## **Collective Vision Trust**

# Maths Curriculum

### Year by Year Crucial Knowledge





### Key to the Colour Code

Each maths component has been given its own colour so that you can easily spot which component you are doing.

Number: Place value	This is the most important part of maths – all other topics will use the knowledge that you learn here.
Number: Addition and subtraction	
Number: Multiplication and division	These two topics build upon your knowledge of place value.
Number: Fractions	
<u>Number – Decimals</u>	These topics build upon your place value knowledge and will use and develop
<u>Number – Percentages</u>	your addition, subtraction, multiplication and division skills.
<u>Number – Ratio</u>	
<u>Number – Algebra</u>	This is the final skill in 'number' that you will learn about. You will need all the other crucial knowledge in order to learn this.
Measurement	In this part of maths we apply our number knowledge to all the different things we 'measure'
Geometry - Shape	These topics are all to do with shapes – you will still need your number
Geometry – Position and Direction	knowledge though.
<u>Statistics</u>	This is the final part of maths. It looks at how we use maths to show information. Your number skills are still needed for this.

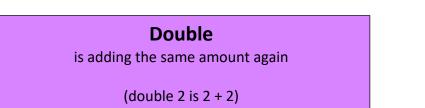


#### Maths EYFS Crucial Knowledge

#### Number: an amount

- A number is an amount of something.
- It can be shown in words, digits, symbols or pictures to show that amount. six 6 VI .....
- We use numbers to count an amount.

+ addition: put together	- subtraction: taking away	<b>Total</b> : the final amount or answer	Number bonds: are two numbers that make a set amount
<ul> <li>Adding is bringing two or more things together – they will make</li> </ul>	<ul> <li>Subtraction is taking away from an amount.</li> </ul>		(7+3=10, 9+1=10, 4+6=10)
a new amount.	• The answer is always smaller than the original amount.		Number bonds are used in
<ul> <li>Addition can be used to count (adding one or more each time).</li> </ul>	<ul> <li>Subtraction can be used to count backwards.</li> </ul>		addition and subtraction
<ul> <li>When adding the answer will always be greater than the parts being added</li> </ul>	<ul> <li>Subtraction shows the difference between two values eg. 10 – 4 = 6 therefore the difference</li> </ul>		





		Maths Year 1 Cr	<u>rucial Knowledge</u>							
<ul> <li>or pictures to show that amount.</li> <li>six 6 VI</li> <li>We use numbers to count an amount.</li> <li>odd numbers are amounts</li> <li>3 4 5 6 7 8 9</li> <li>The number 23 is 2 and 3.</li> <li>Digits can be used</li> </ul>		ts that we use. of these symbols: 0 1 2 written with two digits; to identify (show)	Place	Each d The va within For exa In 37 t	a numb ample: he three	ds a valu digit de per. e has a s	Ū	<b>6</b> f 30	re it is	
<ul> <li>which <u>cannot</u> be split equally ( numbers) between two</li> <li>even numbers are amounts wh split equally between two</li> <li>A number must be a whole num odd or even.</li> <li>The ones (unit) digit show whe number is odd or even.</li> </ul>	nich <b>can</b> be mber to be	something – like a telephone number or house number.		Millions	Hundred Thousands	Ten Thousands	Thousands	Hundreds	Tens	Ones
+ addition: put together	- subtra	ction: taking away	Total: the final amou	nt or ans	swer	-		onds:		mbers
<ul> <li>Adding is bringing two or more things together – they will make a new amount.</li> </ul>	fror • The that	traction is taking away n an amount. answer is always smaller n the original amount. traction can be used to	• Can relate to all cale	culations	5	(7+3 • Nu	= 10, standard stand standard standard stan	et amou 9 + 1 = : onds aro nd subt	10, 4+ e used i	
<ul> <li>Addition can be used to count (adding one or more each time).</li> <li>When adding the answer will always be greater than the parts being added</li> </ul>	cou • Sub diff valu the	nt backwards. traction shows the erence between two ues eg. $10 - 4 = 6$ refore the difference ween 10 and 4 is 6.				ado	artion al	na subt	raction	

#### . . . . - 1 1/ . . - -. .

• 3333 3333 333 S

• They have 4 treats each.

