

Second Level: Aware/ Understanding **[Second *]**

REVIEWED: June 24				
	Term 1	Term 2	Term 3	Term 4
Estimating and Rounding	<ul style="list-style-type: none"> Revisit rounding numbers up to 4-digits to the nearest 10 and 100 Round numbers up to 5-digits to the nearest 1000 Solve problems by estimating and rounding to the nearest 10, 100 and 1000 within 10,000 Estimate position on a number line/other scales, part labelled 	<ul style="list-style-type: none"> Solve problems by estimating and rounding to the nearest 10, 100 and 1000 within 10,000 Estimate position on a number line/other scales, part labelled if needed 	<ul style="list-style-type: none"> Using a number line, round decimals (tenths) to the nearest whole number e.g. 3.6 is 4 to the nearest whole number Estimate the position of a decimal (tenths) on a number line, part labelled 	<ul style="list-style-type: none"> Round decimals (tenths) to the nearest whole number e.g. 3.6 is 4 to the nearest whole number Estimate the position of a decimal (tenths) on a number line, part labelled if needed
Awareness of Number <ul style="list-style-type: none"> Counting Numerals Quantities Place Value 	<ul style="list-style-type: none"> Within the range of at least 1-10,000 <ul style="list-style-type: none"> Count forwards and backwards in 1s, 10s, 100s and 1000s Read and write in numerals Make representations using place value counters Recognise the place value of each digit Partition and recombine in a variety of ways Place numbers on a number line Order numbers Describe and extend number sequences Count in multiples of 2s, 3s, 4s, 5s, 10s, and 100s. Count in multiples of 6s and 8s (link to 3s and 4s) Working with decimals (tenths) <ul style="list-style-type: none"> Understand $\frac{1}{10}$ is the same as 0.1 Make representations using concrete materials Make pictorial representations 	<ul style="list-style-type: none"> Within the range of at least 1-10,000 <ul style="list-style-type: none"> Count forwards and backwards in 1s, 10s, 100s and 1000s Partition and recombine in a variety of ways Order numbers Describe and extend number sequences Count forwards and backwards in multiples of 2, 3, 4, 5, 6, 8 and 10, starting from any number Count in multiples of 9 (link to 3s) Working with decimals (tenths) <ul style="list-style-type: none"> Make Match numeral to pictorial representations Match to fraction equivalent Read Write Order and position Identify place value Partition 	<ul style="list-style-type: none"> Continue to consolidate understanding of number to at least 10,000 Count forwards and backwards in multiples of 2, 3, 4, 5, 6, 8, 9 and 10 starting from any number Count in multiples of 7 Working with decimals (tenths) with whole numbers (e.g. 3.6), and using concrete materials/pictorial representation as needed: <ul style="list-style-type: none"> Make Match Read Write Order and position Identify place value Count forwards and backwards e.g. 0.1, 0.2, 0.3 etc 	<ul style="list-style-type: none"> Continue to consolidate understanding of number to at least 10,000 Count forwards and backwards in multiples of 2, 3, 4, 5, 6, 7, 8, 9 and 10 Working with decimals (tenths) with whole numbers (e.g. 3.6), and using concrete materials/pictorial representation as needed: <ul style="list-style-type: none"> Order and position Partition e.g. $3.6 = 3$ ones and 6 tenths = 36 tenths Change a mixed number/improper fraction (with tenths) to a decimal
Addition & Subtraction	<ul style="list-style-type: none"> Add and subtract 2-digit numbers mentally, using a variety of strategies. Use mental methods to add and subtract 10s, 100s and 1000s. Consolidate written addition of any numbers up to 3-digits Consolidate written subtraction of any numbers up to 3-digits Solve addition and subtraction worded problems of up to 2-steps 	<ul style="list-style-type: none"> Add any numbers of up to 4-digits Subtract any numbers of up to 4-digits Solve addition and subtraction worded problems of up to 2-steps 	<ul style="list-style-type: none"> Add any numbers of up to 5-digits Subtract any numbers of up to 5-digits Revisit mental methods to add and subtract 10s, 100s and 1000s. Solve addition and subtraction worded problems of up to 2-steps 	<ul style="list-style-type: none"> Consolidate addition and subtraction skills, at least up to 5-digits
Multiplication & Division	<ul style="list-style-type: none"> Consolidate mental multiplication and division facts for 2, 3, 4, 5 and 10 Revise written multiplication and division of up to 3-digits by 2, 3, 4 and 5 Learn multiplication facts for 6, using concrete materials where needed Multiply and divide at least up to 3-digits by 6 Learn multiplication facts for 8, using concrete materials where needed Multiply and divide at least up to 3-digits by 8 	<ul style="list-style-type: none"> Learn multiplication facts for 9, using concrete materials where needed Multiply and divide at least up to 3-digits by 9 Learn multiplication facts for 7, using concrete materials where needed Multiply and divide at least up to 3-digits by 7 	<ul style="list-style-type: none"> Consolidate all mental multiplication and division facts Apply multiplication and division facts to worded problems, up to at least 4-digits Multiply whole numbers by 10, 100 and 1000 Divide multiples of 10, 100 and 1000 by 10, 100 and 1000 	<ul style="list-style-type: none"> Consolidate multiplication and division skills (mental and written, whole numbers only) Apply multiplication and division skills to worded problems, up to at least 4-digits

