## Green Meadows <br> Academy

## KS3 Maths \& Finance Teaching and Learning Framework

## Intent

Our students will enjoy developing their numeracy skills and take satisfaction in problem solving. We place emphasis on the mathematical process rather than the final answer, placing value on learning from mistakes and building on prior learning. Pupils will leave us understanding that maths is in the world around us and does not solely take place in the classroom.

Our maths curriculum will ensure that pupils are able to apply their mathematical skills to the world around them, ensuring they are as fully prepared for adulthood as possible.

## Rationale

Mathematics plays a crucial role in our everyday lives, providing us with the tools to understand and engage with the world around us. It nurtures the natural ability of students to think logically, solve puzzles, and apply these skills to real-life problems. Our goal is to foster creative thinking and establish connections between mathematical concepts by exploring patterns in numbers, shapes, measurements, and statistics. Through the principles of fluency, reasoning, and problem-solving, we aim for our students to not only explain their reasoning but also justify their answers. This development will equip them with the necessary skills, knowledge, and efficient calculation methods to succeed economically and solve daily challenges. Mastering mathematics will be instrumental in preparing our students to confidently and resiliently navigate their transition to college or the workforce.

To ensure comprehensive learning, we have designed a spiral curriculum that allows our students to revisit topics and areas multiple times throughout their academic journey. Running through the framework there will be a focus on students ability to solve problems mentally whenever possible. With each revisit, the complexity of the subject matter increases, while maintaining connections with prior learning and placing it in context. This approach offers numerous benefits as it reinforces and strengthens

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information and learning each time a topic is revisited. It enables a logical progression from basic concepts to more advanced ones. Additionally, students are encouraged to apply their foundational knowledge to achieve later learning objectives.

| Cycle One |  |  |  |  |  |
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| Autumn 1 |  |  | Autumn 2 |  |  |
| Place Value \& Four Operations |  |  | Number 1 |  |  |
| Encountering | Developing | Enhancing | Encountering | Developing | Enhancing |
| Understanding Addition <br> - Recognize and count objects and actions to understand addition as combining groups. <br> Understanding Subtraction <br> - Identify situations where subtraction is needed, such as taking away objects. | Understanding Place Value (1-100): <br> - Students will learn to identify the value of digits in numbers up to 100 and understand the significance of digit positions within a number. <br> Ordering Numbers (Up to 1000): <br> - Students will | Understanding Place Value (1-1000) <br> - Identify the value of digits in numbers up to 1000 . <br> - Recognize the importance of the position of digits in a number. <br> - Add and subtract numbers using the vertical column method.. <br> Ordering Numbers | Identifying <br> Simple Number <br> Patterns: <br> - Recognize basic number patterns in number <br> - Extend and predict simple patterns in numerical sequences, like adding the same number repeatedly. <br> Writing Whole | Introduction to Number Patterns: <br> - Students will be introduced to recognizing and describing number patterns in sequences, with a focus on arithmetic and geometric patterns. <br> Writing Numbers in Words: <br> - Learners will develop the foundational skill of | Identifying Number Patterns: <br> - Recognize and describe number patterns in sequences, including arithmetic and geometric patterns. <br> - Extend and predict patterns in numerical sequences. <br> Writing Numbers as Words: <br> - Develop the skill to express numbers in word form, including whole numbers and decimals. |

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|  | begin to arrange numbers in | (Up to 1000) <br> - Arrange numbers | Numbers as Words: | expressing numbers in word form, | - Practise converting numerical expressions to |
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| Introduction to | ascending and | in ascending and | - Develop the | including whole | written words accurately. |
| Multiplication | descending order up to 1000 and | descending order up to 1000. | ability to express whole numbers in | numbers and simple decimals. |  |
| multiplication as | gain proficiency in | - Compare an | wo |  | Even Numbers: |
| peated addition, | comparing and placing numbe | place numb correctly on |  | Exploring Odd and Even Numbers: | - Differentiate between odd and even numbers. |
| Introduction to | correctly on | number line | Halving and | - Students will | - Identify the properties |
| Division | number line | Multiplication | Doubling (Numbers | differentiate | and characteristics of both odd and even numbers. |
| division as sharin | In | Timetables | $\begin{aligned} & \mathbf{N} \\ & \mathbf{N} \end{aligned}$ | even numbers an | dd and even numbers. <br> Identify basic properties |
| or grouping | M | - recall | 20) | identify bas | of odd and even numbers, |
| objects into equal | - Learners will | multiplication fact | halving and | properties an | like "odd numbers end in 1 , |
| parts. <br> - Divide a small | multiplication facts | for times tables up to $10 \times$ table | doubling small numbers | of | , 5, |
| set of objects into equal groups to | for times tables up to $5 \times$ table and | - Solv multipli | efficiently <br> - Apply | numbers | Introducing Negative Numbers: |
| introduce basic | solve | problems involving a | and doubling | Introduction to | - Explore the concept of |
| division concepts. | multiplication problems involving | 3 digit and a 2 digit number. | techniques for mental | Negative Numbers: <br> - Learners will | negative numbers and their placement on the |
| Recognizing | a two-digit number |  | calculations with | explore the concept | number line. |
| Symbols <br> - Learn and recognize the | multiplied by a single-digit number. | Long Multiplication <br> - Perform long multiplication using | numbers up to 20. | of negative numbers and their placement | - Understand operations involving negative |
| addition (+), |  | the grid method | Making Sensible | without delving in | subtraction). |
| subtraction (-), multiplication (x), | Introduction to Long | 3 digit by 2 digit. | Guesses with Rounding: | complex operations. | Rules for Addition, |
| and division ( $\div$ ) | Multip | D | - Learners will | Basic Rules for | Subtract |
| symbols. | - Students will be | Written Methods | hopefully be able | Arithmet | Multiplication, and |

