

The Maths Curriculum at Hunsley Primary

Our maths curriculum aims to ensure our children are confident mathematicians. We want our children to enjoy maths and to make links between mathematical concepts. Our curriculum enables our children to learn each new concept in a practical way first, before moving on to pictorial, then abstract learning of the concept. They will then apply this learning in a range of problem solving and reasoning contexts within maths, and across other curriculum subjects. *On occasion, teachers may feel the need to break a sequence of the White Rose curriculum into smaller steps or deviate slightly from the White Rose curriculum based on their assessment of and understanding of their children's needs. For example, when teaching children to order fractions, teachers may feel the need to secure the skill of creating equivalent fractions before comparing fractions with different denominators.*

We recognise the diverse needs of our children and adapt planning and resources accordingly. For example, the use of manipulatives is not confined to Key Stage 1, but where appropriate we recognise the importance of the children having a firm understanding of the underlying structures of each mathematical concept.

Children will be taught maths following the White Rose Maths scheme outlined below:

		Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	Number	Match and sort amounts Representing/comparing/ composition of 1,2,3 Representing numbers to 5 One more and less	Place Value within 10 Addition and subtraction within 10 Place Value within 20	Place Value within 100 Addition and Subtraction within 100 Multiplication and Division: Equal Groups and Arrays	Place Value within 1000 Addition and Subtraction: 3-digit and 2- digit numbers Multiplication and Division: 2,5,10,3,4 and 8	Place Value within 10,000 Addition and Subtraction 3-digit and 4 digit Multiplication and Division: 10, 100, 1, 0, 3, 6, 9, 7	Place Value within 1,000,000 Addition and Subtraction: 4-digit Multiplication and Division: 10, 100, 1000 Fractions A – Adding and subtracting	Place Value within 10,000,000 Four Operations: all methods Fractions: mixed numbers
	Geometry	Circles, triangles Positional language Shapes with 4 sides	Shape: Recognise and Sort 2D and 3D					
	Measurement	Compare size, mass and capacity Explore pattern Time		Shape: Properties of Shapes		Area: comparing		Measurement: Converting Units
	Statistics							
Spring	Number		Addition and subtraction within 20 Place Value within 50	Multiplication and Division: 2,5 and 10 Fractions: Halves, Quarters, Thirds	Multiplication and Division: 2-digit by 1- digit Fractions: tenths and decimals	Multiplication and Division: 11, 12, factor pairs Fractions: quantity Decimals: 100ths	Multiplication and Division: 4-digits and remainders Fractions: Multiplication and division Decimal and Percentages: 2.d.p, % as fractions and decimals	Decimals: decimals by integers Percentages: of an amount Algebra: formulae Ratio: ratio and scale factor
	Geometry							
	Measurement		Length and Height: Non-standard and cm Weight and Volume: Non-standard	Money: Counting	Length and Perimeter: m and cm and perimeter Mass and Capacity: compare	Length and Perimeter: km and perimeter	Perimeter and Area: compound and irregular	Perimeter, Area and Volume: triangles
	Statistics			Statistics: Pictograms and Block Graphs			Statistics: Line graphs and timetables	Statistics: line graphs, pie charts
Summer	Number		Multiplication and Division: Arrays and Equal Groups Fractions: Half and Quarter Place Value within 100		Fractions: add and subtract	Decimals: hundredths	Decimals: Adding and Subtracting	
	Geometry		Position and directions: Turns and Position	Position and Direction: movement and turns	Shape: angles, draw and make	Shape: Symmetry and quadrilaterals Position and Direction: Movement on a grid	Shape: lengths and angles Position and Direction: Reflect and translate	Shape: quadrilaterals and polygons Position and Direction: 4 quadrants
	Measurement		Money: Recognising Money Time : o'clock and half past	Length and Height: cm and m Time: 5 minute, hours and days Mass, Capacity and Temperature: g, kg, l, ml	Time: 24 hour and duration Money: pounds and pence	Money: four operations Time: analogue to digital	Measurement: Converting Units Volume	
	Statistics				Statistics: Pictograms, Bar Charts and Tables	Statistics: Line Graphs		

Teaching Structure

Introduce a concept (e.g. numbers to 50)



Explore the concept (practical/pictorial)



Experience the concept in a variety of ways



Convince/Explain and Reason with the given concept

Key Threshold Concepts

- Our children understand place value (recognising and reading numbers, comparing and ordering numbers, decimals and percentages, count in multiples of numbers, using negative numbers, rounding whole numbers, ratios and simple algebra).
- Our children understand what adding, subtracting, multiplying and dividing means, and having learnt different methods to do this, can choose the most efficient one for them when solving a problem.
- Our children understand what a fraction is.
- Our children understand how to measure length, volume, mass, perimeter, area and temperature.
- Our children can tell the time on an analogue and digital clock.
- Our children understand and use appropriate vocabulary to describe position, direction and movement.