## Year 4

# Review of column addition and subtraction

- 3AS-2 Add and subtract up to three-digit numbers using columnar methods.
- 1.20 Algorithms: column addition
- 1.21 Algorithms: column subtraction

## Numbers to 10,000

- 4NPV-1 Know that 10 hundreds are equivalent to 1 thousand, and that 1,000 is 10 times the size of 100; apply this to identify and work out how many 100s there are in other four-digit multiples of 100.
- 4NPV-2 Recognise the place value of each digit in four-digit numbers, and compose and decompose four-digit numbers using standard and non-standard partitioning.
- 4NPV-3 Reason about the location of any four-digit number in the linear number system, including identifying the previous and next multiple of 1,000 and 100, and rounding to the nearest of each.
- 4NPV-4 Divide 1,000 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 1,000 with 2, 4, 5 and 10 equal parts.
- 4NF–3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100).
- 1.22 Composition and calculation: 1,000 and four-digit numbers

#### Perimeter

- 4G-2 Identify regular polygons, including equilateral triangles and squares, as those in which the side-lengths are equal and the angles are equal. Find the perimeter of regular and irregular polygons.
- 2.16 Multiplicative contexts: area and perimeter 1

## 3, 6, 9 times tables

- 4NF-1 Recall multiplication and division facts up to 12×12, and recognise products in multiplication tables as multiples of the corresponding number.
- 2.8 Times tables: 3, 6 and 9, and the relationship between them

## 7 times table and patterns

- 4NF–1 Recall multiplication and division facts up to 12×12, and recognise products in
- multiplication tables as multiples of the corresponding number.
- 2.9 Times tables: 7 and patterns within/ocross times tables

## Understanding and manipulating multiplicative relationships

- 4MD-1 Multiply and divide whole numbers by 10 and 100 (keeping to whole number quotients); understand this as equivalent to making a number 10 or 100 times the size.
- 4MD-2 Manipulate multiplication and division equations, and understand and apply the commutative property of multiplication.
- 4MD-3 Understand and apply the distributive property of multiplication.
- 4NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 100)
- 2.10 Connecting multiplication and division, and the distributive law
- 2.13 Calculation: multiplying and dividing by 10 or 100

## Coordinates

4G-1 Draw polygons, specified by coordinates in the first quadrant, and translate within the first quodrant.

#### Review of fractions

- 3F–1 Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts.
- 3.1 Preparing for fractions: the part-whole relationship

## Fractions greater than 1

- 4F-1 Reason about the location of mixed numbers in the linear number system.
- 4F-2 Convert mixed numbers to improper fractions and vice versa.
- 4F-3 Add and subtract improper and mixed fractions with the same denominator, including bridging whole numbers.
- 3.5 Working across one whole: improper fractions and mixed numbers

# Symmetry in 2D shapes

4G–3 Identify line symmetry in 2D shapes presented in different orientations. Reflect shapes in a line of symmetry and complete a symmetric figure or pattern with respect to a specified line of symmetry.

## Time

This topic is part of the National Curriculum but is not included in the DfE 2020 guidance or the NCETM Mastery PD Materials.

## Division with remainders

- 4NF-2 Solve division problems, with two-digit dividends and one-digit divisors, that involve remainders.
- 2.12 Division with remainders

# Year 5

# Review addition and subtraction

## Money

1.25 Addition and subtraction: money

## **Decimal fractions**

5NPV-1 Know that 10 tenths are equivalent to 1 one, and that 1 is 10 times the size of 0.1. Know that 100 hundredths are equivalent to 1 one, and that 1 is 100 times the size of 0.01. Know that 10 hundredths are equivalent to 1 tenth, and that 0.1 is 10 times the size of 0.01.

- 5NPV-2 Recognise the place value of each digit in numbers with up to 2 decimal places, and compose and decompose numbers with up to 2 decimal places using standard and non-standard partitioning.
- 5NPV-3 Reason about the location of any number with up to 2 decimals places in the linear number system, including identifying the previous and next multiple of 1 and 0.1 and rounding to the nearest of each
- 5NPV-4 Divide 1 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in units of 1 with 2, 4, 5 and 10 equal parts.
- 5NF-2 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 1 tenth or 1 hundredth).
- 1.23 Composition and calculation: tenths
- 1.24 Composition and calculation: hundredths and thousandths

#### **Negative numbers**

1.27 Negative numbers: counting, comparing and calculating

## Area and scaling

- 5G-2 Compare areas and calculate the area of rectangles (including squares) using standard units.
- 2.16 Multiplicative contexts: area and perimeter 1 • 2.17 Structures: using measures and comparison to understand scaling

# Short multiplication and division

5MD–3 Multiply any whole number with up to 4 digits by any one-digit number using a formal written method. 5MD-4 Divide a number with up to 4 digits by a one-digit number using a formal written method, and interpret remainders appropriately for the context.

- 2.14 Multiplication: partitioning leading to short multiplication
- 2.15 Division: partitioning leading to short division

#### **Calculating decimals**

5MD-1 Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size. • 2.19 Calculation: x/÷ decimal fractions by whole numbers

• 2.29 Decimal place-value knowledge, multiplication and division

# Factors, Multiples and primes

- 5MD-2 Find factors and multiples of positive whole numbers, including common factors and common multiples, and express a given number as a product of 2 or 3 factors. • 2.20 Multiplication with three factors and volume
- 2.21 Factors, multiples, prime numbers and composite numbers

#### **Converting units**

5NPV-5 Convert between units of measure, including using common decimals and fractions.

# Coordinates

# Fractions

- 5NPV-5 Convert between units of measure, including using common decimals and fractions.
- 5F-1 Find non-unit fractions of quantities.
- 5F-2 Find equivalent fractions and understand that they have the same value and the same position in the linear number system.
- 5F–3 Recall decimal fraction equivalents for 1/2, 1/4, 1/5 and 1/10, and for multiples of these proper fractions.
- 3.6 Multiplying whole numbers and fractions
- 3.7 Finding equivalent fractions and simplifying fractions
- 3.10 Linking fractions, decimals and percentages

# Angles

5G-1 Compare angles, estimate and measure angles in degrees (°) and draw angles of a given size.

Time

## Division with remainders