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| symbols with their respective operations. <br> Using Basic Maths Facts <br> - Recall basic addition and subtraction facts for numbers 0-5. <br> - Begin to use these facts to solve simple maths problems | multiplication using the grid method with a two-digit number by a one-digit number. <br> Division: <br> - Learners will explore basic methods for performing division, such as repeated subtraction. <br> Making Amounts with Money: <br> - Students will practise constructing specific monetary amounts using a combination of coins and notes, considering different denominations, and making purchases with the appropriate | methods for performing division (eg repeated subtraction) <br> - Introduce the "bus stop" method for long division. <br> Recognizing Coins and Notes: <br> - Identify and distinguish various coins and notes, including their denominations and unique features. <br> - Recognize the monetary value associated with each coin and note. <br> - Apply this knowledge during a visit to a local supermarket, identifying the currency used in transactions. <br> Making Amounts with Coins and | of rounding numbers as a way to make sensible guesses. <br> -They should understand that rounding makes numbers easier to work with and helps in making quick and reasonable estimations in simple everyday situations, like guessing the number of candies in a jar or the cost of a small toy. -Students should feel confident using rounding to make sensible and approximate guesses. | - Students will learn and apply basic rules for addition, subtraction, multiplication, and division, with an introduction to the order of operations. <br> Halving and Doubling Numbers: <br> - Learners will practise halving and doubling numbers for simple mental calculations. <br> Introduction to Rounding Numbers: <br> - Students will understand the fundamental concept of rounding numbers, particularly to the nearest ten for smaller numbers. They will practise using rounding for simple estimations in everyday situations. | - Learn and apply rules for performing addition, subtraction, multiplication, and division operations. <br> - Understand the order of operations and apply them appropriately. <br> Halving and Doubling: <br> - Practice halving and doubling larger numbers efficiently. <br> - Apply halving and doubling techniques for mental calculations. <br> Understanding BIDMAS (Order of Operations): <br> - Familiarise with the BIDMAS acronym (Brackets, Indices, Division and Multiplication, Addition and Subtraction). <br> - Apply the order of operations to solve complex mathematical expressions. <br> Introduction to Factors: <br> - Recognize factors as numbers that can divide |
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|  | currency. <br> Money and <br> Decimals: <br> - Learners will begin to understand the connection between money and decimals, recognizing that cents represent parts of a whole dollar and starting to use decimal notation in dealing with monetary amounts. <br> Calculating Totals with Money: <br> - Students will learn to calculate the total cost of items, apply addition skills to find the sum of multiple items, and create and manage a shopping list | Notes: <br> - Construct specific monetary amounts using a combination of coins and notes, considering different denominations. <br> - Demonstrate the ability to form amounts accurately and efficiently. <br> - Practise making purchases and paying for items at the local supermarket using the appropriate currency. <br> Introduction to Money as an Introduction to Decimals: <br> - Understand the connection between money and decimals by recognizing that cents represent parts of a whole dollar. <br> - Begin to use decimal notation |  |  | evenly into another number. <br> - Identify factors of simple numbers up to 25 without complex calculations. <br> Introduction to Multiples: <br> - Understand multiples as numbers that can be obtained by counting forward from another number. <br> - Find the first few multiples of numbers up to 10 through counting. <br> Identifying Prime Numbers (Up to 20): <br> - Define prime numbers as numbers that have exactly two factors: 1 and themselves. <br> - Recognize prime numbers within a specified range from 1 to 20. |
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|  | during a simulated shopping scenario. <br> Calculating Change: <br> - Learners will develop skills in determining change after making a purchase, counting and providing change using coins and notes, and practising these skills during shopping scenarios. Budgeting and Decision-Making: <br> - Students will receive an introduction to making informed decisions while shopping, setting a basic budget, and making choices within budget constraints. | when dealing with monetary amounts, such as understanding that $£ 1.50$ can be represented as 1.50 pounds. <br> Calculating Totals with Money <br> (Including Real-Life Scenarios): <br> - Calculate the total cost of items when given a list of prices and quantities, simulating real-life shopping scenarios. <br> - Apply addition skills to find the sum of multiple items, considering both the value of coins and notes. <br> - Use these skills to create and manage a shopping list during the supermarket visit. <br> Calculating Change: |  |  |  |
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|  | Practical Application of Money Skills: <br> - Students will apply money skills acquired during simulated shopping experiences to real-life situations, such as grocery shopping and everyday transactions, gaining practical experience in managing money and making purchases. | - Determine the change to be received after making a purchase by subtracting the total cost from the amount paid. <br> - Accurately count and provide change using a combination of coins and notes. <br> - Practice giving and receiving change during the supermarket visit when making purchases. <br> Budgeting and Decision-Making: <br> - Learn to make informed decisions when shopping by comparing prices, evaluating quality, and considering personal preferences. <br> - Set a budget for a shopping trip and make choices that fit within the budget |  |  |  |
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|  |  | constraints. <br> - Reflect on <br> budgeting and <br> decision-making <br> experiences during <br> and after the <br> supermarket visit. <br> Practical <br> Application of <br> Money Skills: <br> - Apply money <br> skills acquired during <br> the supermarket visit <br> to real-life situations, <br> such as shopping for <br> groceries, personal <br> items, or making <br> everyday <br> transactions. <br> - Gain hands-on | experience <br> managing money, <br> making purchases, <br> and handling change <br> in a practical setting. | Spring 2 |
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| Geometry \& Measure |  |  | Number 2 |  |  |
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| Encountering | Developing | Enhancing | Encountering | Developing | Enhancing |
| Using a Ruler to Measure Lines: <br> -Introduce learners to the concept of measurement using a ruler. Help them understand how to place a ruler alongside an object or line and count the units to find its length. Focus on measuring lines of different sizes in a hands-on and practical manner. <br> Identifying Straight Lines: <br> -Teach learners to recognize and distinguish straight lines from other shapes and | Introducing 2D <br> Shapes: <br> -Pupils will be able to tell common 2d shapes apart by looking at their special features, such as how many sides and corners they have. <br> Introducing Properties of 2D Shapes: <br> - Students will describe important things about 2D shapes, like how many sides, corners, and if they look the same on both sides (symmetry). <br> - They should find shapes that have specific things, like | Classifying 2D <br> Shapes: <br> - Categorize 2D shapes into broader groups, such as quadrilaterals, triangles, and circles. <br> - Identify the subcategories within these groups, like isosceles triangles or rhombuses. <br> Exploring Perimeter and Area: <br> - Calculate the perimeter of compound 2D shapes by adding the lengths of their sides. <br> - calculate the area of compound shapes <br> Constructing and Drawing 2D Shapes: | Understanding What Fractions Represent: <br> - Recognize that fractions represent parts of a whole or a group. <br> - Understand that fractions are used to show how something is divided into smaller, equal parts. <br> Identifying Basic Fractions: <br> - Recognize and name simple fractions, such as halves (1/2) and quarters (1/4). <br> - Learn to identify these fractions in everyday objects, | Introduction to Simplifying Fractions: <br> - Learners will be introduced to the concept of simplifying fractions by reducing them to their lowest terms. <br> Comparing and Ordering Fractions with Different Denominators: <br> - Students will learn how to compare and order fractions when the denominators are different, using visual aids and simple reasoning. <br> Comparing and Ordering Fractions with Common Denominators/Num | Simplifying Fractions: <br> - Simplify fractions with different numerators and denominators to their lowest terms. <br> Comparing and Ordering Fractions (Different Denominators): <br> - Compare and order fractions when the denominators are dissimilar, using visual models and reasoning. <br> Comparing and Ordering Fractions (Common Denominators/Numerato rs): <br> - Compare and order fractions by finding common denominators or common numerators, promoting understanding |

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| objects. Use | corners that are | - Use rulers, | like dividing a | erators: | of equivalence. |
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|  | exactly 90 degrees | protractors, | pizza into halves |  |  |
| examples, such as | or sides that are | other tools to | or sharing cookies | explore comparing |  |
| the edges of a | the same length | accurately draw 2D | into quarters. | and ordering | Adding and Subtracting |
| book or the sides |  | shapes with specific |  | fractions by | Fractions (Differen |
| of a door, to help | Naming | dimen | Compar | identifying common | Denominators): |
| them identify and | Shapes: | - Understand how | Fractions: | denominators or | - Perform addition and |
| understand the | - Learners should | to construct shapes | - Understand the | numerators, focusing | subtraction operations on |
| characteristics of | group 2D shapes | based on given | concept of "more" | on the idea of | fractions with distinct |
| straight lines. | into bigger groups, like squares and | criteria, like drawing a parallelogram with | or "less" when comparing | equivalence. | denominators, ensuring the result is less than one. |
| Recognizing | rectangles in one | specific angles. | fractions. | Adding \& |  |
| Basic Shapes: | group, and |  | - Compare basic | Subtracting | Multiplying Proper |
| -Introduce simple | triangles in | Analysing | fractions (e.g., 1/2 | Fractions with | Fractions (Simplified |
|  |  | Applications | identify | Denominators: | Answers): |
| squares, triangles, and rectangles. | know the smaller groups inside | Shapes: <br> - Apply knowledg | represents a larger or smaller part. | - Students will begin | fractions together, ensuring the answer is |
| Help learners | these bigger | of 2D shapes to solve | or | fractions with | simplified to its lowest |
| identify these | groups, like | real-world problems, | Practical Use of | common | terms. |
| shapes in their surroundings and | triangles that have | such as calculating | Fractions: | denominators, | - Attempt using mixed |
| understand their basic properties, | length. | determining the shape of a garden. | concept of fractions in | whenever possible. | to improper (top-heavy) fractions will be required |
| such as the number of sides | Introducing Perimeter | - Recognize and | everyday |  | first. |
| and corners. | Area: <br> - Students will find | presence of 2D shapes in everyday | sharing toys or snacks with | Fractions with Different | Dividing one Fraction by another: |
| Calculating Area in Basic Shapes: -Begin to | out how to measure the outside of 2D | objects and architecture. | friends. <br> - Use simple fractions to | Denominators: <br> - Learners will be introduced to | - Perform division operations to divide proper fractions, |

