KS4 Mathematics Long Term Plan - revised for September 2022

	Autumn				Summer		
Core number work	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	
Yr 1 Primary focus skill development in addition to number	Measurement-value Statistics/seeing the costs	Measurement- value Geometry- properties of shapes stacking and packing Data & Statistics/sales & promotions	Geometry- properties of shapes Measurement – spatial Measurement- time Geometry- position & direction	Measurement- value Geometry- properties of shapes Measurement - spatial	Measurement- time Geometry- position & direction Data & Statistics & timetables	Measurement – spatial Geometry-properties of shapes Geometry-position & direction Measurement-value	
Year 1 Application Themes	Personal finance – paying the bills	Maths in Retail	Cooking and cleaning	Maths in Catering and hospitality	Time & Travel Events & travelling to them	Maths in Valeting	
Core number work	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	Number system Number Sets +- Number x/ Number parts	
Yr 2 Primary focus skill development in addition to number	Measurement – spatial Geometry- properties of shapes Geometry- position &	Measurement – spatial Geometry-properties of shapes Measurement-value	Measurement-value Statistics/seeing the costs	Statistics	Measurement – spatial Geometry-properties of shapes Geometry-position &	Measurement- time Geometry- position & direction Data & Statistics	

	direction				direction	& timetables
Yr 2 Application Themes	Crafts and hobbies	Maths in Manufacturing	Shopping & Surviving the sales	Maths in the news	Cleaning the home	Time & Travel Events & travelling to them

Year 1 National Curriculum* – with developmental core skills

Programming

Key stage 1

				a computer			

☐ understand what algorithms are; how they are implemented as programs on digital
devices; and that programs execute by following precise and unambiguous instructions
□ create and debug simple programs
☐ 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 NUMBER LINE TRAP! (steps are more accessible) □ count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number □ count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens □ given a number, identify one more and one less □ 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 □ read and write numbers from 1 to 20 in numerals and words.
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 read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs represent and use number bonds and related subtraction facts within 20 add and subtract one-digit and two-digit numbers to 20, including zero solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = – 9.
Number x/ – multiplication and division Aggregating repeated groups of the same number (eg two eyes per face, 2 wheels per bike) Repeated patterns Sharing 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
□ recognise, find and name a half as one of two equal parts of an object, shape or quantity
□ 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
□ compare, describe and solve practical problems for:
- 🗆 lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
- mass/weight [for example, heavy/light, heavier than, lighter than]
- capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]
□ measure and begin to record the following:
- 🗆 lengths and heights
- 🗆 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
□ compare, describe and solve practical problems for:
- time [for example, quicker, slower, earlier, later]
☐ measure and begin to record the following:
- lime (hours, minutes, seconds)

□ sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening] □ recognise and use language relating to dates, including days of the week, weeks, months and years □ 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 □ 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, recognise and name common 2-D and 3-D shapes, including: 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 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)
☐ interpret and construct simple pictograms, tally charts, block diagrams and simple tables
□ ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
☐ ask and answer questions about totalling and comparing categorical data.

*Pupils working above Year 1 expectations <u>must</u> have targets appropriate to their National Curriculum year group level