• Sometimes there may be an amount that is 'left over' this is called a 'remainder'



(often called e This symbol means It is usually used to sho	'same as'.	<ul> <li>greater than</li> <li>The larger amount is placed by the larger opening and the smaller amount by the tip where the lines meet.</li> </ul>		The smaller amou meet and the larger a	less than nt is placed where the lines amount by the larger opening nes are furthest apart.	
<ul> <li>X multiplication: groups of</li> <li>Multiplication is sometimes called multiplying.</li> <li>It is 'groups of', the same as repeated addition.</li> <li>5 x 3 or 5 + 5 + 5</li> </ul>	<ul> <li>÷ divisio splitting into</li> <li>Splitting in to eq also 'fair sharing</li> <li>For example:</li> <li>12 treats betwee</li> <li>12 ÷ 3 = 4</li> </ul>	parts ual parts is ′.	<ul> <li>Multiplication tables: multiplication facts for a given number</li> <li>Multiplication tables start with 1x the number and finish with 12 x the number</li> <li>Multiplication tables can be used to answer both multiplication and division questions</li> </ul>		<b>Double</b> ng the same amount again ouble 2 is 2 + 2)	<b>Half</b> is sharing equally by 2 (half of 6 is 6 shared by 2)

#### Fraction: part of a whole (1/2, 3/4)

- The bottom number (denominator) is the total number of parts.
- The top number (numerator) is how many parts being used (looked at).
- Some fractions can be the same (equivalent) to other fractions. E.g. 2/4 = 1/2

Measure: the size of something	Weight, volume and	Money	Time
<ul> <li>To find out the size or amount of something.</li> <li>We can measure: distance, area, time, mass and volume.</li> <li>Distance is the space between points in a straight line</li> <li>We often use a ruler to measure a length or height</li> </ul>	<ul> <li>Capacity</li> <li>Weight is often used to describe the mass of an object – how heavy something is</li> <li>Volume is the amount of space within something.</li> <li>Capacity is how much something holds</li> <li>Capacity is usually a measure</li> </ul>	<ul> <li>Money tells us how much something costs</li> <li>We use pounds (£) and pence (p)</li> <li>100p is the same amount of money as £1</li> </ul>	<ul> <li>Time is how long something takes.</li> </ul>
Length is long	of liquid or gas		
Width is wide			
Height is tall			





#### <u>Geometry – Shape</u>

- Shape is an outline or form of an object.
- Dimension is a measurement
- 2D (two dimensions) is a shape that has two measurements (e.g. width and height). It can't be picked up.
- 3D (three dimensions) is a shape that has three measurements (width, height, depth). It can be picked up.

#### **Geometry – Position and direction**

- Position is where something is.
- Direction tells you how to get to a position



#### Maths Year 2 Crucial Knowledge

You need to recap all of your year 1 crucial knowledge as well as adding the following....

#### **Column addition and subtraction:**

Numbers are written in place value columns underneath one another

- Start adding or subtracting the column on the right and work across to the left
- When adding, this can be done in any order (ie smallest or largest first)
- For subtraction the number you are taking away must go underneath the number you are starting

#### Measurement – Mass, capacity and temperature

- Mass is how heavy an object is
- It is similar to weight
- Capacity is how much something holds
- Capacity is usually a measure of liquid or gas
- Temperature is how hot or cold something is

