



Map of the Maths Curriculum

What are the Knowledge, Skills and Understanding we want our pupils to gain?

SM, February 2023

Intent of our Mathematics curriculum – with Reasoning being one of the four pillars of the Pensford Curriculum, we aim to embed the necessary mathematical and the problem-solving skills that every child needs to prepare them for the everyday world and their future opportunities. We would like our children to have a sense of wonder about the mathematical world and an understanding of the critical skills needed in the connected areas of science, technology and engineering. Deeper thinking will be fostered with focussed recall questioning and developing the procedural fluency critical to mathematical proficiency. This will be supported through planning with the White Rose Scheme of Work, maths meetings (focussing on Key Instant Recall Facts from current and previous Threshold Concepts) and drawing upon mathematical and problem-solving language throughout our wider curriculum.

Maths progress will be measured through Early Learning Age/Stage Band tracking, Y1-Y5 White Rose test framework, and Y2/ Y6 SAT test framework.

Year groups 1/2 and 3/4 are both trialling the new White Rose 3.0 Maths Scheme where a review will be carried out at the end of the year as to whether or not all the classes will use this scheme of work for future years.

Include *context*.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS * WRMH	Topic – Time to Wonder Number <i>*(Just Like Me)</i> Match and Sort Compare Amounts	Topic – Time to Wonder Number Composition of 1, 2 & 3 <i>*(Light and Dark)</i>	Topic – Me and my world Number <i>*(Growing 6, 7 & 8)</i> 6, 7 & 8	Topic – Me and my world Number <i>*(To 20 and Beyond)</i> Building Numbers Beyond 10	Topic – Out and About Number <i>*(First Then Now)</i> Adding More	Topic – Out and About Number <i>*(Find My Pattern)</i> Even & Odd <i>*(On the Move)</i>

	<p><i>*(It's Me 1 2 3!)</i> Representing 1, 2 & 3 Comparing 1, 2 & 3</p> <p>Measure Shape and Spatial Thinking <i>*(Just Like Me)</i> Compare Size, Mass & Capacity Explore Pattern <i>*(It's Me 1 2 3!)</i> Circles and Triangles</p>	<p>Representing Numbers to 5 One More and Less <i>*(Alive in 5)</i> Introducing zero Comparing numbers to 5 Composition of 4 & 5</p> <p>Measure Shape and Spatial Thinking <i>*(It's Me 1 2 3!)</i> Positional Language <i>*(Light and Dark)</i> Shapes with 4 sides Time <i>*(Alive in 5)</i> Compare Mass Compare Capacity <i>*(It's Me 1 2 3!)</i></p>	<p>Combining 2 amounts Making Pairs <i>*(Building 9 & 10)</i> Counting to 9 & 10 Comparing numbers to 10 Bonds to 10</p> <p>Measure Shape and Spatial Thinking <i>*(Growing 6, 7 & 8)</i> Length & Height Time</p>	<p>Counting Patterns Beyond 10 (Consolidate) Measure, Shape and Spatial Thinking <i>*(Building 9 & 10)</i> 3D-shapes Patterns <i>*(To 20 and Beyond)</i> Spatial Reasoning Match, Rotate, Manipulate (Consolidate)</p>	<p>Taking Away <i>*(Find My Pattern)</i> Doubling Sharing and Grouping</p> <p>Spatial Thinking <i>*(First Then Now)</i> Spatial Reasoning Compose and Decompose</p>	<p>Deepening Understanding Patterns and Relationships</p> <p>Spatial Thinking <i>*(Find My Pattern)</i> Spatial Reasoning Visualise and Build <i>*(On the Move)</i> Spatial Reasoning Mapping</p>
<p>Year 1 <small>*WRMH headings</small></p>	<p>Topic – Who's coming to tea? Topic Our amazing world Place Value</p>	<p>Topic – Fire Topic Toys Addition and subtraction Add by counting on using a number line.</p>	<p>Topic- How do I got to...? Topic We are artists Division</p>	<p>Topic- Where are all the wild things? Topic Maps and routes</p>	<p>Topic- Once upon a time Topic Seasonal changes /weather</p>	<p>Place value recap Recap four operations</p>

