# Maths Curriculum Overview – What we are teaching when

SCARCLIFFE PRIMARY SCHOOL — STRIVE TO SHINE

| | | | Autumn 1 | | Autumn 2 | Spring 1 | | Spring 2 | Summer 1 | | Summer 2 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Class 1** | **EYFS** | **Phase** | Just like me | It's me 1, 2, 3! | Light and Dark | Alive in 5! | Growing 6, 7, 8 | Building 9 | To 20 and beyond | First Then Now | Find my pattern | On the move |
| | | **Number** | Match and sort Compare amounts | Representing 1, 2 and 3 Comparing 1, 2 and 3 Composition of 1, 2 and 3 | Representing numbers to 5 One more and less | Introducing zero Comparing numbers to 5 Composition of 4 and 5 | 6, 7 and 8 Combining 2 amounts Making Pairs | Counting to 9 and 10 Comparing numbers to 10 Bond to 10 | Building numbers beyond 10 Counting patterns beyond 10 | Adding more Taking away | Doubling Sharing and grouping Even & odd | Deepening Understanding Patterns and relationships |
| | | **Measure, space and spatial thinking** | Compare size, mass & capacity Exploring Pattern | Circles and triangles Positional language | Shapes with 4 sides Time | Compare mass Compare capacity | Length and height Time | 3d shapes Spatial awareness Patterns | Spatial reasoning (1) Match, rotate, manipulate | Spatial reasoning (2) Compose and decompose | Spatial reasoning (3) Visualise and build | Spatial reasoning (4) Mapping |
| | **Maths (Y1)** <br> **Can you still corner focus** | | Place Value within 10 <br><br> Begin Addition and Subtraction within 10 <br><br> Write the number | Finish Addition and Subtraction within 10 <br><br> Shape <br><br> Place Value within 20 <br><br> Write the number and odd or even (numicon on the board) | | Addition and Subtraction within 20 <br><br> Begin Place Value within 50 <br><br> Write double the number (two sets of numicon on the board) | | Finish Place Value within 50 <br><br> Length and Height <br><br> Weight and Volume <br><br> Number bonds for 10 – what do you add to that number to make 10? | Multiplication and Division <br><br> Fractions <br><br> Position and Direction <br><br> Number bonds within 10 – what do you add to that number to make …? | | Place Value within 100 <br><br> Money <br><br> Time <br><br> Number bonds within 20 – what do you add to that number to make 20? | |
| | **Maths – Fluency Focus** | | Count to 20 forwards and backwards (1s, 2s). <br><br> Given a number, identify one more and one less. <br><br> Number bonds to single digit numbers. | Read and write numbers to 20 – numbers & words. <br><br> Number bonds to 10. <br><br> Recognise coins to £1. | | Count to 100 from a given number & back again (1s). <br><br> + and – number sentences (2-digit +/- 1-digit). <br><br> Begin doubling numbers. | | Read numbers to 100 <br><br> Given a number, identify one more and one less. <br><br> Number bonds to 20. <br><br> Name common 2D shapes. <br><br> Continue doubling. | Count to 100 (2s, 5s, 10s) <br><br> + and – number sentences (move equals sign). <br><br> Recognise coins and notes <br><br> Name common 3D shapes. <br><br> Begin halving numbers. | | Read and write numbers to 100. <br><br> Number bonds to 20. <br><br> Time to one hour and half past. <br><br> Double & halve numbers. | |

