

## Mathematics

Year One	
Programme of Study	Objectives
<b>Number &amp; Place Value</b>	<ul style="list-style-type: none"> <li>• Read and write numbers from 1 to 20 in numerals and words</li> <li>• Count, read and write numbers to 100 in numerals</li> <li>• Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</li> <li>• Count in multiples of 2s, 5s and 10s</li> <li>• 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</li> <li>• Identify 1 more and 1 less of a given number</li> </ul>
<b>Addition &amp; Subtraction</b>	<ul style="list-style-type: none"> <li>• Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</li> <li>• Add and subtract one-digit and two-digit numbers to 20, including 0</li> <li>• Represent and use number bonds and related subtraction facts within 20</li> <li>• Solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as <math>7 = ? - 9</math>.</li> </ul>
<b>Multiplication &amp; Division</b>	<ul style="list-style-type: none"> <li>• 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</li> </ul>
<b>Fractions</b>	<ul style="list-style-type: none"> <li>• Recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity</li> <li>• Recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity</li> </ul>
<b>Measures</b>	<ul style="list-style-type: none"> <li>• Compare, describe and solve practical problems for:                             <ul style="list-style-type: none"> <li>○ lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]</li> <li>○ mass/weight [for example, heavy/light, heavier than, lighter than]</li> <li>○ capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]</li> <li>○ time [for example, quicker, slower, earlier, later]</li> </ul> </li> <li>• Measure and begin to record the following:                             <ul style="list-style-type: none"> <li>○ lengths and heights</li> <li>○ mass/weight</li> <li>○ capacity and volume</li> <li>○ time (hours, minutes, seconds)</li> </ul> </li> <li>• Recognise and know the value of different denominations of coins and notes</li> <li>• Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening]</li> <li>• Recognise and use language relating to dates, including days of the week, weeks, months and years</li> <li>• Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times</li> </ul>
<b>Geometry</b>	<ul style="list-style-type: none"> <li>• Recognise and name common 2-D, for example, squares, rectangles, circles and triangles.</li> <li>• Recognise and name common 3-D shapes, for example, cubes, cuboids, pyramids and spheres</li> <li>• Can describe position, direction and movement, including whole, half, quarter and three-quarter turns</li> </ul>

Year Two	
Programme of Study	Objectives
Number & Place Value	<ul style="list-style-type: none"> <li>Read and write numbers to at least 100 in numerals and in words</li> <li>Compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs</li> <li>Recognise the place value of each digit in a two-digit number (10s, 1s)</li> <li>Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward</li> <li>Identify, represent and estimate numbers using different representations, including the number line</li> <li>Use place value and number facts to solve problems</li> </ul>
Addition & Subtraction	<ul style="list-style-type: none"> <li>Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures</li> <li>Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 ( recall 4 of the 6 number bonds to 10 for WTS)</li> <li>Add and subtract numbers using concrete objects, pictorial representations, and mentally, including:                             <ul style="list-style-type: none"> <li>a two-digit number and 1s WTS</li> <li>a two-digit number and 10s WTS</li> <li>2 two-digit numbers</li> <li>adding 3 one-digit numbers</li> </ul> </li> <li>Show that addition of 2 numbers can be done in any order (commutative) and subtraction of 1 number from another cannot</li> <li>Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems</li> </ul>
Multiplication & Division	<ul style="list-style-type: none"> <li>Recall and use multiplication and division facts for the 2, 3 and 5 multiplication tables, including recognising odd and even numbers***</li> <li>Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs</li> <li>Show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot</li> <li>Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</li> </ul>
Fractions	<ul style="list-style-type: none"> <li>Recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math> of a length, shape, set of objects or quantity</li> <li>Write simple fractions, for example <math>\frac{1}{2}</math> of 6 = 3 and recognise the equivalence of <math>\frac{2}{4}</math> and <math>\frac{1}{2}</math></li> </ul>
Measures	<ul style="list-style-type: none"> <li>Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</li> <li>Compare and order lengths, mass, volume/capacity and record the results using &gt;, &lt; and =</li> <li>Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</li> <li>Find different combinations of coins that equal the same amounts of money</li> <li>Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</li> <li>Compare and sequence intervals of time</li> <li>Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times</li> <li>Know the number of minutes in an hour and the number of hours in a day</li> </ul>
Geometry	<ul style="list-style-type: none"> <li>Identify and describe the properties of 2-D shapes, including the number of sides, and line symmetry in a vertical line</li> <li>Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces</li> <li>Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid]</li> <li>Compare and sort common 2-D and 3-D shapes and everyday objects</li> <li>Order and arrange combinations of mathematical objects in patterns and sequences</li> <li>Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise)</li> </ul>
Statistics	<ul style="list-style-type: none"> <li>Interpret and construct simple pictograms, tally charts, block diagrams and tables</li> <li>Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity</li> <li>Ask-and-answer questions about totalling and comparing categorical data</li> </ul>

