (in 10s) - Add and subtract 1s - Add by making 10 (bridging) - Add three 1 digit numbers - Add to the next 10 - Add across a 10 - Subtract across a 10 - Subtract from a 10 - Subtract 1 digit from 2 digits (across a 10) - 10 more 10 less - Add and subtract 10s - Add two 2 digit numbers (not crossing 10) - Add two 2 digit numbers (crossing 10) - Subtract two 2 digit numbers (not crossing 10) - Subtract two 2 digit numbers (crossing 10) - Mixed addition and subtraction - Compare number sentences - Missing number problems					Geometry: Shape - Recognise 2D and 3D shapes - Count sides on 2D shapes - Count vertices on 2D shapes - Draw 2D shapes - Lines of symmetry on shapes - Use lines of symmetry to complete shapes - Sort 2D shapes - Count faces on 3D shapes - Count edges on 3D shapes - Count vertices on 3D shapes - Sort 3D shapes - Make patterns with 2D and 3D shapes		

Spring	<u>Measurement: Money</u> - Count money – pence - Count money – pounds (notes and coins) - Count money – pounds and pence - Choose notes and coins - Make the same amount - Compare amounts of money - Calculate with money - Make a pound - Find change - Two step problems	<u>Number: Multiplication and Division</u> - Recognise equal groups - Make equal groups - Add equal groups - Introduce the multiplication symbol - Multiplication sentences - Use arrays - Make equal groups - grouping - Make equal groups – sharing - The 2 times table - Divide by 2 - Doubling and halving - Odd and even numbers - The 10 times table - Divide by 10 - The 5 times table - Divide by 5 - The 5 and 10 times table	<u>Measurement: Length and Height</u> - Measure in cm - Measure in metres - Compare lengths and heights - Order lengths and heights - Four operations with lengths and heights	<u>Measurement: Mass, Capacity and Temperature</u> - Compare mass - Measure in grams - Measure in kg - Four operations with mass - Compare volume and capacity - Measure in millilitres - Measure in litres - Four operations with volume and capacity - Temperature	
Summer	<u>Number: Fractions</u> - Introduction to parts and wholes - Equal and unequal parts - Recognise a half and quarter of a shape - Recognise the equivalence of a half and two quarters - Find a half of a quantity - Find a quarter of a quantity - Recognise a third - Find a third - Find the whole - Unit fractions - Non Unit fractions - Recognise three quarters - Find three quarters - Consolidate fractions - Count in fractions up to a whole	<u>Measurement: Time</u> - O'clock and half past - Quarter past and quarter to - Tell time past the hour - Tell time to the hour - Tell the time to 5 minutes - Minutes in an hour - Hours in a day	<u>Statistics</u> - Make tally charts - Tables - Block diagrams - Draw pictograms (1-1) - Interpret pictograms (1-1) - Draw pictograms (2,5,10) - Interpret pictograms (2,5,10)	<u>Geometry: Position and Direction</u> - Language of position - Describe movement - Describe turns - Describe movement and turns - Shape patterns with turns	<u>Consolidation</u>