	<p>Sort, count and represent objects. Numbers to 20 Count, read and write numbers forwards and backwards. One more/One less Represent numbers as tens and ones Order numbers</p> <p>Addition and subtraction</p> <p>Part- whole model Addition symbol Subtraction symbol Fact families Number bonds within 10. Number bonds to 10</p>	<p>Subtraction by counting back, using a number line, crossing and not crossing 10. Subtraction- finding the difference Compare calculations using $> < =$ signs.</p> <p>Money</p> <p>Recognise coins and recognise notes.</p> <p>Place value</p> <p>Numbers to 50 Representing numbers as tens and ones One more/One less Compare numbers within 50 Order numbers within 50</p> <p>Multiplication</p> <p>Count in 2s, 5s and 10s Count coins Make and add equal groups Make arrays Doubles</p>	<p>Make equal groups by sharing and grouping.</p> <p>Place value</p> <p>Numbers to 100 Counting to 100. Partitioning numbers to 100 Comparing numbers Ordering numbers One more/One less</p> <p>Length and height</p> <p>Measure length Compare height and length</p>	<p>Shape</p> <p>Recognise and name 2d shapes. Recognise and name 3d shapes Sort 2d shapes Sort 3d shapes Make patterns with 2d and 3d shapes.</p> <p>Fractions</p> <p>Find half Find quarters</p>	<p>Geometry – position and direction</p> <p>Measure – time</p> <p>Measure – weight and capacity</p>	
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<p>Year 2</p> <p>*WRMH headings</p>	<p>Topic – Who’s coming to tea? Topic Our amazing world</p> <p>Place Value Count forwards and backwards to 100. Represent numbers to 100. Partition numbers into tens and ones. Represent numbers in part-whole and place value chart. Compare numbers using > < = signs Order numbers in ascending and descending order</p> <p>Addition and subtraction Add and subtract 1s, 10 more and 10 less and multiples of 10. Add three 1 digit numbers. Add and subtract 2 digit numbers (including an exchange)</p>	<p>Topic – Fire Topic Toys</p> <p>Addition and subtraction Add and subtract 2 digit numbers (including an exchange) Compare calculations > < = signs. 1 step and 2 step addition and subtraction problems.</p> <p>Money Recognise coins and recognise notes. Count coins Find the total of money 2 step problems money</p> <p>Multiplication Counting in multiples -Count in 2s, 5s, 10 and 3s Count money in p and £ Recognise, make and add equal groups. Use arrays</p>	<p>Topic- How do I got to...? Topic We are artists</p> <p>Division Make equal groups by sharing and grouping. Divide by 2 Divide by 5 and 10 Odd and even numbers</p> <p>Statistics Make tally charts Draw pictograms Draw block diagrams Interpret diagrams Apply counting in multiples to interpret graphs.</p> <p>Length and height Measure length Compare height and length cm and m Four operations with length</p>	<p>Topic- Where are all the wild things? Topic Maps and routes</p> <p>Shape Name 2d and 3d shapes Describe 2d shapes using sides and vertices. Lines of symmetry Count faces, edges and vertices of 3d shapes Sort 2d and 3d shapes</p> <p>Fractions Recognise and find half Recognise and find quarters Recognise and find thirds Unit fractions Non- unit fractions Equivalent fractions $\frac{1}{2}$ and $\frac{2}{4}$ Find $\frac{3}{4}$</p>	<p>Topic- Once upon a time Topic Seasonal changes /weather</p> <p>Geometry – position and direction Measure – time Measure – weight and capacity</p>	<p>Problem solving Consolidation and investigation</p>
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	Number bonds to 100 (tens and tens/ones)	2s, 5s and 10 times tables.				
Year 3 *WRMH headings Mixed Year SOW	Topic - Going Global and North, East, South and West *Place Value: Counting Counting from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number *Place Value: Represent Identify, represent and estimate numbers using different representations Read and write numbers up to 1000 in numerals and in words	Topic – Raiders and Traders and Extreme Survival *Multiplication and Division: Recall, Represent, Use Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables *Multiplication and Division: Calculations Write and calculate mathematical statements for multiplication and division using multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and	Topic – Walk Like an Egyptian and Rise of the Robots *Measurement: Using Measures Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) *Measurement: Perimeter, Area, Volume Measure the perimeter of simple 2-D shapes	Topic – Who is Roaming in the Rainforest? Down in the Valley *Fractions: Recognise and Write Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators Recognise and use fractions as numbers: unit fractions and non-unit fractions	Topic – Dig for Victory and Snap, Crackle and Pop *Measurement: Money Add and subtract amounts of money to give change, using both £ and p in practical contexts *Measurement: Time Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and	Topic – Dig for Victory and Escape for Pompeii *Statistics: Present and Interpret Interpret and present data using bar charts, pictograms and tables *Statistics: Solve Problems Solve one-step and two-step questions (for example, ‘How many more?’ and ‘How many fewer?’) using information presented in scaled bar charts and pictograms and tables *Geometry: 2-D Shapes