Year 3	
Programme of Study	Objectives
Number & Place Value	<ul style="list-style-type: none"> <li>• Read and write numbers up to 1,000 in numerals and in words</li> <li>• Compare and order numbers up to 1,000</li> <li>• Count from 0 in multiples of 4, 8, 50 and 100</li> <li>• Find 10 or 100 more or less than a given number</li> <li>• Recognise the place value of each digit in a 3-digit number (100s, 10s, 1s)</li> <li>• Identify, represent and estimate numbers using different representations</li> </ul>
Addition & Subtraction	<ul style="list-style-type: none"> <li>• Add and subtract numbers mentally, including: a three-digit number and 1s, a three-digit number and 10s, a three-digit number and 100s</li> <li>• Estimate the answer to a calculation and use inverse operations to check answers</li> <li>• Add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction (HTO + HTO, HTO + TO, TO + TO, HTO-HTO, HTO – TO)</li> <li>• Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</li> </ul>
Multiplication & Division	<ul style="list-style-type: none"> <li>• Recall and use multiplication and division facts for the 4, 6, and 9 multiplication tables***</li> <li>• Write and calculate mathematical statements for multiplication, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods (grid/short multiplication)</li> <li>• Write and calculate mathematical statements for division, including for two-digit numbers divided by one-digit numbers, using mental and progressing to formal written methods (short division)</li> <li>• Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects</li> </ul>
Fractions	<ul style="list-style-type: none"> <li>• Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</li> <li>• Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</li> <li>• Recognise and show, using diagrams, equivalent fractions with small denominators</li> <li>• Add and subtract fractions with the same denominator within one whole [for example, <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math>]</li> <li>• Compare and order unit fractions, and fractions with the same denominators</li> </ul>
Measures	<ul style="list-style-type: none"> <li>• Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</li> <li>• Measure the perimeter of simple 2-D shapes</li> <li>• Add and subtract amounts of money to give change, using both £ and p in practical contexts</li> <li>• Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks</li> <li>• Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight</li> <li>• Know the number of seconds in a minute and the number of days in each month, year and leap year</li> <li>• Compare durations of events [for example, to calculate the time taken by particular events or tasks]</li> </ul>
Geometry	<ul style="list-style-type: none"> <li>• Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.</li> <li>• Recognise angles as a property of shape or a description of a turn</li> <li>• Identify right angles, recognise that 2 right angles make a half-turn, 3 make three-quarters of a turn and 4 a complete turn; identify whether angles are greater than or less than a right angle</li> <li>• Identify horizontal and vertical lines and pairs of perpendicular and parallel lines</li> </ul>
Statistics	<ul style="list-style-type: none"> <li>• Interpret and present data using bar charts, pictograms and tables ( simple scale 2,5 and 10)</li> <li>• Solve one-step and two-step questions [for example 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables</li> </ul>

