## KS4 Mathematics Long Term Plan

|  | Autumn |  |  | Spring |  | Summer |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |


|  | direction |  |  |  | direction | \& timetables |
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| Yr 2 Application <br> Themes | Crafts and <br> hobbies | Maths in <br> Manufacturing |  <br> Surviving the <br> sales | Maths in the news | Cleaning the <br> home | Time \& Travel <br>  <br> travelling to them |
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## Year 1 National Curriculum* - with developmental core skills

## Programming <br> Key stage 1

Increasingly precise instructions and sequences - in life and on a computer - predicting and planning for cause, process, effect
$\square$ understand what algorithms are; how they are implemented as programs on digital
devices; and that programs execute by following precise and unambiguous instructions
$\square$ create and debug simple programs
$\square$ use logical reasoning to predict the behaviour of simple programs

## Mathematics

Number system - number and place value
Number rhymes, anticipation and sequences
1:1 correspondence
Cardinal number
A lot/few
More / less
Number Steps (+/- 1)
Ordinal numbers - first, second, last

## * AVOID THE NUMERAL TRAP! (numerals are not numbers in themselves) ' -

## * AVOID THE NUMBER LINE TRAP! (steps are more accessible)

$\square$ count to and across 100 , forwards and backwards, beginning with 0 or 1 , or from any given number
$\square$ count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens
$\square$ given a number, identify one more and one less
$\square$ identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
$\square$ read and write numbers from 1 to 20 in numerals and words.

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Number sets - addition and subtraction
Creation of sets - Sorting, subsets (eg fruit= apples and oranges / boys & girls = children)
Conservation of set - pairs, twoness of two etc, numicon,
Sequences - cause and effect - before and after change
Number bonds to 5 and then 10
AVOID THE FALSE ADDITION TRAP! - counting 3 times is not addition - addition is to a conserved set
\square \text { read, write and interpret mathematical statements involving addition (+), subtraction ( } - \text { ) and equals (=) signs}
\square \text { represent and use number bonds and related subtraction facts within 20}
\square \text { add and subtract one-digit and two-digit numbers to 20, including zero}
\square \text { solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number}
problems such as 7 = - 9.
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## Number $x$ / - multiplication and division

Aggregating repeated groups of the same number (eg two eyes per face, 2 wheels per bike....)
Repeated patterns
Sharing
$\square$ solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

## Number parts - fractions

Parts of the whole
Sharing
$\square$ recognise, find and name a half as one of two equal parts of an object, shape or quantity
$\square$ recognise, find and name a quarter as one of four equal parts of an object, shape or quantity

## Measurement - spatial

Opposites and quantitative comparatives - Big/little, Large/small
Objects in combination \& in space (stacking, nesting/fitting, building, rolling) - prepositions
Ordination by size, weight, capacity, time (\& volume, brightness, roughness, smelliness)
Sequencing by cause and effect of one object to another
$\square$ compare, describe and solve practical problems for:
lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
$\square$ mass/weight [for example, heavy/light, heavier than, lighter than]

- $\square$ capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]
$\square$ measure and begin to record the following:
lengths and heights
$\square$ mass/weight
capacity and volume


## Measurement - time

Opposites and quantitative comparatives - long / short time, quicker, longer
Ordination by, time
Sequencing by cause and effect
Sequencing by time in the day
Days, dates and longer time periods- week, month, season, year
AVOID THE TIME TRAP! - only use numerical time for sets that the pupil can fully and consistently conserve as time is the most abstract context of all
$\square$ compare, describe and solve practical problems for:

- $\quad \square$ time [for example, quicker, slower, earlier, later]
$\square$ measure and begin to record the following:
- $\quad \square$ time (hours, minutes, seconds)
$\square$ sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] $\square$ recognise and use language relating to dates, including days of the week, weeks, months and years
$\square$ tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.


## Measurement - value

## Opposites and quantitative comparatives - valuable, worthless

Ordination by big/little value
Exchange and value (eg looking after things, exchanging, saving (similar to reward chart), 'big money' = pounds, 'little money' = pennies)
AVOID THE MONEY TRAP! - only use money numerically for sets that the pupil can fully and consistently conserve as money is the most abstract context of all
$\square$ recognise and know the value of different denominations of coins and notes

## Geometry - properties of shapes

objects in combination \& in space (stacking, nesting/fitting, building, rolling) - prepositions
vocab of shape - side, straight, curve, point, corner, angle, height/high, width/wide/narrow, thin, deep,
$\square$ recognise and name common 2-D and 3-D shapes, including:
$\square$ 2-D shapes [for example, rectangles (including squares), circles and triangles]3-D shapes [for example, cuboids (including cubes), pyramids and spheres].describe position,

## Geometry - position and direction

direction and movement, including whole, half, quarter (sideways)
Repeating patterns
$\square$ direction and movement, including whole, half, quarter and threequarter turns.

## Cultural Capital

## Data \& Statistics

## Sorting

Counting: Number order, anticipation and sequences, 1:1 correspondence, Cardinal number
Scoring and tallying (physical stacking tally)
$\square$ interpret and construct simple pictograms, tally charts, block diagrams and simple tables
$\square$ ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantityask and answer questions about totalling and comparing categorical data.
*Pupils working above Year 1 expectations must have targets appropriate to their National Curriculum year group level