Year 3

<table>
<tr><th></th><th>Week 1</th><th>Week 2</th><th>Week3</th><th>Week 4</th><th>Week 5</th><th>Week 6</th><th>Week 7</th><th>Week 8</th><th>Week 9</th><th>Week 10</th><th>Week 11</th><th>Week 12</th></tr>
<tr><td>Autumn</td><td colspan="3"><u>Number: Place Value</u>
Represent numbers to 100.
- Understand the place value of tens and ones.
- Understand the place value of hundreds.
- Represent numbers to 1000.
- Partition numbers into hundreds, tens and ones.
- Represent numbers on a number line to 1000,
- Find 1, 10 and 100 more and one less than a given number.
- Compare objects / numbers to 1000.
- Order numbers.
- • Count in 50s.</td><td colspan="5"><u>Number: Addition and Subtraction</u>
Add and subtract multiples of 100.
- Add and subtract 1s.
- Add and subtract 3 digit and 1 digit numbers – not crossing 10.
- Add 2 digit and 1 digit numbers – crossing 10.
- Add 3 digit numbers and 1 digit numbers – crossing 10.
- Subtract 1 digit number from 2 digit number – crossing 10.
- Subtract 1 digit number from 3 digits – crossing 10.
- Add and subtract 3 digit and 2 digit numbers – not crossing 100.
- Add 3 digit and 2 digit numbers – crossing 100.
- Subtract a 2 digit number from 3 digit number – crossing 100.
- Add and subtract 100s.
- Spot patterns.
- Add ones and tens.
- • Subtract 2 digit numbers from 2 digit numbers – crossing 10</td><td colspan="4"><u>Number: Multiplication and Division</u>
- Multiplication – equal groups.
- Multiplication using the symbol.
- Using arrays.
- 2 times table.
- 5 times table.
- Make equal groups – sharing.
- Make equal groups – grouping.
- Divide by 2.
- Divide by 5.
- Divide by 10.
- Multiply by 3.
- Divide by 3.
- 3 times table.
- Multiply by 4.
- Divide by 4.
- 4 times table.
- Multiply by 8.
- Divide by 8.
- • 8 times table.</td></tr>
<tr><td>Spring</td><td colspan="3"><u>Number: Multiplication and Division</u>
Consolidate 2, 4 and 8 times tables.
- Comparing statements.
- Related calculations.
- Multiply 2 digits by 1 digit.
- Divide 2 digits by 1 digit.
- Scaling.
- • Listing possible combinations resulting from two groups of objects.</td><td colspan="3"><u>Measurement: Length and Perimeter</u>
Measure length – introducing millimetres.
- Measure length- metres.
- Equivalent lengths – metres and centimetres.
- Equivalent lengths – millimetres and centimetres.
- Compare lengths.
- Add lengths.
- Subtract lengths.
- Measure perimeter.
- • Calculate perimeter.</td><td colspan="3"><u>Number: Fractions</u>
Make equal parts.
- Recognise a half.
- Find a half.
- Recognise a quarter.
- Find a quarter.
- Recognise a third.
- Find a third.
- Unit fractions.
- Non-unit fractions.
- Equivalence of one half and two quarters.
- Count in fractions.</td><td colspan="3"><u>Measurement:</u>
<u>Mass and capacity</u>
Measure mass in kilograms and grams.
- Compare mass.
- Add and subtract mass.
- Measure capacity in litres and millilitres.
- Compare capacity.
- Add and subtract capacity.</td></tr>
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Summer	<u>Number: Fractions</u> Equivalent fractions. - Compare fractions. - Order fractions. - Add fractions. - Subtract fractions	<u>Measurement: Money</u> Count money (pence). - Count money (pounds). - Understanding pounds and pence. - Converting pounds and pence. - Add money. - Subtract money. - • Working out change.	<u>Measurement: Time</u> Months and years. - Hours in a day. - Tell the time to 5 minutes. - Tell the time to the minute. - Use a.m. and p.m. - 24-hour clock. - Find durations. - Compare durations. - Find start and end times to the nearest minute. - • Measure time in seconds.	<u>Geometry: Shape</u> Turns and angles. - Right angles in shapes. - Compare angles. - Draw and measure straight lines accurately. - Horizontal and vertical. - Parallel and perpendicular. - Recognise and describe 2D shapes. - Recognise and describe 3D shapes. - • Make 3D shapes.	<u>Statistics</u> Make tally charts. - Draw pictograms. – 2, 5 and 10 times tables - Interpret pictograms. – 2, 5 and 10 times tables - Pictograms – including 3, 4 and 8 times tables - Bar charts. - • Tables