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| introduce the concept of area by focusing on basic shapes like squares and rectangles. Show learners how to count the number of squares inside these shapes to find their area in a visual and concrete way. <br> Practical Application of Measurement: <br> -Encourage practical application by having learners measure everyday objects, identify straight lines, and recognize basic shapes in their environment. Provide simple, hands-on activities that reinforce these | shapes, called the perimeter, by adding up all the sides. <br> - They should also learn how to find how much space is inside shapes like rectangles and squares, either by counting small squares or using special maths rules. <br> Constructing and Drawing 2D <br> Shapes: <br> - Students will use tools like rulers and protractors to make 2D shapes that have the right size. <br> - They will also know how to make shapes when they get special instructions, like drawing a four-sided shape | Identifying Types of Angles: <br> -Students should be able to distinguish and correctly identify different types of angles, including acute, obtuse, right, and straight angles, both in written descriptions and geometric figures. <br> Measuring Angles: <br> -Develop proficiency in using a protractor to accurately measure angles in degrees. <br> Constructing Angles: <br> -Learn to use a ruler and protractor to draw angles with specified measurements. Students should be able to construct angles of various | describe how objects or groups are divided or shared in a practical context. | addition and subtraction of fractions with distinct denominators, ensuring the result remains less than one. <br> Multiplying Proper Fractions with Simplified Answers: <br> - Students will learn to multiply proper fractions together while simplifying the result to its lowest terms. <br> Introduction to Dividing Fractions: - Learners will be introduced to the concept of dividing proper fractions, expressing answers as fractions. <br> Solving Basic Word Problems with Fractions: | expressing answers as fractions. <br> Solving Word Problems (Dividing Proper Fractions by Whole Numbers): <br> - Solve word problems that require dividing proper fractions by whole numbers and express answers in context. <br> Calculating Decimal Fraction Equivalents: <br> - Convert fractions to their decimal equivalents with an understanding of place value and decimal notation. <br> Understanding <br> Percentages: <br> -Students should have a solid grasp of the concept of percentages and be able to explain that percentages represent parts out of 100 . They should understand that percentages are a way to |
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| concepts in a real-world context. | with certain angles. <br> Analysing <br> Real-World <br> Applications of 2D <br> Shapes: <br> - Students will use what they know about 2D shapes to solve problems in the real world, like finding out how much carpet to buy for a room or how to design a garden. <br> - They will also spot and talk about 2D shapes in things we see everyday, like buildings and objects. <br> Identifying Types of Angles: <br> - Learners should be able to tell the difference between angles | sizes and types, including acute, obtuse, and right angles, following given instructions or angles from a diagram. <br> Angles in Real Life: -Apply knowledge of angle types, angle measurement, and angle construction to solve geometric problems and real-world scenarios. Students should be able to calculate missing angles in triangles, quadrilaterals, and other polygons, as well as use angles to solve problems involving direction and orientation. |  | - Students will solve simple word problems involving the division of proper fractions by whole numbers and express answers within a contextual framework. <br> Introduction to Decimal Fraction Equivalents: <br> - Learners will be introduced to the idea of converting fractions to their decimal equivalents, emphasising understanding place value and decimal notation. <br> Exploring the Concept of Percentages: <br> - Students should gain a foundational understanding of percentages, recognizing that they | express proportions and can be used to compare quantities. <br> Calculating Percentages of an Amount: <br> -Develop proficiency in calculating percentages of a given amount. Students should be able to use various methods, such as finding a percentage of a number through multiplication or by converting percentages into fractions and decimals. They should also be able to solve practical problems that involve finding a percentage of an amount. Introduce the idea of $10 \%$ as a building block. <br> Calculating One Amount as a Percentage of Another: <br> -Enable students to calculate one amount as a percentage of another, emphasising the concept |
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|  | less than and greater than 90 degrees. <br> Measuring Angles: <br> - Students will be introduced to a protractor to measure angles in degrees, which tells us how big they are. <br> Introduction to Drawing Angles: <br> - Students will learn how to use a ruler and protractor to make angles that are a certain size. They can make big angles, small angles, or right angles, following directions or copying from a picture. <br> Applying Angle Concepts: |  |  | represent parts out of 100 and can express proportions for comparing quantities. <br> Calculating Basic Percentages of an Amount: <br> - Learners will develop proficiency in calculating basic percentages of given amounts using methods like multiplication and converting percentages into fractions and decimals. <br> Calculating Percentage Increases and Decreases: - Students will be introduced to calculating one amount as a percentage increase or decrease relative | of finding a percentage increase or decrease. They should be able to use this knowledge to solve problems related to discounts and other real-world applications involving percentages. |
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|  | - Students will use <br> what they know <br> about angles to <br> solve maths <br> problems and <br> problems in the <br> real world. They <br> will figure out <br> missing angles in <br> shapes, and use <br> angles to help with <br> things like giving <br> directions. |  | to another, with a <br> focus on practical <br> applications such as <br> discount, sales and <br> special offers. |  |
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| circles, squares, and triangles. <br> - Compare and describe the size of objects using terms like "big," "small," "short," and "long." <br> Creating and Extending Patterns <br> - Build on the concept of patterns by creating and extending more complex patterns, such as ABAB or ABBABB. <br> - Recognize patterns in everyday objects and activities. | Working with Two Function <br> Machines: <br> - Learners will find both input and output values for two different function machines. - They will explore how multiple function machines can be used in a sequence and learn to represent and solve two-step function machine problems using diagrams and simple algebraic expressions. | - Find both input and output values for two different function machines. <br> - Analyse how multiple function machines can be used in a sequence. <br> Using Diagrams, Letters, and Two Function Machines: <br> - Represent and solve problems involving two function machines using diagrams and algebraic expressions. <br> - Apply letters (unknowns) and number operations to describe and solve two-step function machine problems. | as identifying which category has more or fewer items based on the pictogram. | Understanding Bar Charts (Bar Graphs): <br> - Learners should begin understanding the concept of bar charts, where the height or length of bars signifies data values. <br> - Students will be able to initiate comparisons of data across different categories or time periods using basic bar charts. <br> Creating Simple Bar Charts: <br> - Students will be able to generate their own simple bar charts to display data, making informed choices regarding scales and axis labels. | appropriate scales and labels for both axes. <br> - Customise bar charts by choosing different colours and styles to enhance visual clarity and impact. <br> Analysing Pie Charts (Circle Graphs): <br> - Interpret data presented in pie charts, understanding that each sector represents a portion of the whole. <br> - Analyse the distribution of data among categories or components within a pie chart. <br> -Understand that each sector represents a portion of the whole and is proportional to the data it represents. |
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|  |  |  | Exploring Pie <br> Charts: <br> - Learners will <br> explore the world of <br> pie charts, <br> comprehending that <br> each sector <br> represents a portion <br> of a whole. <br> - Sudents will be <br> able to analyse how <br> data is distributed <br> among categories or <br> components within a <br> pie chart. |
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| Cycle Two |  |  |  |  |  |
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| Autumn 1 |  |  | Autumn 2 |  |  |
| Number 1 |  |  | Geometry \& Measure |  |  |
| Encountering | Developing | Enhancing | Encountering | Developing | Enhancing |
| Understanding Addition: <br> - Build on the concept of addition by applying it to more complex scenarios. <br> - Develop the ability to recognize and apply addition as a fundamental operation for combining quantities in | Place Value: <br> - Students will be able to understand the place value of 4 digit numbers.They will understand the importance of each digit's place in larger numbers, including hundreds and thousands. <br> Adding and Subtracting in Columns: <br> - Learners will start adding and subtracting two-digit numbers | Column Addition and Subtraction: <br> - Add and subtract four digit numbers using column addition and subtraction -Move onto problems that involve borrowing and carrying when appropriate. <br> Ordering Numbers (Up to 10,000): | .Recognizing Clocks <br> - Identify and recognize the appearance of both analogue and digital clocks. <br> - Distinguish between the hour and minute hands on an analogue clock. <br> Understanding Day and Night <br> - Differentiate between daytime and nighttime. <br> - Recognize that | Introducing Analogue Clocks: <br> - Students will be able to identify analogue clocks and their basic parts, such as the hour hand, minute hand, and clock face. <br> - They will start learning to tell the time on analogue clocks, particularly to the nearest hour and half-hour. <br> Measuring Event Duration: | Calculating Duration of Events <br> - Learn to measure the duration of simple events using minutes and hours. <br> - Calculate the time elapsed between the start and end of events using analogue clocks. <br> Converting Analogue to Digital Time <br> -Pupils will practise using the 24 hour clock. <br> Interpreting Calendars <br> - Explore the use of calendars to track dates, |

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| various contexts, including numbers and word problems. <br> Understanding Subtraction: <br> - Extend the understanding of subtraction to more diverse situations where it is necessary to subtract or remove items from a given set. <br> - Identify and solve subtraction problems involving larger numbers and real-world scenarios, such as calculating change or comparing quantities. | (from 10 to 99) using column methods. <br> - They will be introduced to the vertical column method for addition and subtraction, focusing on tens and ones without carrying or borrowing. <br> Exploring Number Order (Up to 1000): <br> - Students will begin to arrange numbers in order, both from smallest to largest and largest to smallest, for numbers up to 1,000. <br> - They will practise comparing and correctly placing numbers on a number line, including numbers | - Extend the ability to arrange numbers in ascending and descending order to include larger numbers up to 10,000. <br> - Demonstrate proficiency in comparing and accurately placing numbers on an expanded number line, including values beyond 100. <br> Multiplication Timetables: <br> - Recall and apply multiplication facts confidently for times tables up to the 12 x table. <br> - Solve multiplication problems involving $\dagger$ demonstrating improved multiplication fluency. <br> Long Multiplication: | the sun is typically up during the day and down during the night. <br> Sequencing Daily Activities <br> - Arrange daily activities in chronological order, emphasising morning, afternoon, and evening routines. <br> - Begin to comprehend the concept of a daily schedule. <br> Basic <br> Time-Related <br> Vocabulary <br> - Learn and use simple time-related vocabulary, such as "morning," <br> "afternoon," "night," <br> "today," and <br> "tomorrow." <br> - Practice using these words in | - Learners will measure how long events last, using minutes and hours. <br> Units of Time: <br> - Pupils will recap the units of time and their relation to each other. <br> Analogue to Digital Time: <br> - Students will start translating the time they see on analogue clocks into digital format, like turning 2:30 on an analogue clock into 2:30 PM. <br> - They will practise going back and forth between analogue and digital ways of showing time. <br> Calendars: <br> - Learners will learn | months, and years. <br> - Understand how to locate specific dates and events on a calendar. <br> Worded Time Problems <br> - Solve word problems that involve telling time and calculating time intervals. <br> - Use reading and comprehension skills to extract relevant information from the problems. <br> -Introduce the idea of time zones throughout the world. <br> Adding Time of Events and Calculating Duration <br> - Add the durations of multiple events using analogue clocks and units of time. <br> - Calculate the total time elapsed when multiple events occur sequentially. |
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| Exploring <br> Multiplication <br> Concepts: <br> - Deepen the understanding of multiplication by exploring it as a method for scaling up or repeated addition, e.g., 3 groups of 4 is equivalent to $4+4$ +4 . <br> - Apply multiplication to solve more complex problems involving larger numbers, arrays, and real-world situations. <br> Introduction to Division <br> Concepts: <br> - Expand the comprehension of | beyond 100. <br> Multiplication <br> Facts: <br> - Students will start recalling and using multiplication facts for times tables up to the 10 x table. <br> - They will solve multiplication problems involving two-digit numbers multiplied by single-digit numbers, improving their multiplication skills. <br> Introduction to Long <br> Multiplication: <br> - Learners will be introduced to long multiplication, starting with two-digit by two-digit multiplication | - Advance long multiplication skills to include two-digit by two-digit multiplication using the grid method. <br> - Apply the grid method for multiplication efficiently to solve more complex problems involving larger numbers. <br> Division Using Written Methods: <br> - Build on knowledge of division methods by learning and practising the short division method. <br> - Develop proficiency in solving division problems involving larger dividends and divisors, including remainders, using written methods such as short division. | everyday conversations related to time. | how to use calendars to keep track of dates, months, and years. <br> - They will start understanding how to find specific dates and events on a calendar. <br> Solving Time Word Problems: <br> - Students will solve word problems that involve telling time and figuring out how long things take. <br> - They will use their reading and understanding skills to find the information they need in the problems. <br> Adding Time of Events and Figuring Out Duration: <br> - Students will learn |
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| division by delving into the concepts of sharing and grouping objects into equal parts for more extensive sets. <br> - Solve division problems involving larger dividends, divisors, and quotients, and explore remainders and fractions. <br> Recognizing Mathematical Symbols: <br> - Continue to learn and recognize mathematical symbols such as addition (+), subtraction (-), multiplication ( $\times$ ), and division ( $\div$ ). | using the grid method. <br> - They will learn how to use the grid method efficiently to solve more complicated problems with larger numbers. <br> Exploring Division with Written Methods: <br> - Students will explore division methods and begin to learn and practise the short division method. |  |  | how to add up how long multiple events last using analogue clocks and units of time. |  |
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| - Gain a deeper <br> understanding of <br> how these symbols <br> represent <br> mathematical <br> operations and <br> apply them to <br> more intricate <br> mathematical <br> expressions. |  |  |  |  |
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|  |  |  |  |  |
| Applying Basic |  |  |  |  |
| Maths Facts: |  |  |  |  |
| - Build upon the |  |  |  |  |
| recall of basic |  |  |  |  |
| addition and |  |  |  |  |
| subtraction facts |  |  |  |  |
| for numbers 0-5 to |  |  |  |  |
| include facts for |  |  |  |  |
| numbers up to 10 |  |  |  |  |
| or higher. |  |  |  |  |
| - Apply these facts |  |  |  |  |
| confidently and |  |  |  |  |
| efficiently to solve |  |  |  |  |
| a wide range of |  |  |  |  |
| mathematical |  |  |  |  |
| problems, laying |  |  |  |  |