	<p>*Place Value: Use PV and Compare Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) Compare and order numbers up to 1000</p> <p>*Place Value: Problems and Rounding Solve number problems and practical problems involving these ideas</p> <hr/> <p>*Addition & Subtraction: Recall, Represent, Use Estimate the answer to a calculation and use inverse operations to check answers</p> <p>*Addition & Subtraction: Calculations</p>	<p>progressing to formal written methods</p> <p>*Multiplication and Division: Solve Problems Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problem and correspondence problems in which n objects are connected to m objects</p>		<p>with small denominators</p> <p>*Fractions: Compare Recognise and show, using diagrams, equivalent fractions with small denominators Compare and order unit fractions, and fractions with the same denominators</p> <p>*Fractions: Calculations Add and subtract fractions with the same denominator within one whole (for example, $5/7 + 1/7 = 6/7$)</p> <p>*Fractions: Solve Problems Solve problems that involve all of the above</p> <hr/>	<p>hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight Know the number of seconds in a minute and the number of days in each month, year and leap year Compare durations of events (for example to calculate the time taken by particular events or tasks)</p>	<p>Draw 2-D shapes</p> <p>*Geometry: 3-D Shapes Make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p> <p>*Geometry: Angles and Lines Recognise angles as a property of shape or a description of a turn Identifying right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle Identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p>
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	<p>Add and subtract numbers mentally, including:</p> <ul style="list-style-type: none"> -a three-digit number and ones -a three-digit number and tens -a three-digit number and hundreds <p>Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction</p> <p>*Addition & Subtraction: Solve Problems</p> <p>Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction</p>			<p>*Measurement: Using Measures</p> <p>Measure, compare, add and subtract:</p> <ul style="list-style-type: none"> lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) 		
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<p>Year 4</p> <p>*WRMH headings Mixed Year SOW</p>	<p>Topic - Going Global and North, East, South and West</p> <p>*Place Value: Counting Count in multiples of 6, 7, 9, 25 and 1000 Count backwards through zero to include negative numbers</p> <p>*Place Value: Represent Identify, represent and estimate numbers using different representations Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value</p>	<p>Topic – Raiders and Traders and Extreme Survival</p> <p>*Multiplication and Division: Recall, Represent, Use Recall multiplication and division facts for multiplication tables up to 12 x 12 Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1: dividing by 1; multiplying together three numbers Recognise and use factor pairs and commutativity in mental calculations</p> <p>*Multiplication and Division: Calculations</p>	<p>Topic – Walk Like an Egyptian and Rise of the Robots</p> <p>*Measurement: Using Measures Convert between different units of measure (for example, kilometre to metre; hour to minute) Estimate, compare and calculate different measures</p> <p>*Measurement: Perimeter, Area, Volume Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres Find the area of rectilinear shapes by counting squares</p>	<p>Topic – Who is Roaming in the Rainforest? Down in the Valley</p> <p>*Fractions: Recognise and Write Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten</p> <p>*Fractions: Compare Recognise and show, using diagrams, families of common equivalent fractions</p> <p>*Fractions: Calculations Add and subtract fractions with the same denominator</p>	<p>Topic – Dig for Victory and Snap, Crackle and Pop</p> <p>*Measurement: Using Measures Convert between different units of measure (for example, kilometre to metre: hour to minute) Estimate, Compare and calculate different measures</p> <p>*Measurement: Money Estimate, compare and calculate different measures, including money in pounds and pence</p> <p>*Measurement: Time Read, write and convert time between analogue and digital</p>	<p>Topic – Dig for Victory and Escape for Pompeii</p> <p>*Statistics: Present and Interpret Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs</p> <p>*Statistics: Solve Problems Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs</p> <hr/> <p>*Geometry: 2-D Shapes</p>
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	<p>*Place Value: Use PV and Compare Find 1000 more or less than a given number Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) Order and compare numbers beyond 1000</p> <p>*Place Value: Problems and Rounding Round any number to the nearest 10, 100, or 1000 Solve number and practical problems that involve all of the above and with increasingly large positive numbers</p> <hr/> <p>*Addition & Subtraction: Recall, Represent, Use</p>	<p>Multiply two-digit and three-digit numbers by a one-digit number using formal written layout</p> <p>*Multiplication and Division: Solve Problems Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects</p>		<p>*Fractions: Solve Problems Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number</p> <hr/> <p>*Decimals: Recognise and Write Recognise and write decimal equivalents of any number of tenths or hundredths Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$</p> <p>*Decimals: Compare Round decimals with one decimal place to the nearest whole number</p>	<p>12- and 24-hour clocks Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days</p>	<p>Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes Identify lines of symmetry in 2-D shapes presented in different orientations</p> <p>*Geometry: Angles and Lines Identify acute and obtuse angles and compare and order angles up to two right angles by size Identify lines of symmetry in 2-D shapes presented in different orientations Complete a simple symmetric figure with respect to a specific line of symmetry</p> <p>*Geometry: Position and Direction</p>
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	<p>Estimate and use inverse operations to check answers to a calculation</p> <p>*Addition & Subtraction: Calculations Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate</p> <p>*Addition & Subtraction: Solve Problems Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why</p>			<p>Compare numbers with the same number of decimal places up to two decimal places</p> <p>*Decimals: Calculations & Problems Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths</p> <p>*Fractions and Decimals Solve simple measure and money problems involving fractions and decimals to two decimal places</p>		<p>Describe positions on a 2-D grid as coordinates in the first quadrant Describe movements between positions as transitions of a given unit to the left/right and up/down Plot specified points and draw sides to complete a given polygon</p>
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<p>Year 5</p> <p>*WRMH headings</p>	<p>Topic- Mmm chocolate and what's out there?</p> <p>Place Value Numbers to a million Roman Numerals to 1000 Round numbers to 1 million Compare and order numbers to 1 million Counting in 10s,100s, 1,000s, 10,000s and 100,000s Negative numbers Multiply and divide whole numbers and decimals by 10,100 and 1,000</p> <p>Addition and Subtraction Add and subtract whole numbers with numbers more than</p>	<p>Topic- Why aorta keep fit? And Who let the gods out?</p> <p>Multiplication and Division Divide 4 digit by 1 digit Divide with remainders Multiples Factors Common factors Prime numbers Square numbers Cube numbers</p> <p>Fractions Equivalent fractions Improper fractions to mixed numbers Mixed numbers to improper fractions Number sequences Compare and order fractions Add and subtract fractions Subtract fractions</p>	<p>Topic- Marvellous Mayans and Is it me or is it hot in here?</p> <p>Percentages Divide 4 digit by 1 digit Understand percentages Percentages as fractions and decimals Equivalent F.D.P</p> <p>Measurement: Conversion of units Kilograms and kilometres Milligrams and millilitres Metric units Imperial units Converting units of time Timetable</p>	<p>Topic- Were we a fish and victorious Victorians</p> <p>Geometry: Properties of Shapes .Measuring angles in degrees Measuring with a protractor Drawing lines and angles accurately Calculating angles on a straight line and around a point Calculating lengths and angles in shapes Regular and irregular polygons Reasoning about 3-D shapes</p> <p>Decimals Decimals up to 2 d.p. Decimals as fractions Understand thousandths</p>	<p>Dragon's Den and how steady is your hand?</p> <p>Geometry: Position and Direction Position in the first quadrant Reflection Reflection with co-ordinates Translation Translation with co-ordinates</p> <p>Fractions Addition and subtraction with fractions Converting mixed and improper fractions</p>	<p>Dragon's Den and how steady is your hand?</p> <p>Consolidate any areas of maths that the cohort aren't confident in</p>
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	<p>4 digits (column method) Round to estimate and approximate Inverse addition and subtraction Multi-step addition and subtraction Multiply and divide by 10,100 and 1,000 Adding and subtracting decimals with the same and different number of decimals</p> <p>Multiplication and Division Multiply up to 4 digit by 2 digit Divide 4 digit by 1 digit Divide with remainders</p>	Subtract mixed numbers	<p>Measurement: Perimeter and Area Measure perimeter Calculate perimeter Area of rectangles Area of compound shapes Area of irregular shapes</p> <p>Measurement: Volume What is volume? Compare volume Estimate volume Estimate capacity</p>	<p>Thousandths as decimals Rounding decimals Order and compare decimals</p> <p>Statistics Read and interpret line graphs Draw line graphs Use line graphs to solve problems Timetables</p>		
<p>Year 6</p> <p><small>*WRMH headings</small></p>	<p>Topic- Mmm chocolate and what's out there? Place Value</p>	<p>Topic- Why aorta keep fit? And Who let the gods out? Four operations</p>	<p>Topic- Marvellous Mayans and Is it me or is it hot in here?</p>	<p>Topic- Were we a fish and victorious Victorians</p>	<p>Dragon's Den and how steady is your hand? Consolidate any areas of maths</p>	<p>Dragon's Den and how steady is your hand? Post SATs investigations</p>