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| **Class 2** | **Maths** Main teaching focus | Place Value Addition and Subtraction | Addition and subtraction – including column | Multiplication and Division | Multiplication and Division Length and Height | Fractions Statistics *[Statistics will also be covered in Science, topic and computing lessons]* | Mass, capacity & Temp Time – Step 5 - 7 |
| | **Magic Maths** | 2D Shape (Full unit) | Time – Step 1 to 4 (WRM V3) | Money – Step 1 -6 (WRM V3) | 3D Shapes (Full unit) | Money – Step 7 – 10 (WRM V3) | Position and Direction |
| | **Maths – Fluency Focus** | Count in steps of 2, 3 and 5 from 0 forward & back. Compare and order numbers to 100 <, >, = Recall addition & subtraction facts to 20 (move = sign). 2 and 5 x table Name and draw common 2D shapes. Identify properties. | Read & write numbers to 100 – numerals & words. Identify and represent numbers to 100 – inc. number lines. Add 2-digit number + ones and 2-digit + tens. 10 x table Recognise and sort common 3D shapes. Identify properties. | Count in 10s from any number forward & back. Find 10 or 100 more or less than a number. Add two 2-digit numbers or three 1-digit numbers (move = sign). Coins to equal amounts. 3 x table | Read & write numbers to 1000 – numerals & words. Identify and represent numbers to 1000 – inc. number lines. Add a 3-digit number + ones or 10s. Add & subtract money amounts (£ and p) 4 x table | Count from 0 in 4s, 8s, 50s and 100s. Compare and order numbers to 1000 <, >, = Recall addition & subtraction facts to 100. Add a 3-digit number + hundreds. Simple fractions of amounts (e.g. ½ of 6). | Count in common fractions Tell the time – including analogue. Recognise and name common fractions. 3-digit column + and – 2-digt numbers x 1-digit 8 x table |

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| **Class 3** | **Maths** | Place Value | Addition and Subtraction Multiplication and Division | Length, perimeter and area | Multiplication and division | Fractions and decimals | Decimals Shape Position and direction |
| | **Other areas to cover** | *Time and Statistics (Time to be covered through one off days and statistics to be covered through both computing and Science)* | | | | | |
| | **Maths – Fluency Focus** | **Times tables fluency** Count in multiples of 6, 7 & 9 Order and compare numbers beyond 1000. Mental addition of two 2-digit numbers (move = sign). Number bonds to 100 and 1000 X tables to 12 x 12 | **Times tables fluency** Identify, represent and estimate numbers – including on number lines. Round numbers to nearest 10, 100 and 1000. Mental subtraction of two 2-digit numbers (move = sign). X and ÷ by 10, 100 – inc. decimals X tables to 12 x 12 – identify square numbers. | **Times tables fluency** Count in multiples of 25 and 1000. 4-digit column + and - X by multiples of 10 (e.g. 70 x 6) Place fractions and mixed numbers on a number line. Identify factors of numbers. X tables to 12 x 12 | **Times tables fluency** Read Roman Numerals 1000 and recognise years. Round numbers to nearest 10, 100 and 1000. Short x (3-digit x 1 digit) Recognise decimal equivalents to ½, ¼, ¾ Identify prime numbers. X tables to 12 x 12. | **Times tables fluency** Count backwards through zero – inc. negative no's. Short division X and ÷ by 10, 100 & 1000 Compare and classify geometric shapes – inc quadrilaterals and triangles. X tables to 12 x 12 – recognise square numbers. | **Times tables fluency** Read and write Roman Numerals to 1000. Add and subtract fractions with same denominator. Short division and x. Identify acute and obtuse angles. Time on 24-hour clock. X tables to 12 x 12 |

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| **Class 4** | **Maths suggested** | Place Value<br>Addition and Subtraction | Multiplication and division | Fractions | Decimals<br>Converting units<br>Percentages | Ratio<br>Algebra<br>Revision | Themed problem solving maths – theme park and budgets<br>Statistics<br>Timetables |
|  | **Booster Maths** | 2D Shape<br>Long Multiplication | 3D Shape<br>Angles | Measures<br>Area and Perimeter and volume | Position and Direction<br>Time | Statistics * also covered in Science |  |
|  | **Maths – Fluency Focus** | Small step arithmetic<br><br>Can you still activities (Monday morning) | | | | | |