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| the foundation for more advanced mathematical operations. |  |  |  |  |  |
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| Spring 1 |  |  | Spring 2 |  |  |
| Number 2 |  |  | Algebra |  |  |
| Encountering | Developing | Enhancing | Encountering | Developing | Enhancing |
| Collecting Data from Simple Observations: <br> - Develop the ability to collect basic data by counting and observing everyday objects or occurrences. <br> - Take part in recording the data in a simple, organised manner, such as tally | Multiples and Factors: <br> - Pupils will find pairs of numbers that are factors of a given number and begin to understand what factors and multiples are. Multiplication and Division: <br> - Learners will solve problems with multiplication and division. <br> - They will use | Identifying Multiples and Factors: <br> - Identify multiples and factors of a given number. <br> - Find all factor pairs of a number, demonstrating a clear understanding of factors and multiples. <br> Problem Solving with Multiplication and Division: <br> - Solve problems that involve | Recognizing Symbols as unknowns: <br> - Practise identifying vari as placeholders for numbers in simple equations. <br> Solving Simple Equations with Concrete Examples: | Introducing One-Step Equations: <br> - Learners will learn how to solve one-step equations with addition or subtraction. They should practise using opposite actions to find out what the unknown is, like in equations such as $3+$ $\qquad$ $=7$. <br> Solving Simple Equations: | Understanding Unknowns: <br> - Define and identify what an unknown is in mathematical expressions. <br> - Recognize and use simple unknowns (e.g., $x$, y) to represent unknown quantities. <br> Solving One-Step Equations <br> - Learn to solve one-step equations involving addition or subtraction. <br> - Practise using inverse operations to isolate the |

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| visually and that patterns can emerge from the arrangement of symbols. <br> - Begin to identify and discuss simple number patterns, such as which symbol appears most frequently or least frequently in the pictogram. <br> Extending Pictogram Understanding: <br> - Progress to more complex pictograms, involving larger sets of data and a variety of symbols. | money and decimals are related. They will understand that cents are parts of a whole dollar. <br> - They will start using decimal numbers when dealing with money, such as understanding that $£ 1.50$ is the same as 1.50 pounds. <br> Learning to Calculate Totals with Money: <br> - Students will learn how to add up the cost of items when they have a list with prices and quantities, just like when shopping in real life. <br> - They will use addition skills to find the total cost and practice | - Continue to use and understand the vocabulary of prime numbers, prime factors, and composite numbers. <br> - Determine whether a number up to 100 is prime or composite and recall prime numbers up to 19. <br> Multiplying with Formal Written Methods: <br> - Multiply numbers with up to 4 digits by a one or two-digit number. <br> - Utilise formal written methods, including long multiplication, particularly when multiplying by two-digit numbers. <br> Advanced Multiplication with Formal Methods: | the idea of unknowns more tangible. <br> Discovering <br> Balance in Equations: <br> - Explore the idea of balance by understanding that equations represent a balance between two sides. <br> - Engage with simple equations like " $2+3=5$ " and "4-2 = 2" to grasp the concept of keeping both sides equal. | - Learners will learn to put numbers into unknowns and figure out the maths sentences. They should calculate things like $2 x-3$ when they know what " $x$ " is. <br> Identifying Patterns and Relationships: <br> - Learners should spot patterns and connections between numbers and unknowns. They should see how changing the value of an unknown affects the maths sentences and equations. <br> Identify Number Patterns: <br> - Learners will recognize and talk about number patterns where | evaluate algebraic <br> expressions. <br> - calculate the value of expressions like $2 x-3$ when x is given. <br> Identifying Patterns and Relationships <br> - Recognize patterns and relationships between numbers and unknowns. <br> - Explore how changing the value of a unknown affects the outcome in algebraic expressions and equations <br> Identify Number Patterns: <br> - Recognize and describe linear number patterns in sequences, highlighting the constant difference between consecutive terms. <br> Extend Sequences: <br> -Confidently use the terminology of position and term when describing linear sequences. |
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|  | making a shopping list for a visit to the store. <br> Change: <br> - Students will figure out how much change they should get back after buying something by taking away the cost from the amount they paid. - They will also practise counting out the right coins and notes to give as change when making purchases. <br> Exploring Budgeting and Decision-Making: <br> - Students will start learning how to make good choices when shopping by comparing prices and thinking about | - Further practice multiplying numbers up to 4 digits by one or two-digit numbers. <br> - Extend proficiency in using formal written methods, particularly focusing on long multiplication for two-digit numbers. <br> Mental Multiplication and Division: <br> - Develop mental maths skills to multiply and divide numbers. <br> - Draw upon known facts and multiplication tables to perform mental calculations efficiently. <br> Recognizing Coins and Notes: <br> - Identify and distinguish various coins and notes, |  | each number is a certain amount bigger or smaller than the one before it. <br> Describing Sequences: <br> - Learners should feel comfortable talking about where a number is in a sequence and what it's called. They should be able to add new numbers to a sequence by following the pattern they've found. <br> Using <br> Mathematical language to describe sequences: <br> - Learners should be able to make general rules for number patterns and say them in | -Extend existing number sequences both forwards and backwards by applying the identified pattern to predict and generate subsequent terms accurately. <br> Generalize and Express Pattern: <br> -Develop the ability to generalise linear number patterns and express rules in words based on multiplying followed by either addition or subtractions. (term to term rule) <br> Solve Problems Involving Sequences: -Apply understanding of linear number sequences to solve real-world problems and mathematical puzzles, requiring the recognition and manipulation of such sequences to find missing terms or make predictions. |
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|  | what they like. <br> - They will begin to set a budget for shopping trips and make choices that stay within that budget. <br> Applying Money Skills in Real Life: <br> - Learners will use the money skills they learned when shopping for groceries, personal items, or during everyday transactions. | including their denominations and unique features. <br> - Recognize the monetary value associated with each coin and note. <br> - Apply this knowledge during a visit to a local supermarket, identifying the currency used in transactions. <br> Making Amounts with Coins and Notes: <br> - Construct specific monetary amounts using a combination of coins and notes, considering different denominations. <br> - Demonstrate the ability to form amounts accurately and efficiently. <br> - Practise making purchases and paying for items at |  | words, like "multiply and then add" (term to term rule). <br> Looking at Real-Life <br> Sequences: <br> - Learners will use what they know about number patterns to solve real-life problems and maths puzzles. They should be able to find missing numbers or make predictions using these patterns. |  |
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|  |  | the local <br> supermarket using <br> the appropriate <br> currency. <br> Money as a re-cap <br> on Decimals: <br> - Understand the <br> connection between <br> money and decimals <br> by recognizing that <br> cents represent parts <br> of a whole dollar. <br> - Begin to use <br> decimal notation <br> when dealing with <br> monetary amounts, <br> such as <br> understanding that <br> f1.50 can be <br> represented as 1.50 <br> pounds. <br> Calculating Totals <br> with Money <br> (Including Real-Life <br> Scenarios): <br> - Calculate the total <br> cost of items when <br> given a list of prices <br> and quantities, |  |
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|  |  | simulating real-life <br> shopping scenarios. <br> - Apply addition <br> skills to find the sum <br> of multiple items, <br> considering both the <br> value of coins and <br> notes. <br> - Use these skills to <br> create and manage <br> a shopping list <br> during the <br> supermarket visit. <br> Calculating Change: <br> - Determine the <br> change to be <br> received after <br> making a purchase <br> by subtracting the <br> total cost from the <br> amount paid. <br> - Accurately count <br> and provide change <br> using a combination <br> of coins and notes. <br> - Practice giving <br> and receiving <br> change during the <br> supermarket visit <br> when making |  |  |
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| purchases. |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Budgeting and |
| Decision-Making: |
| - Learn to make |
| informed decisions |
| when shopping by |
| comparing prices, |
| evaluating quality, |
| and considering |
| personal preferences. |
| -Set a budget for a |
| shopping trip and |
| make choices that fit |
| within the budget |
| constraints. |
| - Reflect on |
| budgeting and |
| decision-making |
| experiences during |
| and after the |
| supermarket visit. |
| Practical |
| Application of |
| Money Skills: |
| - Apply money |
| skills acquired during |
| the supermarket visit |
| to real-life situations, |
| such as shopping for |$\quad$.