Year 4	
Programme of Study	Objectives
<b>Number &amp; Place Value</b>	<ul style="list-style-type: none"> <li>• Count in multiples of 6, 7, 9, 25 and 1,000</li> <li>• Find 1,000 more or less than a given number</li> <li>• Count backwards through 0 to include negative numbers</li> <li>• Recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s, and 1s)</li> <li>• Order and compare numbers beyond 1,000</li> <li>• Round any number to the nearest 10, 100 or 1,000</li> <li>• Solve number and practical problems that involve all of the above and with increasingly large positive numbers</li> <li>• Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of 0 and place value</li> </ul>
<b>Addition &amp; Subtraction</b>	<ul style="list-style-type: none"> <li>• Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</li> <li>• Estimate and use inverse operations to check answers to a calculation</li> <li>• Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</li> </ul>
<b>Multiplication &amp; Division</b>	<ul style="list-style-type: none"> <li>• Recall multiplication and division facts for 7x, 8x, 11x and 12x multiplication tables</li> <li>• Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers</li> <li>• Recognise and use factor pairs and commutativity in mental calculations</li> <li>• Multiply two-digit and three-digit numbers by a one-digit number using formal written layout</li> <li>• Solve problems involving multiplying and adding, including using the distributive law to multiply two-digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects</li> </ul>
<b>Fractions</b>	<ul style="list-style-type: none"> <li>• Recognise and show, using diagrams, families of common equivalent fractions</li> <li>• Count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10</li> <li>• Add and subtract fractions with the same denominator</li> <li>• Recognise and write decimal equivalents of any number of tenths or hundredths</li> <li>• Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math></li> <li>• Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number</li> <li>• Know the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</li> <li>• Round decimals with 1 decimal place to the nearest whole number</li> <li>• Compare numbers with the same number of decimal places up to 2 decimal places</li> <li>• Solve simple measure and money problems involving fractions and decimals to 2 decimal places</li> </ul>
<b>Measures</b>	<ul style="list-style-type: none"> <li>• Convert between different units of measure [for example, kilometre to metre; hour to minute]</li> <li>• Measure and calculate the perimeter of a rectilinear figure (including squares) in cm and m</li> <li>• Find the area of rectilinear shapes by counting squares</li> <li>• Estimate, compare and calculate different measures, including money in pounds and pence</li> <li>• Read, write and convert time between analogue and digital 12- and 24-hour clocks</li> <li>• Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days</li> </ul>
<b>Geometry</b>	<ul style="list-style-type: none"> <li>• Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</li> <li>• Identify acute and obtuse angles and compare and order angles up to 2 right angles by size</li> <li>• Identify lines of symmetry in 2-D shapes presented in different orientations</li> <li>• Complete a simple symmetric figure with respect to a specific line of symmetry</li> <li>• Describe positions on a 2-D grid as coordinates in the first quadrant</li> <li>• Plot specified points and draw sides to complete a given polygon</li> <li>• Describe movements between positions as translations of a given unit to the left/right and up/down</li> </ul>
<b>Statistics</b>	<ul style="list-style-type: none"> <li>• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</li> <li>• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</li> </ul>

Year 5	
Programme of Study	Objectives
<b>Number &amp; Place Value</b>	<ul style="list-style-type: none"> <li>• Read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit</li> <li>• Count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000</li> <li>• Interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through 0</li> <li>• Round any number up to 1,000,000 to the nearest 10, 100, 1,000, 10,000 and 100,000</li> <li>• Read Roman numerals to 1,000 (M) and recognise years written in Roman numerals</li> </ul>
<b>Addition &amp; Subtraction</b>	<ul style="list-style-type: none"> <li>• Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)</li> <li>• Add and subtract numbers mentally with increasingly large numbers</li> <li>• Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</li> <li>• Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> </ul>
<b>Multiplication &amp; Division</b>	<ul style="list-style-type: none"> <li>• Recall multiplication and division facts for decimal tables (O.t x O) multiplication tables e.g. <math>7 \times 0.4</math> ***</li> <li>• Identify multiples and factors, including finding all factor pairs of a number, and common factors of 2 number</li> <li>• Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers</li> <li>• Establish whether a number up to 100 is prime and recall prime numbers up to 19</li> <li>• Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers</li> <li>• Multiply and divide numbers mentally, drawing upon known facts</li> <li>• Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context</li> <li>• Multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000</li> <li>• Recognise and use square numbers and cube numbers, and the notation for squared (<math>^2</math>) and cubed (<math>^3</math>)</li> <li>• Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates</li> </ul>
<b>Fractions</b>	<ul style="list-style-type: none"> <li>• Compare and order fractions whose denominators are all multiples of the same number</li> <li>• Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths</li> <li>• Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements <math>&gt; 1</math> as a mixed number</li> <li>• Add and subtract fractions with the same denominator, and denominators that are multiples of the same number</li> <li>• Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams</li> <li>• Read and write decimal numbers as fractions</li> <li>• Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents</li> <li>• Round decimals with 2 decimal places to the nearest whole number and to 1 decimal place</li> <li>• Read, write, order and compare numbers with up to 3 decimal places</li> <li>• Solve problems involving number up to 3 decimal places</li> <li>• Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per 100', and write percentages as a fraction with denominator 100, and as a decimal fraction</li> <li>• Solve problems which require knowing percentage and decimal equivalents and those fractions with a denominator of a multiple of 10 or 25</li> </ul>
<b>Measures</b>	<ul style="list-style-type: none"> <li>• Convert between different units of metric measure [for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre]</li> <li>• Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints</li> <li>• Measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres</li> <li>• Calculate and compare the area of rectangles (including squares), including using standard units, square centimetres (<math>\text{cm}^2</math>) and square metres (<math>\text{m}^2</math>), and estimate the area of irregular shapes</li> <li>• Estimate volume [for example, using <math>1 \text{ cm}^3</math> blocks to build cuboids (including cubes)] and capacity [for example, using water]</li> <li>• Solve problems involving converting between units of time</li> <li>• Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling</li> </ul>
<b>Geometry</b>	<ul style="list-style-type: none"> <li>• Identify 3-D shapes, including cubes and other cuboids, from 2-D representations</li> <li>• Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angle</li> <li>• Draw given angles, and measure them in degrees (<math>^\circ</math>)</li> <li>• Identify: angles at a point and 1 whole turn (total <math>360^\circ</math>), angles at a point on a straight line and half a turn (total <math>180^\circ</math>), other multiples of <math>90^\circ</math>, use the properties of rectangles to deduce related facts and find missing lengths and angles.</li> <li>• Distinguish between regular and irregular polygons based on reasoning about equal sides and angles</li> <li>• Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed</li> </ul>
<b>Statistics</b>	<ul style="list-style-type: none"> <li>• Solve comparison, sum and difference problems using information presented in a line graph</li> <li>• Complete, read and interpret information in tables, including timetables</li> </ul>