Year 4

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<tr><th></th><th>Week 1</th><th>Week 2</th><th>Week 3</th><th>Week 4</th><th>Week 5</th><th>Week 6</th><th>Week 7</th><th>Week 8</th><th>Week 9</th><th>Week 10</th><th>Week 11</th><th>Week 12</th></tr>
<tr><td>Autumn</td><td colspan="4"><u>Number: Place Value</u>
- Represent numbers to 1,000
- Partition numbers to 1,000
- Numberline to 1,000
- Thousands
- Represent numbers to 10,000
- Partition numbers to 10,000
- Flexible partition of numbers to 10,000
- Find 1, 10, 100, 1,000 more or less
- Number line to 10,000
- Compare numbers to 10,000
- Order numbers to 10,000
- Roman numerals
- Round to the nearest 10
- Round to the nearest 100
- Round to the nearest 1000
- Round to the nearest 10, 100 or 1,000</td><td colspan="3"><u>Number: Addition and Subtraction</u>
- Add and subtract 1s, 10s, 100s and 1000s
- Add up to two 4 digit numbers - no exchange
- Add two 4 digit numbers - one exchange
- Add two 4 digit numbers - more than one exchange
- Subtract two 4 digit numbers - no exchange
- Subtract two 4 digit numbers - one exchange
- Subtract two 4 digit numbers - more than one exchange
- Efficient subtraction
- Estimate answers
- Checking strategies</td><td><u>Measurement: Area</u>
- What is area?
- Counting squares
- Making shapes
- Comparing area.</td><td colspan="3"><u>Number: Multiplication and Division</u>
- Multiples of 3
- Multiply and divide by 6
- 6 times table and division facts
- Multiply and divide by 9
- 9 times table and division facts
- The 3, 6 and 9 times tables
- Multiply and divide by 7
- 7 times table and division facts
- 11 times table and division facts
- 12 times table and division facts
- Multiply by 1 and 0 Divide by 1 and itself
- Multiply 3 numbers</td><td><u>Consolidation</u></td></tr>
<tr><td>Spring</td><td colspan="3"><u>Number: Multiplication and Division</u>
- Factor Pairs
- Use factor pairs
- Multiply by 10
- Multiply by 100
- Divide by 10
- Divide by 100
- Related facts – multiplication and division
- Informal written methods for multiplication
- Multiply 2 digits by 1 digit
- Multiply 3 digits by 1 digit
- Divide 2 digits by 1 digit
- Divide 2 digits by 1 digit
- Divide 3 digits by 1 digit
- Correspondence problems
- Efficient multiplication</td><td colspan="2"><u>Measurement: Length and Perimeter</u>
- Measure in kilometres and metres
- Equivalent lengths (kilometres and metres)
- Perimeter on a grid
- Perimeter of a rectangle
- Perimeter of rectilinear shapes
- Find missing lengths in rectilinear shapes
- Calculate the perimeter of rectilinear shapes
- Perimeter of regular polygons
- Perimeter of polygons</td><td colspan="4"><u>Number: Fractions</u>
- Understand the whole
- Count beyond 1
- Partition a mixed number
- Number lines with mixed numbers
- Compare and order mixed numbers
- Understand improper fractions
- Convert mixed numbers to improper fractions
- Convert improper fractions to mixed numbers
- Equivalent fractions on a number line
- Equivalent fraction families
- Add two or more fractions
- Add fractions and mixed numbers
- Subtract two fractions
- Subtract from whole amounts
- Subtract from mixed numbers</td><td colspan="4"><u>Number: Decimals</u>
- Tenths as fractions
- Tenths as decimals
- Tenths on a place value chart
- Tenths on a number line
- Divide a 1-digit number by 10
- Divide a 2-digit number by 10
- Hundredths as fractions
- Hundredths as decimals
- Hundredths on a place value chart
- Divide a 1 or 2-digit number by 100</td></tr>
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Summer	<u>Number: Decimals</u> - Make a whole with tenths - Make a whole with hundredths - Partition decimals - Flexibly partition decimals - Compare decimals - Order decimals - Round decimals to the nearest whole number - Halves and quarters as decimals	<u>Measurement: Money</u> - Write money using decimals - Convert between pounds and pence - Compare amounts of money - Estimate with money - Calculate with money - Solve problems with money	<u>Measurement: Time</u> - Years, months, weeks and days - Hours, minutes and seconds - Convert between analogue and digital times - Convert to the 24 hour clock - Convert from the 24 hour clock	<u>Consolidation</u>	<u>Geometry: Shape</u> - Understand angles as turns - Identify angles - Compare and order angles - Triangles - Quadrilaterals - Polygons - Lines of symmetry - Complete a symmetric figure	<u>Statistics</u> - Interpret charts. - Comparison, sum and difference. - Interpret line graphs. Draw line graphs.	<u>Geometry: Position and Direction</u> - Describe position using co-ordinates - Plot co-ordinates - Draw 2D shapes on a grid - Translate on a grid - Describe translation on a grid

Year 5/6

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Number: Place Value		Number: Four Operations					Number: Fractions				

Year 5	Year 6
• Roman Numerals •Numbers to 10,000 •Numbers to 100,000 •Numbers to one million. •Compare and order to 100,000 •Compare and order to 1,000,000 •Round to 10,100 and 1000. •Round within 100,000 •Round within one million. •Counting in powers of 10. •Negative numbers.	•Numbers to 10,000 •Numbers to 100,000 •Numbers to 1,000,000 •Numbers to 10 million •Compare and order any number •Round numbers to 10, 100 and 1,000 •Round any number •Negative numbers

Year 5	Year 6
• Add more than 4 digits. • Subtract more than 4 digits. • Inverse operations. • Multi-Step problems • Multiples • Multiply by 10, 100 and 1,000 • Divide by 10, 100 and 1,000 • Multiply 4-digits by 1-digit • Multiply 2-digits (area model) • Multiply 2-digits by 2-digits • Multiply 3-digits by 2-digits • Multiply 4-digits by 2-digits • Factors • Common factors • Prime numbers • Square numbers • Cube numbers	•Add / subtract whole numbers with more than 4 digits •Use inverse operations (addition and subtraction) •Solve multi-step addition and subtraction problems •Understand short multiplication written methods •Understand long multiplication written methods •Understand short division •Understand long division •Find factors of numbers •Find common factors and multiples •Find prime numbers to 100 •Find square and cube numbers •Use mental calculations and estimation •Reason from known facts