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|  |  | groceries, personal items, or making everyday transactions. <br> - Gain hands-on experience managing money, making purchases, and handling change in a practical setting. |  |  |  |
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| Summer 1 |  |  | Summer 2 |  |  |
| Number 3 |  |  | Ratio \& Proportion |  |  |
| Encountering | Developing | Enhancing | Encountering | Developing | Enhancing |
| Basic Rules for Arithmetic Operations: <br> - Learn and apply basic rules for addition, subtraction, multiplication, and division with small numbers. <br> - Practise these operations with simple | Introducing BIDMAS (Order of Operations): <br> - Students will be introduced to the BIDMAS acronym, which stands for Brackets, Indices, Division and Multiplication, Addition and Subtraction. <br> - They will learn | Understanding BIDMAS (Order of Operations): <br> - Familiarise with the BIDMAS acronym (Brackets, Indices, Division and Multiplication, Addition and Subtraction). <br> - Apply the order of operations to solve complex | Sharing Equally: <br> -Support learners to be able to understand and demonstrate the concept of sharing objects or items equally among a group. Aim to divide a collection of | Understanding Ratios: <br> - Students will understand what a ratio means, which is like comparing how much of one thing there is compared to another thing. For | Understanding Ratios: <br> - Define what a ratio is and recognize that it represents a comparison of two or more quantities. <br> - Express ratios in the form of "a to b" or "a:b" and understand their significance in real-world contexts. |

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| feel confident using rounding to make sensible and approximate guesses. | learn how to turn fractions into decimal numbers, using their knowledge of place value and the decimal system. <br> Understanding Percentages: <br> - Students will start to get the hang of what percentages are. They will explain that percentages show parts out of 100, and they will understand that percentages are a way to talk about how things compare to each other. <br> Starting to Calculate Percentages of an Amount: <br> - Learners will learn how to figure | given amount. <br> Students should be able to use various methods, such as finding a percentage of a number through multiplication or by converting percentages into fractions and decimals. They should also be able to solve practical problems that involve finding a percentage of an amount. Re-cap the idea of $10 \%$ as a building block. <br> Calculating One <br> Amount as a Percentage of Another: <br> -Enable students to calculate one amount as a percentage of another, emphasising the concept of finding a percentage | simple recipes, such as making fruit squash, fruit salad or a sandwich. <br> - Learners will be given the opportunity to follow basic instructions to combine different ingredients in the right proportions to create a simple dish or drink. <br> Using Visual Models: -Teach students to use visual models, such as drawings or pictures, to represent the sharing or mixing of objects or ingredients. They should be able to | Using Ratios to Compare Quantities: <br> - Students will use ratios to compare how many of one thing there are compared to another thing. For example, they can figure out if there are more boys or girls in a class using ratios. <br> - Learners should be able to solve problems where they know one part of the ratio and need to find the other part. It's like finding missing puzzle pieces. <br> Introduction to the Unitary Method: | Building on the Unitary Method: <br> - Define the unitary method as a problem-solving approach that involves finding the value of one unit and then extending it to find the total. <br> - Understand that the unitary method is a practical application of proportions. <br> Expanding Proportion: <br> - Explain that proportion relates one part to the whole and ratio compares one part to another part or parts. <br> - Recognize that proportions are used to compare quantities in a way that maintains a consistent relationship. |
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|  | out percentages of a given amount. They will use different methods, like multiplying to find a percentage of a number or changing percentages into fractions and decimals. <br> Beginning to Calculate One Amount as a Percentage of Another: <br> - Students will learn how to find one amount as a percentage of another. They will focus on understanding what it means to find a percentage increase or decrease. They will use this knowledge to solve problems about discounts, | increase or decrease. They should be able to use this knowledge to solve problems related to discounts, markups, tax calculations, and other real-world applications involving percentages. <br> Calculating Totals with Money (Including Real-Life Scenarios): <br> - Calculate the total cost of items when given a list of prices and quantities, simulating real-life shopping scenarios. <br> - Apply addition skills to find the sum of multiple items, considering both the value of coins and notes. <br> - Use these skills to create and manage a shopping list | draw or identify simple visual representations that illustrate equal sharing and proportion. <br> Practical <br> Application: <br> -Encourage practical application by having students engage in hands-on activities that involve sharing, proportion, and mixing. For example, they should be able to share a set of toys equally with their peers, compare the sizes of their portions, and help prepare a simple | - Learners should understand that the unitary method is a way to solve problems. It starts with just one piece, like one chocolate chip, and then helps find out how many chocolate chips are in the whole cookie. <br> - Students will learn that the unitary method is a bit like using proportions in real life to make things fair. <br> Introducing Proportion: <br> - Learners should know that proportions relate one part to the whole thing. For example, if they have 2 out of 5 | Solving Proportions Problems: <br> - Learn methods to solve proportions, such as cross-multiplication or equivalent fractions. <br> - Apply these techniques to solve problems involving proportions in various contexts, such as recipe scaling or map reading. <br> Real-World Applications of Ratio and Proportion: <br> - Apply the concepts of ratio and proportion to solve real-world problems related to scaling, pricing, and mixing ingredients. <br> - Understand how ratio and proportion are used in everyday life, from adjusting recipe quantities to determining distances on maps. |
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|  | price increases, taxes, and other real-world situations that use percentages. <br> Exploring Calculating Totals with Money (Including Real-Life Scenarios): <br> - Learners will find out how to calculate the total cost of items when they have a list of prices and quantities, just like when they go shopping in real life. <br> - They will add up the prices using coins and notes and practise this skill by making a shopping list for a store visit. <br> Calculating | during the supermarket visit. <br> Calculating Change: <br> - Determine the change to be received after making a purchase by subtracting the total cost from the amount paid. <br> - Accurately count and provide change using a combination of coins and notes. <br> - Practice giving and receiving change during the supermarket visit when making purchases. <br> Budgeting and Decision-Making: <br> - Learn to make informed decisions when shopping by comparing prices, evaluating quality, and considering personal preferences. | recipe with guidance. | apples, that's a proportion. <br> - Students will recognize that proportions are used to keep things fair when comparing quantities, like making sure everyone gets their fair share. <br> Solving Proportions: <br> - Students will learn ways to solve proportions, like using tricks such as cross-multiplication or making fractions equal. These tricks help find missing pieces in problems. - Learners should be able to use these techniques to solve |  |
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|  | Change: <br> - Students will calculate how much change they should get after buying something by taking away the cost from the amount they paid. - They will also be able to count out the right coins and notes to give as change, practising this skill when shopping. <br> Discovering Budgeting and Decision-Making: <br> - Students will learn how to make good choices when shopping by comparing prices, thinking about quality, and considering what they like. <br> - They will also start setting a | - Set a budget for a shopping trip and make choices that fit within the budget constraints. <br> - Reflect on budgeting and decision-making experiences during and after the supermarket visit. <br> Practical Application of Money Skills: <br> - Apply money skills acquired during the supermarket visit to real-life situations, such as shopping for groceries, personal items, or making everyday transactions. <br> - Gain hands-on experience managing money, making purchases, and handling change in a practical setting. |  | problems, like making more cookies from a recipe or finding distances on a map. <br> Real-World Applications of Ratio and Proportion: <br> - Learners should use ratios and proportions to solve real-life problems, like making a bigger batch of cookies or figuring out how much something should cost. <br> - Students will understand that ratios and proportions are like maths helpers in everyday life, from cooking to figuring |  |
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|  | budget for <br> shopping trips and <br> making choices <br> that stay within <br> that budget. <br> Applying Money <br> Skills Practically: <br> - Students will use <br> the money skills <br> they learned when <br> shopping for real <br> things, like <br> groceries or <br> personal items, <br> and when doing <br> everyday money <br> transactions. <br> - They will get <br> hands-on <br> experience using <br> money, making <br> purchases, and <br> giving and getting <br> change in real-life <br> situations. <br> are on a map. It's <br> maths they use all <br> the time. |
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| Cycle Three |  |  |  |  |  |
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| Autumn 1 |  |  | Autumn 2 |  |  |
| Number 1 |  |  | Geometry \& Measure |  |  |
| Encountering | Developing | Enhancing | Encountering | Developing | Enhancing |
| Understanding Addition: <br> - Build on the concept of addition by applying it to more complex scenarios. <br> - Develop the ability to recognize and apply addition as a fundamental operation for combining quantities in various contexts, | Place Value: <br> - Students will start learning about place value in numbers up to 1,000. <br> Column Addition and Subtraction: <br> - Learners will add and subtract two-digit numbers (between 10 and 99) using column addition and subtraction <br> - Pupils will use formal written methods to solve problems. | Understanding Place Value: <br> - Extend understanding of place value to numbers up to 1,000.000 <br> - Recognize the significance of each digit's position in larger numbers, including thousands and hundreds. <br> Column Addition and Subtraction: <br> - Apply the vertical column method for addition and | Using a Ruler to Measure Lines: <br> -Introduce learners to the concept of measurement using a ruler. Help them understand how to place a ruler alongside an object or line and count the units to find its length. Focus on measuring lines of different sizes in a hands-on and practical manner. <br> Identifying | Properties of 2D Shapes: <br> - Students will describe the properties of 2D shapes, such as number of sides, corners, and if they look the same on both sides (symmetry). <br> - They should find shapes that have specific things, like corners that are exactly 90 degrees or sides that are the same length. | Classifying 2D Shapes: <br> - Categorize 2D shapes into broader groups, such as quadrilaterals, triangles, and circles. <br> - Identify the subcategories within these groups, like isosceles triangles or rhombuses. <br> Constructing and Drawing 2D Shapes: <br> - Use rulers, protractors, and other tools to accurately draw 2D shapes with specific dimensions. |