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Patterns & Relationships	<ul style="list-style-type: none"> Identify and continue simple patterns 	<ul style="list-style-type: none"> Identify and describe a simple number sequence Explain the rule of a simple number sequence, and use the rule to extend the sequence 	<ul style="list-style-type: none"> Explore square numbers sequences, using concrete materials and linking to multiplication 	<ul style="list-style-type: none"> Explore triangular numbers sequences, using concrete materials
Expressions & Equations	<ul style="list-style-type: none"> Revisit use and understanding of the terms and symbols: equal/=not equal≠, less than< and greater than > Use a function machine to solve 1-step calculations where 1 term is missing: input, output or operation 	<ul style="list-style-type: none"> Solve basic equations where one term is missing (all 4 operations) 	<ul style="list-style-type: none"> Solve basic equations where missing values are represented by letters (all 4 operations) 	<ul style="list-style-type: none"> Apply knowledge of solving equations with missing terms to worded questions
Fractions, Decimals and Percentages	<ul style="list-style-type: none"> Understand and use the terms numerator and denominator to identify fractions Use pictorial representation to identify simple equivalent fractions 	<ul style="list-style-type: none"> Compare fractions Identify fractions on a number line 	<ul style="list-style-type: none"> Find a simple unit fraction of an amount e.g. $\frac{1}{5}$ of 20, linking to division 	<ul style="list-style-type: none"> Use multiplication facts to find equivalent fractions
Measurement: <ul style="list-style-type: none"> Money Time Length Mass Perimeter Area Volume 	<ul style="list-style-type: none"> Make totals and give change to at least £20 mentally Revisit telling the time in 12-hour format, using am/pm and minutes past/to the hour Tell the time on both analogue and digital clocks Estimate then measure length, using m/cm/mm Use a variety of measuring devices to explore mass and read scales in k and/or g 	<ul style="list-style-type: none"> Solve mentally worded money problems, up to at least £20 Read and write times using both 12 and 24-hour clock Find the perimeter of a shape Estimate then measure volume, using cm^3 – use concrete materials as needed Explore the difference between volume and capacity using concrete materials Convert between units of length and mass e.g. 500cm=5m 	<ul style="list-style-type: none"> Add, subtract, multiply and divide money (written) Convert between 12 and 24-hour times Revisit telling the time using minutes past and to the hour, analogue and digital Solve problems involving length Revise finding the area by counting squares Find the area of a rectangle using a formula Solve problems by reading scales in litres and millilitres 	<ul style="list-style-type: none"> Buy items within a budget Calculate basic time intervals Consolidate perimeter and area of squares and rectangles Solve problems involving masses Convert between units of length, mass and volume e.g. 3000ml=3l
Shape, Position and Movement <ul style="list-style-type: none"> Shape Angles and Symmetry Transformation 	<ul style="list-style-type: none"> Know that a polygon is a 2d shape with straight sides Recognise polygons and identify the difference between regular and irregular Recognise if a shape has a line of symmetry Read and plot points using co-ordinates, first quadrant 	<ul style="list-style-type: none"> Recognise and name a range of 2d shapes, including types of quadrilateral (square, rectangle, rhombus, kite, parallelogram, trapezium) Name angles - right, acute, obtuse, straight and reflex – and their relevant degree range 	<ul style="list-style-type: none"> Describe properties of 2d shapes using: vertex, angle, parallel, opposite, equal, diagonal Recognise and name 3d objects Describe properties of 3d objects using: faces, edge and vertex/vertices Explore 2d shape and 3d objects in the environment Label angles using 3 letters 	<ul style="list-style-type: none"> Create symmetrical shapes Learn the 8 compass points and the angles between them Recap full, half and quarter turn, and identify the number of degrees in each Read and plot points using co-ordinates, first quadrant
Information Handling: <ul style="list-style-type: none"> Data Handling and Analysis Ideas of Chance and Uncertainty 		<ul style="list-style-type: none"> Interpret info in a graph or table, including with scaled units e.g. one circle = 4 children. Use the language of probability e.g. likely/unlikely, possible/impossible, certain/uncertain to make reasonable predictions about the likelihood of simple events 	<ul style="list-style-type: none"> Carry out a survey, using tally marks and a frequency table Present data findings in a bar or pictograph, including digitally Use the language of probability e.g. likely/unlikely, possible/impossible, certain/uncertain, equal/even chance and fifty-fifty to make reasonable predictions about the likelihood of simple events 	<ul style="list-style-type: none"> Carry out a survey or investigation, discuss and present results in a variety of formats, including digitally