



ALDER COPPICE PRIMARY SCHOOL

Maths- Number

Place Value, Addition & Subtraction, Multiplication & Division

Understand the value of digits in decimals, measure and integers

Place Value

Addition and Subtraction

YEAR 7

Multiplication & Division

Understand and use the structures that underpin addition and subtraction strategies
Use the laws and conventions of arithmetic to calculate efficiently

Understand multiples
understand integer exponents and roots
understand and use the unique prime factorisation of a number

Place Value

Addition and Subtraction

YEAR 6

Numbers to 10,000,000
read, write, order and compare
count in steps of powers of 10
round to nearest 10, 100, 1000, 10,000 and 100,000
Decimals and Percentages

Increasingly large numbers

mental methods
rounding to check
multi-step problems

Mental methods
whole and decimal numbers by 10, 100 and 1000
up to 4-digit numbers by 2-digit whole number using long multiplication and long division and short division
interpret remainders as whole numbers, fractions or by rounding prime numbers, prime factors and composite numbers, square and cube numbers
scaling problems

Multiplication & Division

Factor pairs, common factors, multiples, prime numbers
order of operations, distributive law
integer scaling

Place Value

Addition and Subtraction

YEAR 5

Numbers to 100,000
read, write, order and compare
count in steps of powers of 10
count in negative numbers
round to nearest 10, 100 or 1000
Decimals

Numbers with more than 4-digits

mental methods
formal column method
order of operations
estimate and inverse to check

use known facts to multiply including multiplying three numbers
formal written methods
for up to 4-digit by a one or two-digit number (and long multiplication)
divide numbers up to 4-digits by a one-digit number using short and long division

Place Value

YEAR 4

Numbers to 10,000
read, write, order and compare
count in multiples of 4, 6, 7, 8, 9, 25, 50, 100 and 1000
round numbers
negative numbers
Decimals

Numbers to 10,000

mental methods
formal column method
estimate and inverse to check
add/subtract decimals

Multiplication & Division

Recall 9, 7, 11 and 12 times tables
solve two step problems
use distributive law
multiplying and dividing whole numbers by 10 and 100

Place Value

Addition and Subtraction

Numbers to 1,000
mental methods
formal column method
estimate and inverse to check

Multiplication & Division

Recall 4, 8, 3 and 6 times tables
one step problems
use facts to calculate mentally
division with remainders

YEAR 3

Addition and Subtraction

Numbers to 1000

read, write, order and compare
partition 100 into two, four and five equal parts
express 3-digit multiples of ten additively and multiplicatively

Fractions

Place Value

YEAR 2

Numbers to 100

read, write, order and compare
count in 1s 2s 5s 10s
10 more/10 less

Numbers to 100
mental methods
estimate and inverse to check

Recall 2, 5 and 10 times tables
one step problems
use facts to calculate mentally
multiply by 0 and 1
divide by 1

Multiplication & Division

YEAR 1

Addition and Subtraction

Numbers to 100

read, write, order and compare
count in 1s 2s 5s 10s
1 more/1 less

Numbers to 20
number bonds and subtraction facts
one digit and two-digit numbers
inverse to check

Recognise odd and even numbers

Place Value

Addition and Subtraction

Numbers to 10
deep understanding to 10
subitise to 5
count beyond 20
compare to 10

Numbers to 10
recall number facts to 5 and some
number bonds to 10
double facts

Multiplication & Division

RECEPTION

Place Value
Count beyond ten, Compare numbers.
Verbally count beyond 20, recognising the pattern of the counting system.
Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.

Subitise. Link the number symbol (numeral) with its cardinal number value. Compare numbers.

Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–10

even and odd numbers