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| Understanding Subtraction: <br> - Extend the understanding of subtraction to more diverse situations where it is necessary to subtract or remove items from a given set. <br> - Identify and solve subtraction problems involving larger numbers and real-world scenarios, such as calculating change or comparing quantities. <br> Recognizing Mathematical Symbols: <br> - Continue to learn and recognize | Pupils will be able to use the column method for addition and subtraction, including borrowing. <br> Ordering Numbers <br> - Students will learn to order numbers to at least 1,000. <br> Multiplication Timetables: <br> - Pupils will recall multiplication facts up to the 12 x table. <br> - They will use these facts to solve multiplication problems with two-digit numbers multiplied by single-digit numbers, getting better at multiplication as they go. | subtraction to numbers involving at least 4 digits efficiently. <br> -Pupils will be able to solve problems that involve borrowing and carrying when appropriate. <br> Ordering Numbers <br> - Extend the ability to arrange numbers in ascending and descending order to include larger numbers up to 1,000,000 <br> - Demonstrate proficiency in comparing and accurately placing numbers on an expanded number line, including values beyond 1,000,000 <br> Long Multiplication: - Advance long multiplication skills to include two-digit | Straight Lines: <br> -Teach learners to recognize and distinguish straight lines from other shapes and objects. Use everyday examples, such as the edges of a book or the sides of a door, to help them identify and understand the characteristics of straight lines. <br> Recognizing Basic Shapes: <br> -Introduce simple geometric shapes like circles, squares, triangles, and rectangles. Help learners identify these shapes in their surroundings and understand their basic properties, such as the number of sides and corners. | Introducing <br> Perimeter and <br> Area: <br> - Students will find out how to measure the perimeter of 2D shapes,by adding up all the sides. <br> - They should also learn how to find how much space is inside shapes like rectangles and squares, either by counting small squares or using special maths rules. <br> Constructing and Drawing 2D <br> Shapes: <br> - Students will use tools like rulers and protractors to make 2D shapes that have the right size. - They will also know how to make shapes when they get special instructions, like | - Understand how to construct shapes based on given criteria, like drawing a parallelogram with specific angles. <br> Analysing Real-World Applications of 2D Shapes: <br> - Apply knowledge of 2D shapes to solve real-world problems, such as calculating the area of a room or determining the shape of a garden. <br> - Recognize and describe the presence of 2D shapes in everyday objects and architecture. <br> Identifying Types of Angles: <br> -Students should be able to distinguish and correctly identify different types of angles, including acute, obtuse, right, and straight angles, both in written descriptions and geometric figures. |
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| mathematical symbols such as addition (+), subtraction (-), multiplication ( $x$ ), and division ( $\div$ ). - Gain a deeper understanding of how these symbols represent mathematical operations and apply them to more intricate mathematical expressions. <br> Applying Basic Maths Facts: <br> - Build upon the recall of basic addition and subtraction facts for numbers 0-5 to include facts for numbers up to 10 or higher. | Long Multiplication: <br> - Students will begin multiplying two-digit numbers by other two-digit numbers using the grid method. <br> - They will use this grid method to solve more complex problems with bigger numbers. <br> Division Using Written Methods: <br> - Learners will build on prior learning about division by practising a shorter division method. <br> - They will get better at solving division problems that involve bigger numbers for both the number being divided and the | by two-digit <br> multiplication using the grid method. <br> - Apply the grid method for multiplication efficiently to solve more complex problems involving larger numbers. <br> Division Using Written Methods: <br> - Build on knowledge of division methods by learning and practising the short division method. <br> - Develop proficiency in solving division problems involving larger dividends and divisors, including remainders, using written methods such as short division. | Calculating Area in Basic Shapes: <br> -Begin to introduce the concept of area by focusing on basic shapes like squares and rectangles. Show learners how to count the number of squares inside these shapes to find their area in a visual and concrete way. <br> Practical Application of Measurement: -Encourage practical application by having learners measure everyday objects, identify straight lines, and recognize basic shapes in their environment. Provide simple, | drawing a four-sided shape with certain angles. <br> Analysing <br> Real-World <br> Applications of 2D Shapes: <br> - Students will use what they know about 2D shapes to solve problems in the real world, like finding out how much carpet to buy for a room or how to design a garden. - They will also spot and talk about 2D shapes in things we see everyday, like buildings and objects. <br> Identifying Types of Angles: <br> - Learners should be able to tell the difference between angles less than and greater than 90 | Measuring Angles: <br> -Develop proficiency in using a protractor to accurately measure angles in degrees. <br> Constructing Angles: <br> -Learn to use a ruler and protractor to draw angles with specified measurements. Students should be able to construct angles of various sizes and types, including acute, obtuse, and right angles, following given instructions or angles from a diagram. <br> Angles in Real Life: <br> -Apply knowledge of angle types, angle measurement, and angle construction to solve geometric problems and real-world scenarios. Students should be able to calculate missing angles in triangles, quadrilaterals, and other polygons, as |
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$\left.\begin{array}{|l|l|l|l|l|}\hline \begin{array}{l}\text { - Apply these facts } \\ \text { confidently and } \\ \text { efficiently to solve } \\ \text { a wide range of } \\ \text { mathematical } \\ \text { problems, laying } \\ \text { the foundation for } \\ \text { more advanced } \\ \text { mathematical } \\ \text { operations. }\end{array} & \begin{array}{l}\text { number doing the } \\ \text { dividing, and they } \\ \text { will also learn how } \\ \text { to handle } \\ \text { remainders using } \\ \text { written methods } \\ \text { like short division. }\end{array} & & \begin{array}{l}\text { hands-on activities } \\ \text { that reinforce these } \\ \text { concepts in a } \\ \text { real-world context. }\end{array} & \begin{array}{l}\text { degrees. } \\ \text { Measuring Angles: } \\ - \text { Students will be } \\ \text { introduced to a } \\ \text { protractor to } \\ \text { measure angles in } \\ \text { degrees, which tells } \\ \text { us how big they are. } \\ \text { problems involving } \\ \text { direction and orientation. }\end{array} \\ \text { Introduction to } \\ \text { Drawing Angles: } \\ - \text { Students will learn } \\ \text { how to use a ruler } \\ \text { and protractor to } \\ \text { make angles that } \\ \text { are a certain size. } \\ \text { They can make big } \\ \text { angles, small } \\ \text { angles, or right } \\ \text { angles, following } \\ \text { directions or } \\ \text { copying from a } \\ \text { picture. }\end{array}\right\}$

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|  |  |  |  | problems and problems in the real world. They will figure out missing angles in shapes, and use angles to help with things like giving directions. |  |
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| Spring 1 |  |  | Spring 2 |  |  |
| Number 2 |  |  | Algebra |  |  |
| Encountering | Developing | Enhancing | Encountering | Developing | Enhancing |
| Collecting Data from Simple Observations: <br> - Develop the ability to collect | Identifying Multiples and Factors: <br> -Pupils will learn to find pairs of numbers that are factors of a given | Identifying <br> Multiples and Factors: <br> - Pupils will be able to find common factors of numbers. | Solving Simple Equations with Concrete <br> Examples: | Introducing One-Step Equations: <br> - Learners will learn how to solve one-step equations | Understanding Unknowns: <br> - Define and identify what an unknown is in mathematical expressions. |