Year 6	
Programme of Study	Objectives
<b>Number &amp; Place Value</b>	<ul style="list-style-type: none"> <li>Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit</li> <li>Round any whole number to a required degree of accuracy</li> <li>Use negative numbers in context, and calculate intervals across 0</li> </ul>
<b>Addition, Subtraction, Multiplication &amp; Division</b>	<ul style="list-style-type: none"> <li>Recall multiplication and division facts for decimal tables (O.t x O.t) multiplication tables e.g. <math>0.7 \times 0.4</math> ***</li> <li>Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</li> <li>Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context</li> <li>Divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context</li> <li>Perform mental calculations, including with mixed operations and large numbers</li> <li>Identify common factors, common multiples and prime numbers</li> <li>Use my knowledge of the order of operations to carry out calculations involving the 4 operations</li> <li>Solve problems involving addition, subtraction, multiplication and division</li> <li>Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy</li> </ul>
<b>Fractions</b>	<ul style="list-style-type: none"> <li>Use common factors to simplify fractions; use common multiples to express fractions in the same denomination</li> <li>Compare and order fractions, including fractions <math>&gt;1</math></li> <li>Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</li> <li>Multiply simple pairs of proper fractions, writing the answer in its simplest form</li> <li>Divide proper fractions by whole numbers</li> <li>Associate a fraction with division and calculate decimal fraction equivalents for a simple fraction</li> <li>Identify the value of each digit in numbers given to 3 decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers up to 3 decimal places</li> <li>Multiply one-digit numbers with up to 2 decimal places by whole numbers</li> <li>Use written division methods in cases where the answer has up to 2 decimal places</li> <li>Solve problems which require answers to be rounded to specified degrees of accuracy</li> <li>Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts</li> </ul>
<b>Ratio and Proportion</b>	<ul style="list-style-type: none"> <li>Solve problems involving the relative sizes of 2 quantities where missing values can be found by using integer multiplication and division facts</li> <li>Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison</li> <li>Solve problems involving similar shapes where the scale factor is known or can be found</li> <li>Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples</li> </ul>
<b>Algebra</b>	<ul style="list-style-type: none"> <li>Use simple formulae</li> <li>Generate and describe linear number sequences</li> <li>Express missing number problems algebraically</li> <li>Find pairs of numbers that satisfy an equation with 2 unknowns</li> <li>Enumerate possibilities of combinations of 2 variables</li> </ul>
<b>Measures</b>	<ul style="list-style-type: none"> <li>Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 decimal places where appropriate</li> <li>Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to 3 decimal places</li> <li>Convert between miles and kilometres</li> <li>Recognise that shapes with the same areas can have different perimeters and vice versa</li> <li>Recognise when it is possible to use formulae for area and volume of shapes</li> <li>Calculate the area of parallelograms and triangles</li> <li>Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (<math>\text{cm}^3</math>) and cubic metres (<math>\text{m}^3</math>), and extending to other units [for example, <math>\text{mm}^3</math> and <math>\text{km}^3</math>]</li> </ul>
<b>Geometry</b>	<ul style="list-style-type: none"> <li>Draw 2-D shapes using given dimensions and angles</li> <li>Recognise, describe and build simple 3-D shapes, including making nets</li> <li>Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygon</li> <li>Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</li> <li>Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles</li> <li>Describe positions on the full coordinate grid (all 4 quadrants)</li> <li>Draw and translate simple shapes on the coordinate plane, and reflect them in the axes</li> </ul>
<b>Statistics</b>	<ul style="list-style-type: none"> <li>Interpret and construct pie charts and line graphs and use these to solve problems</li> <li>Calculate and interpret the mean as an average</li> </ul>