	<p>Numbers to ten million Compare and order any number Round any number Negative numbers Roman Numerals up to 3000 Multiply and divide any number (including decimals) by 10,100 and 1,000 Four operations Add and subtract integers Multiply 4 digit by 2 digit Multiply up to 2 decimal places Short division Divide using factors</p>	<p>Long division Order of operations Prime numbers to 100 Square and cube numbers Common factors Common multiples Fractions Equivalent fractions Simplify fractions Compare and order fractions Add fractions Subtract fractions Multiply fractions Divide fractions Four rules with fractions Inverse of the four operations with fractions Fractions of an amount Inverse of fractions of amounts Sequencing fractions</p>	<p>Percentages Fractions to percentages Equivalent FDP Order FDP Percentage of an amount Percentages missing values Measurement-conversion of units Metric measures Convert metric measures Calculate with metric measures Miles and kilometres Imperial Measures Reading, interpreting a timetable Converting time Measurement: Perimeter, Area & Volume Shapes-</p>	<p>Geometry: Position and Direction The first quadrant Four quadrants Translations Reflections Geometry: Properties of Shapes Measure with a protractor Calculate angles Vertically opposite angles Angles in a triangle Angles in quadrilateral Angles in regular polygons Draw shapes accurately Draw nets of 3-D shapes Algebra Finding rules Forming expressions Substitution Formulae</p>	<p>that the cohort need to work on before SATs</p>	
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			<p>same area Area and perimeter Area of a triangle Area of parallelogram Volume of a cuboid</p>	<p>Forming equations Find pairs of values Enumerate possibilities Ratio Ratio and fractions Calculating ratio Using and calculating scale factors Ratio and proportion problems Statistics Read and interpret line graphs Draw line graphs Circles Draw, read and interpret pie charts Pie charts with percentages The mean</p>		
Threshold Concepts	<p>KS1  LKS2 UKS2</p> <p>Examples of Deeper Questioning related to Threshold Concepts</p>					
Place Value						
Addition and Subtraction						
Shape						