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| basic data by counting and observing everyday objects or occurrences. <br> - Practice recording the data in a simple, organised manner, such as tally marks or simple drawings. <br> Creating Basic Pictograms: <br> - Learn to represent collected data using simple pictograms, where each picture or symbol represents one unit of data. <br> - Explore using easily recognizable symbols, like | number and understand what factors and multiples are. <br> Exploring <br> Problem Solving with <br> Multiplication and <br> Division: <br> - Learners will start solving problems that involve multiplication and division. <br> - They will use their knowledge of factors, multiples, squares, and cubes to solve different kinds of maths problems. <br> Introduction to Vocabulary of Prime Numbers and Composite Numbers: <br> - Students will be introduced to new words related to | Problem Solving with Multiplication and Division: <br> - Solve problems that involve multiplication and division. <br> - Apply knowledge of factors and multiples, as well as squares and cubes, to solve various mathematical problems. <br> Vocabulary of Prime Numbers and Composite Numbers: <br> - Define and use the vocabulary related to prime numbers, prime factors, and composite numbers. - Distinguish between prime and composite numbers, understanding their properties. | - Explore basic equations with a single unknown, using everyday objects like apples or toys to represent numbers. <br> - Begin to solve these equations by finding the value of the unknown through physical manipulation, such as counting objects. <br> Using Shapes and Pictures for Algebraic Ideas: <br> - Understand that algebraic concepts can be connected to shapes and pictures. <br> - Practise using drawings or shapes to illustrate basic equations, making | with addition or subtraction. They should practise using opposite actions to find out what the unknown is, like in equations such as $3+=7$. <br> Solving Simple Equations: <br> - Learners will take their equation-solving skills a step further by using multiplication and division. They should solve equations like $2 x=$ 10 or $15 \div y=3$ by doing opposite actions. <br> Using Expressions to Represent Real-World Scenarios: <br> - Learners should be able to turn real-world | - Recognize and use simple unknowns (e.g., $x$, y) to represent unknown quantities. <br> Solving One-Step Equations <br> - Learn to solve one-step equations involving addition or subtraction. <br> - Practise using inverse operations to isolate the unknown in equations like $3+x=7$. <br> Solving Simple Equations with Multiplication and Division <br> - Extend equation-solving skills to include multiplication and division. <br> - Solve equations like $2 x$ $=10$ or $15 \div y=3$ by applying inverse operations. <br> Using Expressions to Represent Real-World Scenarios |
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| smiley faces or stars, to create the pictograms. <br> Interpreting Pictograms for Number Patterns: <br> - Understand that pictograms represent data visually and that patterns can emerge from the arrangement of symbols. <br> - Begin to identify and discuss simple number patterns, such as which symbol appears most frequently or least frequently in the pictogram. | prime numbers, prime factors, and composite numbers. <br> - They will begin to tell the difference between prime numbers and composite numbers and learn what makes them special. <br> Building <br> Vocabulary and Recognizing Prime Numbers: <br> - Learners will continue to use and understand words about prime numbers, prime factors, and composite numbers. <br> - They will practise figuring out whether a number up to 100 is a prime number or a composite number | Reinforcing <br> Vocabulary and <br> Prime Number <br> Recognition: <br> - Continue to use and understand the vocabulary of prime numbers, prime factors, and composite numbers. <br> - Determine whether a number up to 100 is prime or composite and recall prime numbers up to 19. <br> Multiplying with Formal Written Methods: <br> - Multiply numbers with up to 4 digits by a one or two-digit number. <br> - Utilise formal written methods, including long multiplication, particularly when | the idea of unknowns more tangible. <br> Discovering <br> Balance in Equations: <br> - Explore the idea of balance by understanding that equations represent a balance between two sides. <br> - Engage with simple equations like " $2+3=5$ " and "4-2 = 2" to grasp the concept of keeping both sides equal. | situations into simple maths sentences. They should understand how to write things like " 5 more than a number" as maths sentences, like $x+5$. <br> Evaluating Expressions: <br> - Learners will learn to put numbers into unknowns and figure out the maths sentences. They should calculate things like $2 x-3$ when they know what " $x$ " is. <br> Identifying Patterns and Relationships: <br> - Learners should spot patterns and connections between numbers and unknowns. They should see how changing the value | - Translate real-world situations into simple algebraic expressions. <br> - Understand how to represent situations like "5 more than a number" as algebraic expressions ( $\mathrm{x}+$ 5). <br> Substituting intoExpressions <br> - Learn to substitute values for unknowns and evaluate algebraic expressions. <br> - calculate the value of expressions like $2 x-3$ when $x$ is given. <br> Identifying Patterns and Relationships <br> - Recognize patterns and relationships between numbers and unknowns. <br> - Explore how changing the value of a unknown affects the outcome in algebraic expressions and equations <br> Identify Number |
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| Extending <br> Pictogram <br> Understanding: <br> - Progress to more complex pictograms, involving larger sets of data and a variety of symbols. <br> - Begin to recognize more intricate number patterns within these extended pictograms and discuss them with guidance. | and remember prime numbers up to 19. <br> Starting with Multiplying using Formal Written Methods: <br> - Students will learn how to multiply numbers with up to 4 digits by one or two-digit numbers. <br> - They will begin to use formal written methods, like long multiplication, especially when multiplying by two-digit numbers. <br> Practising Advanced Multiplication with Formal Methods: <br> - Learners will practise more multiplication, including numbers | multiplying by two-digit numbers. <br> Advanced Multiplication with Formal Methods: <br> - Further practice multiplying numbers up to 4 digits by one or two-digit numbers. <br> - Extend proficiency in using formal written methods, particularly focusing on long multiplication for two-digit numbers. <br> Mental <br> Multiplication and Division: <br> - Develop mental maths skills to multiply and divide numbers. <br> - Draw upon known facts and multiplication tables to perform mental calculations efficiently. |  | of an unknown affects the maths sentences and equations. <br> Identify Number Patterns: <br> - Learners will recognize and talk about number patterns where each number is a certain amount bigger or smaller than the one before it. <br> Describing Sequences: <br> - Learners should feel comfortable talking about where a number is in a sequence and what it's called. They should be able to add new numbers to a sequence by following the pattern they've found. | Patterns: <br> - Recognize and describe linear number patterns in sequences, highlighting the constant difference between consecutive terms. <br> Extend Sequences: <br> -Confidently use the terminology of position and term when describing linear sequences. <br> -Extend existing number sequences both forwards and backwards by applying the identified pattern to predict and generate subsequent terms accurately. <br> Generalize and Express Pattern: <br> -Develop the ability to generalise linear number patterns and express rules in words based on multiplying followed by either addition or subtractions. (term to term |
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|  | up to 4 digits by one or two-digit numbers. <br> - They will get better at using formal written methods, especially when multiplying by two-digit numbers. <br> Beginning Mental Multiplication and Division: <br> - Students will start developing their maths skills to quickly multiply and divide numbers in their heads. <br> - They will use what they know, like multiplication tables, to do maths quickly in their minds. <br> Introduction to Recognizing Coins and Notes: | Recognizing Coins and Notes: <br> - Identify and distinguish various coins and notes, including their denominations and unique features. <br> - Recognize the monetary value associated with each coin and note. <br> - Apply this knowledge during a visit to a local supermarket, identifying the currency used in transactions. <br> Making Amounts with Coins and Notes: <br> - Construct specific monetary amounts using a combination of coins and notes, considering different denominations. |  | Using <br> Mathematical language to describe sequences: <br> - Learners should be able to make general rules for number patterns and say them in words, like "multiply and then add" (term to term rule). <br> Looking at Real-Life Sequences: - Learners will use what they know about number patterns to solve real-life problems and maths puzzles. They should be able to find missing numbers or make predictions using these patterns. | rule) <br> Solve Problems Involving Sequences: -Apply understanding of linear number sequences to solve real-world problems and mathematical puzzles, requiring the recognition and manipulation of such sequences to find missing terms or make predictions. |
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|  | - Learners will learn to tell different coins and notes apart, including their names and special things about them. <br> - They will know how much each coin and note is worth, and they will use this knowledge when shopping. <br> Starting to Make Amounts with Coins and Notes: <br> - Students will begin to make specific amounts of money using different coins and notes. <br> - They will show they can make the right amounts quickly and correctly, and they will practise using money at a store. | - Demonstrate the ability to form amounts accurately and efficiently. <br> - Practise making purchases and paying for items at the local supermarket using the appropriate currency. <br> Money as a re-cap on Decimals: <br> - Understand the connection between money and decimals by recognizing that cents represent parts of a whole dollar. <br> - Begin to use decimal notation when dealing with monetary amounts, such as understanding that $£ 1.50$ can be represented as 1.50 pounds. |  | . |  |
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|  | Money as an Introduction to Decimals: <br> - Learners will start to understand how money is connected to decimals, like how cents are part of a whole dollar. <br> - They will begin using decimal numbers when talking about money, like knowing that $£ 1.50$ is the same as 1.50 pounds. <br> Calculating Totals with Money (Including Real-Life Scenarios): <br> - Students will learn how to find the total cost of things when they have a list of prices and | Calculating Totals with Money (Including Real-Life Scenarios): <br> - Calculate the total cost of items when given a list of prices and quantities, simulating real-life shopping scenarios. <br> - Apply addition skills to find the sum of multiple items, considering both the value of coins and notes. <br> - Use these skills to create and manage a shopping list during the supermarket visit. <br> Calculating Change: <br> - Determine the change to be received after making a purchase by subtracting the total cost from the amount paid. |  |  |  |
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|  | quantities, just like when shopping in real life. <br> - They will add up the prices using coins and notes, and they will use these skills when making a shopping list for a store visit. <br> Learning to Calculate Change: <br> - Learners will figure out how much change they should get after buying something by taking away the cost from the amount they paid. - They will also be able to count out the right coins and notes to give as change, practising this skill when shopping. | - Accurately count and provide change using a combination of coins and notes. <br> - Practice giving and receiving change during the supermarket visit when making purchases. <br> Budgeting and Decision-Making: <br> - Learn to make informed decisions when shopping by comparing prices, evaluating quality, and considering personal preferences. <br> - Set a budget for a shopping trip and make choices that fit within the budget constraints. <br> - Reflect on budgeting and decision-making experiences during and after the supermarket visit. |  |  |  |
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|  | Exploring Budgeting and Decision-Making: <br> - Students will start learning how to make good choices when shopping by comparing prices, thinking about quality, and considering what they like. <br> - They will also start setting a budget for shopping trips and making choices that stay within that budget. <br> Applying Money Skills Practically: <br> - Learners will use the money skills they learned when shopping for real things, like groceries or personal items, and when doing | Practical <br> Application of Money Skills: <br> - Apply money skills acquired during the supermarket visit to real-life situations, such as shopping for groceries, personal items, or making everyday transactions. <br> - Gain hands-on experience managing money, making purchases, and handling change in a practical setting. |  |  |  |
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|  | everyday money <br> transactions. <br> - They will get <br> hands-on <br> experience using <br> money, making <br> purchases, and <br> giving and getting <br> change in real-life <br> situations. |  |  |  |  |
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| objects or items equally among a group. Aim to divide a collection of objects into equal parts and ensure that each part has the same number of items. <br> Recognizing Proportion: <br> -Help students recognize the idea of proportion by using concrete objects and visual aids. They will hopefully be able to compare the sizes of different groups of objects and identify when one group has more or less than the other. | how much of one thing there is compared to another thing. For example, if there are 2 red marbles and 3 blue marbles, the ratio is 2 to 3 or 2:3. <br> - Learners should be able to write ratios in the form of "2 to 3" or "2:3" and know why they are helpful in real life. <br> Simplifying Ratios: <br> - Learners should learn how to make ratios simpler by finding the biggest number that fits both parts. This helps when we | comparison of two or more quantities. <br> - Express ratios in the form of " $a$ to b" or "a:b" and understand their significance in real-world contexts. <br> Simplifying Ratios: <br> - Learn how to simplify ratios to their simplest form by dividing both parts by their greatest common factor. <br> - Apply this simplification process to ratios to make them easier to work with and understand. <br> Using Ratios to Compare Quantities: | everyday examples. <br> Teach them to differentiate between things that are likely to happen, like the sun rising every day, and things that are unlikely, like finding a rainbow in their bedroom. <br> Exploring Simple Events: <br> -Introduce the idea of simple events by presenting basic scenarios with two outcomes, such as flipping a coin to get either heads or tails. Help them grasp the idea that there are only a few possible outcomes in some situations. | how likely something is to happen. They should understand that the scale goes from 0 (impossible) to 1 (definitely going to happen). <br> Introducing Impossibility and Certainty: <br> - Learners should practise telling apart things that can never happen (O chance) from things that are sure to happen (100\% chance) in stories and maths problems. <br> Expressing Probability as a Fraction: | probabilities range from 0 (impossible event) to 1 (certain event), and how to interpret probabilities within this scale. <br> Distinguishing Impossible and Certain Events: <br> -Learn to distinguish between events that are impossible (with a probability of 0 ) and events that are certain (with a probability of 1 ) in various real-world and mathematical scenarios. <br> Expressing Probability as <br> a Fraction: <br> - Mastering the skill of expressing probabilities as fractions, recognizing that a probability of 0 means the event cannot occur, and a probability of 1 |
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| Mixing Simple | have big numbers | - Apply ratios to | Recognizing More | - Students will | signifies that the event is |
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| Recipes: | in | compare different | and Less Likely: | master the skill of | guaranteed to occur. |
| -Introduce the | - Students will be | quantities or parts | -Teach very basic | showing how likely |  |
| concept of mixing | able to practise | within a whole, such | comparisons of | something is as a | Calculating Simple |
| and proportion | making ratios | as comparing the | likelihood, such as | fraction. They | Probabilitie |
| through simple | easier to use and | number of boys to | recognizing that | should remember | -Develop the ability to |
| recipes, such as | understand | girls in a class. | having sunny | that 0 means it | calculate the probability |
| squash, fruit sala | Using Ratios to | th | lik | eans it's going | counting favourable |
| or a sandwic | Compare | one quantity when | summer tha | happen for sure. | outcomes and total |
|  | Quantities: | the ratio and another | having snow. Use |  | possible outcomes, and |
| - Learners will be given the | - Students will use ratios to compare | quantity are given. | simple visuals or hands-on activities | Simple <br> Probabilities | express these probabilities as fractions or decimals. |
| opportunity to | how many of one | Building on the | to illustrate these | - Learners should |  |
| follow basic | thing there are | Unitary Method: | concepts. | develop the ability | Understanding the |
| instructions to combine different | compared to another thing. For | - Define the unitary method as a |  | to find out how | Probability |
| ingredients in the | example, they can | problem-solving | Language | are by counting the | -Learn how to find the |
| right proportions | figure out if there | approach tha | -Familiaris | good outcomes and | probability |
| to create a simple | are more boys or | involves finding th | learners with simple | all the possible | complementary events |
| dish or drink. | girls in a class using ratios. | value of one unit and then extending it to | probability words like "likely," | outcomes. They can express the answer | (the event not occurring), such as the probability of |
| Using Visual | - Learners should | find the total. | "unlikely," "certain," and "impossible" | as a fraction or a special kind of | getting tails when flipping a coin versus the |
| students to | problems where | the unitary method is | Encourage them to | number. | probability of getting |
| visual models, such as drawings | they know one part of the ratio | a practical | use these words to describe the |  | heads. |