Year 5	Year 6
• Equivalent fractions • Fractions greater than 1 • Improper fractions to mixed numbers • Mixed numbers to improper fractions • Number sequences • Compare and order fractions less than 1 • Compare and order fractions greater than 1 • Add and subtract fractions • Add fractions within 1 • Add 3 or more fractions • Add fractions • Add mixed numbers • Subtract fractions • Subtract mixed numbers • Subtract – breaking the whole • Subtract 2 mixed numbers	• Recognise equivalent fractions • Simplify fractions • Change improper fractions to mixed numbers and vice versa • Order fractions on a number line • Compare and order fractions • Add and subtract fractions • Add and subtract mixed numbers • Multiply fractions by integers • Divide fractions by integers • Find fractions of an amount • Find the whole, given a fraction of an amount.

Spring	**Number: Fractions and Ratio** Year 5 • Multiply unit fractions by an integer • Multiply non-unit fractions by an integer • Multiply mixed numbers by integers • Calculate fractions of a quantity • Fraction of an amount •Fractions as operators Year 6 •Understanding the language of ratio • Calculating ratio • Using scale factors • Solve ratio and proportion problems	**Number: Decimals and Percentages** Year 5 •Decimals up to 2 d.p. • Decimals as fractions • Understand thousandths • Thousandths as decimals • Rounding decimals • Order and compare decimals • Understand percentages • Percentages as fractions and decimals • Equivalent F.D.P. •Multiplying decimals by 10, 100 and 1,000 •Dividing decimals by 10, 100 and 1,000 Year 6 Decimals to 2 decimal places • Decimals to 3 decimal places • Multiply / Divide by 10, 100 and 1000 • Multiply / divide decimals by integers • Decimals as fractions • Fractions to decimals Understand percentages • Changing fractions to percentages • Equivalent fractions, decimals, and percentages • Order fractions, decimals, and percentages • Find percentages of amounts	**Number: Algebra** Year 5 and 6 •Find a rule (function machines) •Forming expressions •Substitutions •Formulae •Forming equations •Solving one and two-step equations •Find pairs of values	**Measurement: Converting Units** Year 5 • Kilograms and kilometres • Milligrams and millilitres Metric units • Imperial units • Converting units of time • Timetables Year 6 •Understand metric units • Convert metric measures • Miles and kilometres • Use imperial measures	**Measurement: Perimeter, Area and Volume** Year 5 • Measure perimeter • Perimeter on a grid • Perimeter of rectangles • Perimeter of rectilinear shapes • Calculate perimeter • Counting squares • Area of rectangles • Area of compound shapes • Area of irregular shapes • What is volume? • Compare volume • Estimate volume • Estimate capacity Year 6 •Find shapes with the same area • Area and perimeter of rectilinear shapes • Find the area of a triangle • Find the area of a parallelogram • Find volume by counting cubes • Find the volume of a cuboid	**Statistics** Year 5 • Interpret charts • Comparison, sum and difference • Introduce line graphs • Read and interpret line graphs • Draw line graphs • Use line graphs to solve problems • Read and interpret tables • Two-way tables • Timetables Year 6 •Read and interpret line graphs • Draw line graphs and use to solve problems • Name the parts of a circle • Read, interpret and draw pie charts • Calculate the mean

Summer	**Geometry: Properties of Shape** Year 5 • Measuring angles in degrees • Measuring with a protractor • Drawing lines and angles accurately • Calculating angles on a straight line • Calculating angles around a point • Calculating lengths and angles in shapes • Regular and irregular polygons • Reasoning about 3-D shape Year 6 •Measure angles with a protractor • Calculate missing angles • Vertically opposite angles • Angles in a triangle • Angles in quadrilateral • Angles in regular polygons • Draw shapes accurately • Draw nets of shapes	**Geometry: Position and Direction** Year 5 • Position in the first quadrant • Reflection • Reflection with coordinates • Translation • Translation with coordinates Year 6 • Identify co-ordinates in the first quadrant • Identify co-ordinates in all four quadrants • Translations • Reflections	**Number: Decimals** Year 5 • Adding decimals within 1 •Subtracting decimals within 1 •Complements to 1 •Adding decimals – crossing the whole •Adding decimals with the same number of decimal places •Subtracting decimals with the same number of decimal places •Adding decimals with a different number of decimal places •Subtracting decimals with a different number of decimal places •Adding and subtracting wholes and decimals •Decimal sequences **Year 6: Consolidation**	Year 5 – Consolidation Areas of learning needing further teaching identified from assessments. Year 6 - Consolidation in preparation for KS3/ investigations