Measuring			
Multiplication and Division			
Fractions			
Position and Direction			
Statistics			
Algebra			

Deeper Questioning Grid

2nd

	Is? Present	Did? Past	Can? Possibility	Would/ Could? Probability	Will? Prediction	Might? Imagination
1st 	What? Event					
Where? Place						
When? Time						
Which? Choice						
Who? Person						
Why? Reason						
How? Meaning						

Deeper thinking

- Recall Questioning should always be secure at the earlier levels before moving on to the deeper levels of questioning.
- Whilst the questioning above gives examples of how the questioning can move on through Key Stages, they should not be limited by nor planned for, purely by age and stage.
- Questioning should be matched to the child's ability to demonstrate secure knowledge and understanding in the earlier stages of recall.

Threshold Concepts Ref: Meyer and Land (2006)

- **Transformative** – it changes the way you see the world,
- **Troublesome** – it might seem counterintuitive or alien,
- **Irreversible** – the transformative nature means that once it is learnt it is unlikely to be forgotten,
- **Intergrated** – it reveals connections between the different parts of the discipline,
- **Bounded** – despite this, the concept has defined parameters in which it applies,
- **Discursive** – it leads to the development of new language.

The implications of using Threshold Concepts Ref: Mark Enser 2017 ‘Teaching it Real’

- Use it to help structure our program of study. Geography is based on the idea of a spiral curriculum. We can make sure that Threshold concepts are taught well and taught early.
- Use it when planning a sequence of learning. Are you introducing these threshold concepts at the start of the topic?
- Plan to test these concepts. We need to make sure that pupils are secure in this threshold knowledge before moving on.
- Close the gaps. If pupils haven’t grasped these threshold concepts there is no point in moving on regardless. We need to have work for them to help them fill in these gaps.
- Revisit often. We need to plan to link new information back to these Threshold concepts and show the links between different parts of the discipline. Use “Powerful Geography” to give them the change to apply these parts of the subject.

TEACHERS TO ACTION

On the Mathematics Curriculum Map: As topics are taught – teachers can insert the recall questions to ensure our Maths Curriculum Map matches the planning, and that the planning sequence is securing essential concepts (irreversible knowledge).

In Lessons: Teachers must ensure a rich mathematical vocabulary is taught and developed throughout the sequencing of teaching. Teachers must ensure that threshold concepts are secure within a level before moving onto a deeper level of questioning/ thinking. This should be supported through our Maths Meetings which are used to support previous maths topics are revisited and concepts recalled.

