

MATHEMATICS CURRICULUM MAP

	Milestone 1	Milestone 2	Milestone 3	Milestone 4	Milestone 5	Milestone 6	Milestone 7
Number: To use and apply numbers	<p>Learning that numbers are everywhere and that they are important.</p> <p>Developing an understanding of size and amount so that I can explore mathematics in everyday life. Look at an object and touch it so that I am beginning to develop my hand-eye coordination.</p> <p>Link one object with another so that I am developing 1:1 correspondence.</p> <p>Recall name numbers, count and recognise numerals so that I can quantify, order and sequence quantities.</p>	<p>Numbers to 20 - Numicon recognition, teen number, number patterns, counting</p> <p>Adding and taking away – one more less, concrete and practical.</p> <p>Halving and sharing – real life, concrete and practical.</p> <p>Parts and wholes – early stages of composition and partitioning.</p> <p>Exploring number lines – addition, subtraction and counting.</p> <p>Halving and doubling – precursor to multiplication and division</p>	<p>Place value to 100, addition and subtraction (mostly within 20).</p> <p>Multiplication and division – 2, 5, 10 (mostly concrete, practical activities)</p> <p>Fractions – halves and one quarter (then $\frac{3}{4}$)</p>	<p>Place value to 100 then 1000, addition and subtraction (mostly within 100).</p> <p>Multiplication and division – 2, 5, 10 then 3, 4. Arrays and inverse.</p> <p>Fractions – halves, quarters (then thirds), fractions of quantities.</p>	<p>Place value 1000 (+), addition and subtraction to 1000, including formal written methods, rounding.</p> <p>Multiplication and Division – inversing, introduction of 6, 8 then 7, 9.</p> <p>Fractions – to thirds (then fifths and tenths), equivalencies (including some percentage).</p>	<p>Place value, addition and subtraction – refinement of methods, increased variation.</p> <p>Fractions, decimals and percentages – equivalencies, conversion, finding quantities.</p> <p>Multiples – properties of numbers applied to multiplication fact 12x12.</p> <p>Estimations and Approximations - rounding</p>	<p>Place value, addition and subtraction – focus on written methods.</p> <p>Fractions, decimals and percentages – adding and subtracting decimals, equivalence, finding % of quantities and ordering fractions and decimals.</p> <p>Multiples and divisibility rules 2, 3, 4, 5, and 10.</p> <p>Estimations and Approximations - rounding</p>

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Geometry To recognise and discuss shape and space	<p>Stack objects and knock them down so that I am developing my manipulation skills and hand-eye co-ordination.</p> <p>Bang objects enabling me to be creative, expressive, develop muscle strength and co-ordinate my body.</p> <p>Manipulate objects so that I can complete puzzles and develop my hand-eye coordination and logic skills.</p> <p>Copy and create different patterns and follow an instrumental rhythm.</p> <p>Play shape games so that I am developing my spatial awareness and logic skills.</p>	<p>Shapes, colours and sorting</p> <p>Sequences – repeating patterns, shapes and colours.</p>	<p>Shape properties and patterns – common 2D and 3D shapes</p> <p>Position and direction –positional language.</p> <p>Geometry – shapes, properties, sorting and patterns.</p>	<p>Shape properties and patterns – name 2D and 3D shapes by counting sides/faces</p> <p>Position and direction – quarter turns.</p> <p>Geometry – shapes, properties, sorting and patterns – more advanced patterns, use of orientations.</p>	<p>Shape properties and patterns – including vertical, horizontal, parallel, different orientations</p> <p>Position and direction – right angles</p> <p>Geometry – shapes, advanced properties, sorting and patterns, some translation</p>	<p>Shapes and Solids – 2D and 3D names, properties, nets.</p> <p>Symmetry and Transformations – rotations, translations, reflections, coordinates.</p>	<p>Revision</p> <p>Shapes and Solids – 2D and 3D names, properties, nets, lines of symmetry.</p> <p>Symmetry and Transformations – rotations, translations, reflections, coordinates (in 4 quadrants).</p>

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Measures To read, use and apply measures	<p>Developing an understanding of time so that I know what is happening 'now and next'.</p> <p>Learning to celebrate important dates/times so that I know that some days are special.</p> <p>Developing an understanding of measures so that I can fill and empty containers (judge amounts – cause and effect).</p> <p>Learning about comparisons so that I can compare sizes and find clothes that fit.</p>	<p>Exploring measures – practical use of equipment, some recording and comparison.</p>	<p>Time – o'clock, half past (then $\frac{1}{4}$ hours), days of week, months of the year.</p> <p>Money skills – recognising coins</p> <p>Counting Money</p> <p>Money skills – application of counting, addition and subtraction, 2, 5, 10 multiples.</p> <p>Measures – capacity, length and mass – comparison, non-standard units (then standard – cm), basic recording.</p>	<p>Money skills –counting money, addition and subtraction application.</p> <p>Time – to $\frac{1}{4}$ hours (then 5 min intervals), months linked to seasons, hours in a day, days in a month.</p> <p>Money skills – application to 4 ops</p> <p>Measures – capacity, length and mass – inequality signs, standard units, record and some basic interpretation (find difference).</p>	<p>Money skills – with all 4 ops, some 2 step problems.</p> <p>Time – to the minute, some 24-hour notation, extend range of facts (including leap year, seconds in a minute).</p> <p>Angle Classification</p> <p>Money skills – application to 4 ops, 2 step problems.</p> <p>Measures – capacity, length and mass – wider range of interpretation and problem solving, perimeter.</p>	<p>Units of Measure – Area, Perimeter and Angles.</p> <p>Angles and turns using a protractor to draw and measure angles (nearest 5°)</p> <p>Units of Measure – Money (making totals). Including out in the community.</p> <p>Units of Measure – Time. Including out in community.</p>	<p>Units of Measure – Area, Perimeter and Angles (including compound shapes).</p> <p>Angles and turns using a protractor to draw and measure angles (nearest 1°). Name acute, obtuse, right and reflex angles.</p> <p>Units of Measure – Money (making totals and checking change). Including out in the community.</p> <p>Units of Measure – Time (planning a journey). Including out in community.</p>

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Statistics To collect, present and interpret data.			Statistics – lists, questions, 1:1 pictograms.	Statistics – tallies, pictograms (2:1 representation), bar charts	Statistics – tallies, bar, pictogram (different values) and some pie charts.	Lists and Outcomes – Venn diagrams, tallies, systematic methods. Proportionality, Scales and Graphs – linked to multiplication, drawing graphs. Formulae – input/output Averages and Trends – correlation and mean	Lists and Outcomes – Venn diagrams, tallies, systematic methods. 2-way tables. Proportionality, Scales and Graphs – linked to multiplication, drawing graphs. Scatter graphs. Formulae – input/output Averages and Trends – correlation and mean Mean, median, range and mode.