Maths Years 4 - 6

Key Stage 4

- Create simple graphs
- Use data vocabulary
- Describe positions using a compass
- Describe directions and angle turns
- Record height, length, capacity and mass
- Describe properties of simple 2D shapes
- Make measurements with support
- Know hours in a day
- Interpreting simple timetables
- Sequence months of the year
- Tell time to the quarter past and quarter to
- Recognise set time, days of the week and month
- Solve one step division problems
- Use inverse operations
- Subtract 2 digit numbers
- Use real life materials to add and subtract and equal to
- Count in multiples of 2, 5 and 10
- Recognise simple number sequences
- Read and write numerals to 100
- Solve simple Maths problems
- Estimate objects and count
- Be able to tell you less than a given number
- Find totals of numbers by counting groups
- Solve one step multiplication problems
- Place numbers on a number line to count forward
- Demonstrate an understanding of place value and decimal point
- Understand add or take away from 100
- Identify and represent numbers using place value headings
- Count backwards from 100
- Count in tens from any number
- Compare numbers using greater and less than symbols
- Be able to use the value of numbers
- Compare amounts with simple graphs
- Use data vocabulary
- Classify information in a bar chart
- Sort objects and materials to a given criteria
- Describe positions using a compass
- Follow directional symbols e.g. compass points
- Describe directions and angle turns
- Use words to describe properties of 2D shapes
- Identify and sort simple 2D shapes
- Make measurements with support
- Measure how long it takes to do something
- Sequence months of the year
- Solve one step multiplication problems
- Solve one step division problems
- Use symbols for addition and subtraction
- Subtract 1 digit numbers to 20
- Use real life materials to add and subtract and equal to
- Read and write numbers to 50
- Recognise simple number sequences
- Demonstrate an understanding of transaction using a decimal point
- Count from 0 – 100
- Join in number songs
- Identify an represent numbers using place value headings
- Find totals of numbers by counting groups
- Be able to tell you less than a given number
- Estimate objects and count
- Be able to solve maths problems
- Count in multiples of 2 and 5
- Place numbers on a number line to count forward
- Count backwards from 50
- Understand add or take away with objects
- Be able to use the value of numbers
- Describe positions e.g. up and down, left and right
- Describe directions and turns
- Name simple 2D shapes
- Measure how long it takes to do something
- Show awareness of day of the week, lunchtimes, end of school
- Sequence months of the year
- Understand set time of the day and what happens at these times
- Find totals of numbers by counting groups
- Use symbols for addition and subtraction
- Classify information in a table
- Use data vocabulary
- Sort objects and materials to a given criteria
- Follow directional symbols e.g. arrows
- Use words to describe the properties of 2D shapes
- Recognise and label 2D shapes
- Sequence days of the week
- Tell the time to the half hour
- Be able to tell you less than a given number
- Be able to tell one less than a given number
- Use real life objects to add, subtract and equal to
- Count forwards and backwards from 0-20
- Count backwards from 10
- Place numbers on a numberline
- Understand adu or take away with numbers
- Identify and represent numbers using objects and pictures
- Understand basic Maths concepts
- Begin to recognise the next number in a familiar sequence
- Demonstrate an understanding of transaction using a coin
- Count from 0 - 100
- Join in with number songs
- Be aware of the value of numbers
- Develop a lifelong love of learning

YEAR 6

YEAR 5

YEAR 4