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| or pictures, to represent the sharing or mixing of objects or ingredients. They should be able to draw or identify simple visual representations that illustrate equal sharing and proportion. <br> Practical <br> Application: <br> -Encourage practical application by having students engage in hands-on activities that involve sharing, proportion, and mixing. For example, they should be able to | and need to find the other part. It's like finding missing puzzle pieces. <br> Introduction to the Unitary Method: <br> - Learners should understand that the unitary method is a way to solve problems. It starts with just one piece, like one chocolate chip, and then helps find out how many chocolate chips are in the whole cookie. <br> - Students will learn that the unitary method is a bit like using proportions in real life to make things fair. | application of proportions. <br> Expanding <br> Proportion: <br> - Explain that proportion relates one part to the whole and ratio compares one part to another part or parts. <br> - Recognize that proportions are used to compare quantities in a way that maintains a consistent relationship. <br> Solving Proportions Problems: <br> - Learn methods to solve proportions, such as cross-multiplication or equivalent fractions. | chances of events happening in their daily lives. | Introducing the Probability of Events not occurring: <br> - Students will learn how to find the chance of the opposite happening, like getting tails when flipping a coin instead of heads. It's like looking at the other side of a coin! <br> Introducing Probabilities of Multiple Events: <br> - Learners should explore how to figure out the chance of more than one thing happening at the same time or one or the other | Calculating Compound Probabilities: <br> -Explore the concept of compound probabilities, including the probability of two or more events occurring together (joint probability) and the probability of either event happening (mutually exclusive events). <br> Understanding Mode: <br> -Define and recognize the mode as the most frequently occurring value within a dataset or list of numbers. Learn to identify situations where mode is a useful measure of central tendency. <br> Calculating Range: <br> -Understand the concept of range as the difference between the highest and |
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| share a set of toys equally with their peers, compare the sizes of their portions, and help prepare a simple recipe with guidance. | Introducing Proportion: <br> - Learners should know that proportions relate one part to the whole thing. For example, if they have 2 out of 5 apples, that's a proportion. <br> - Students will recognize that proportions are used to keep things fair when comparing quantities, like making sure everyone gets their fair share. <br> Solving Proportions: <br> - Students will learn ways to solve | - Apply these techniques to solve problems involving proportions in various contexts, such as recipe scaling or map reading. <br> Real-World Applications of Ratio and Proportion: <br> - Apply the concepts of ratio and proportion to solve real-world problems related to scaling, pricing, and mixing ingredients. <br> - Understand how ratio and proportion are used in everyday life, from adjusting recipe quantities to determining distances on maps. |  | happening. It's like solving puzzles with probability. <br> Introducing the Mode: <br> - Students will define and recognize the mode, which is the number that shows up the most in a group of numbers. They should learn when it helps us understand things better. <br> Introducing the Range: <br> - Learners should understand that range is how far apart the highest and lowest numbers are in a group. They should develop the | lowest values in a dataset. Develop the ability to calculate the range and interpret its significance in describing data variability. <br> Determining Median: <br> -Learn to find the median of a dataset by arranging the values in ascending order and identifying the middle value. Explore how the median represents the central value and is less influenced by outliers. <br> Calculating Mean: <br> -Define the mean (average) as the sum of all values in a dataset divided by the total number of values. Develop the skill to calculate the mean and recognize its utility in summarising data. |
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|  | proportions, like using tricks such as cross-multiplicatio n or making fractions equal. These tricks help find missing pieces in problems. <br> - Learners should be able to use these techniques to solve problems, like making more cookies from a recipe or finding distances on a map. <br> Real-World Applications of Ratio and Proportion: <br> - Learners should use ratios and proportions to solve real-life |  |  | ability to figure out the range and why it's important. <br> Introducing the Median: <br> - Students will learn to find the middle number when putting all the numbers in order. This middle number is called the median. They should explore how it helps find what's in the middle. <br> Introducing the Mean: <br> - Learners should understand the mean as the average of all the numbers. They should develop the skill to find it by | Comparing Averages: <br> -Explore situations where mode, range, median, and mean may give different results and understand the strengths and limitations of each measure in different contexts. <br> Application of Averages: <br> -Apply the concepts of mode, range, median, and mean to analyse and interpret real-world data, such as exam scores, income distributions, and sports statistics, to draw meaningful conclusions and make informed decisions. |
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$\left.\left.\begin{array}{|l|l|l|l|l|}\hline & \begin{array}{l}\text { problems, like } \\ \text { making a bigger } \\ \text { batch of cookies or } \\ \text { figuring out how } \\ \text { much something } \\ \text { should cost. } \\ - \text { Students will } \\ \text { understand that } \\ \text { ratios and } \\ \text { proportions are } \\ \text { like maths helpers } \\ \text { in everyday life, } \\ \text { from cooking to } \\ \text { figuring out how } \\ \text { far places are on a } \\ \text { map. It's maths } \\ \text { they use all the } \\ \text { time. }\end{array} & \begin{array}{l}\text { adding up all the } \\ \text { numbers and then } \\ \text { dividing by how } \\ \text { many there are. } \\ \text { They should } \\ \text { recognize why it's a } \\ \text { good way to talk } \\ \text { about data. }\end{array} \\ \text { Comparing } \\ \text { Averages: } \\ - \text { Students will } \\ \text { explore situations } \\ \text { where mode, range, } \\ \text { median, and mean } \\ \text { can give different } \\ \text { answers. They } \\ \text { should understand } \\ \text { when to use each } \\ \text { one and when not } \\ \text { to in different } \\ \text { situations. }\end{array}\right\} \begin{array}{l}\text { Real World } \\ \text { Averages: } \\ - \text { Learners should } \\ \text { apply the concepts }\end{array}\right\}$

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|  |  |  | of mode, range, <br> median, and mean <br> to understand <br> real-life things like <br> test scores, how <br> much people make, <br> or sports scores. <br> They should see <br> how it helps make <br> good decisions and <br> understand the <br> world better. |
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