

At Bridgewater, we teach Mathematics every day and your child will be taught the National Curriculum Programmes of Study for their year group. Please see below for details of coverage:

## Year 1

### **Number/Calculation**

- Count to / across 100
- Count in 1s, 2s, 5s and 10s
- Identify 'one more' and 'one less'
- Read & write numbers to 20
- Use language, e.g. 'more than', 'most'
- Use +, - and = symbols
- Know number bonds to 20
- add and subtract one-digit and two-digit numbers to 20, including zero
- Solve one-step problems, including simple arrays

### **Geometry & Measures**

- Use common vocabulary for comparison, e.g. heavier, taller, full, longest, quickest
- Begin to measure length, capacity, weight
- Recognise coins & notes
- Use time & ordering vocabulary
- Tell the time to hour/half-hour
- Use language of days, weeks, months & years
- Recognise & name common 2-d and 3-d shapes
- Order & arrange objects
- Describe position & movement, including half and quarter turns

### **Fractions**

- Recognise & use  $\frac{1}{2}$  &  $\frac{1}{4}$



**BRIDGEWATER**  
PRIMARY SCHOOL

## Year 2

### **Number/Calculation**

- Know 2, 5, 10x tables
- Begin to use place value (T/U)
- Count in 2s, 3s, 5s & 10s
- Identify, represent & estimate numbers
- Compare / order numbers, inc.  $< > =$
- Write numbers to 100
- Know number facts to 20 (+ related to 100)
- Use  $\times$  and  $\div$  symbols
- Recognise commutative property of multiplication

### **Geometry & Measures**

- Know and use standard measures
- Read scales to nearest whole unit
- Use symbols for £ and p and add/subtract simple sums of less than £1 or in pounds
- Tell time to the nearest 5 minutes
- Identify & sort 2-d & 3-d shapes
- Identify 2-d shapes on 3-d surfaces
- Order and arrange mathematical objects
- Use terminology of position & movement

### **Fractions**

- Find and write simple fractions
- Understand equivalence of e.g.  $\frac{2}{4} = \frac{1}{2}$

### **Data**

- Interpret simple tables & pictograms
- Ask & answer comparison questions
- Ask & answer question about totalling



**BRIDGEWATER**  
PRIMARY SCHOOL

## Year 3

### **Number/Calculation**

- Learn 3, 4 & 8x tables
- Secure place value to 100
- Mentally add & subtract units, tens or hundreds to numbers of up to 3 digits
- Written column addition & subtraction
- Solve number problems, including multiplication & simple division and missing number problems
- Use commutativity to help calculations

### **Geometry & Measures**

- Measure & calculate with metric measure
- Measure simple perimeter
- Add/subtract using money in context
- Use Roman numerals up to XII; tell time
- Calculate using simple time problems
- Draw 2-d / Make 3-d shapes
- Identify and use right angles
- Identify horizontal, vertical, perpendicular and parallel lines

### **Fractions & decimals**

- Use & count in tenths
- Recognise, find & write fractions
- Recognise some equivalent fractions
- Add/subtract fractions up to  $<1$
- Order fractions with common denominator

### **Data**

- Interpret bar charts & pictograms



**BRIDGEWATER**  
PRIMARY SCHOOL

## Year 4

### **Number/Calculation**

- Know all tables to 12 x 12
- Secure place value to 1000
- Use negative whole numbers
- Round numbers to nearest 10, 100 or 1000
- Use Roman numerals to 100 (C)
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally
- Use standard short multiplication

### **Geometry & Measures**

- Compare 2-d shapes, including quadrilaterals & triangles
- Find area by counting squares
- Calculate rectangle perimeters
- Estimate & calculate measures
- Identify acute, obtuse & right angles
- Identify symmetry
- Use first quadrant coordinates
- Introduce simple translations

### **Data**

- Use bar charts, pictograms & line graphs

### **Fractions & decimals**

- Recognise tenths & hundredths
- Identify equivalent fractions
- Add & subtract fractions with common denominators
- Recognise common equivalents
- Round decimals to whole numbers
- Solve money problems



**BRIDGEWATER**  
PRIMARY SCHOOL

## Year 5

### **Number/Calculation**

- Secure place value to 1,000,000
- Use negative whole numbers in context
- Use Roman numerals to 1000 (M)
- Use standard written methods for all four operations
- Confidently add & subtract mentally
- Use vocabulary of prime, factor & multiple
- Multiply & divide by powers of ten
- Use square and cube numbers

### **Geometry & Measures**

- Convert between different units
- Calculate perimeter of composite shapes & area of rectangles
- Estimate volume & capacity
- Identify 3-d shapes
- Measure & identify angles
- Understand regular polygons Reflect & translate shapes

### **Data**

- Interpret tables & line graphs
- Solve questions about line graphs

### **Fractions**

- Compare & order fractions
- Add & subtract fractions with common denominators, with mixed numbers
- Multiply fractions by units
- Write decimals as fractions
- Order & round decimal numbers
- Link percentages to fractions & decimals



**BRIDGEWATER**  
PRIMARY SCHOOL

## Year 6

### **Number/Calculation**

- Secure place value & rounding to 10,000,000, including negatives
- All written methods, including long division
- Use order of operations (not indices)
- Identify factors, multiples & primes
- Solve multi-step number problems

### **Algebra**

- Introduce simple use of unknowns

### **Geometry & Measures**

- Confidently use a range of measures & conversions
- Calculate area of triangles / parallelograms
- Use area & volume formulas
- Classify shapes by properties
- Know and use angle rules
- Translate & reflect shapes, using all 4 quadrants

### **Data**

- Use pie charts
- Calculate mean averages

### **Fractions, decimals & percentages**

- Compare & simplify fractions
- Use equivalents to add fractions
- Multiply simple fractions
- Divide fractions by whole numbers
- Solve problems using decimals & percentages
- Use written division up to 2dp
- Introduce ratio & proportion