#### Symmetry

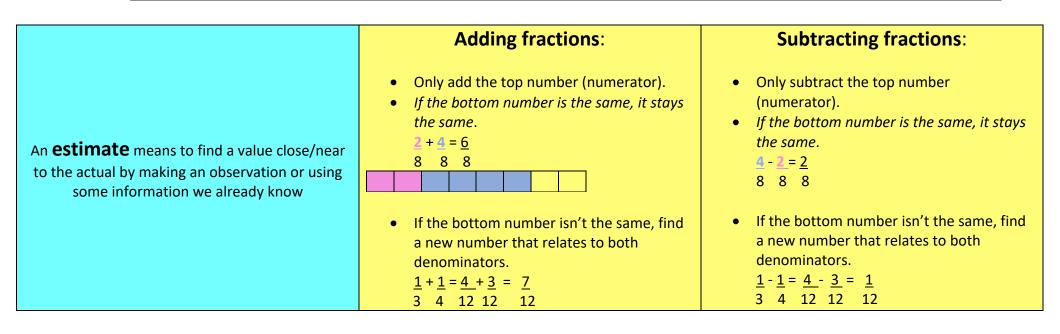
is when a shape is exactly like another shape when it is moved: rotated (turned) or flipped Some shapes have **names** 

**Properties** are things that all shapes with the same name have in common



#### Maths Year 3 Crucial Knowledge

You need to recap all of your year 1 and 2 crucial knowledge as well as adding the following....



Measurement – Length and perimeter	
<ul> <li>Perimeter is the length all the way around the edge of a shape</li> <li>You can find a perimeter by adding the lengths of all of the sides of the shape together</li> </ul>	An <b>angle</b> is a space where two lines meet



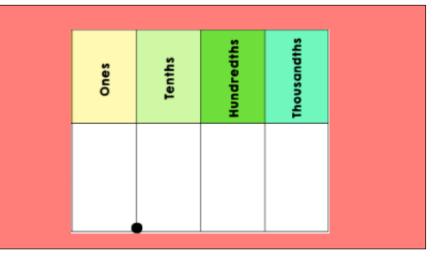
#### Maths Year 4 Crucial Knowledge

You need to recap all of your year 1, 2 and 3 crucial knowledge as well as adding the following....

Rounding:	Negative numbers:	Partition:	Factors are numbers that	Multiples are the result
• When the digit on the			divide into another number	after multiplying
place value in question is	• A real number that is less	means to split into smaller	equally without anything left	
5 or above - round up	than zero.	parts	over.	• 12 is a multiple of 2 as 6 x
• When the digit on the	<ul> <li>Often used to show a</li> </ul>		They usually come in	2 = 12
place value in question is	cold temperature		pairs (1 and 12, 2 and 6,	
4 or below – round down	<ul> <li>Negative numbers are</li> </ul>		3 and 4 are all factors of	
	shown with a negative		12)	
	sign before the number.			
	Eg5			

#### **Decimals**: smaller than one

- A decimal is a value smaller than one
- A decimal is shown to the right of a decimal point
- A decimal point is a dot showing that a value smaller than one is to follow
- For example: 0.42 shows four tenths and two hundredths
- Tenths are ten parts of one whole.
- Hundredths are one hundred parts of one whole.
- A decimal point never moves.





#### Measurement – Area

- Area is measurement of a flat space.
- Area is the number of **Squares** inside a shape

#### **Statistics** is looking at data

- **Data** is information.
- **Statistics** is collecting and showing information (data) so that we can talk about it.
- A **table** is list to record the information collected.
- A table has rows (go across) and columns (go down)
- A **graph** is a picture to show the information (data).



#### Maths Year 5 Crucial Knowledge

You need to recap all of your year 1, 2, 3 and 4 crucial knowledge as well as adding the following....

Prime Numbers:	Square numbers are when a number is	<b>Cube numbers</b> are when a number is
<ul> <li>only have two factors - itself and 1</li> </ul>	multiplied by itself to make a square	multiplied by itself three times to make a cube.
<ul> <li>1 is not a prime number</li> </ul>	<ul> <li>One row and one column would make one square (or 1 x 1 = 1, so 1 is a square number)</li> <li>Two rows and two columns would make four squares (or 2 x 2 = 4, so 4 is a square number)</li> <li>Three rows and three columns would make 9 squares (or 3 x 3 = 9, so 9 is a square number)</li> </ul>	<ul> <li>length x height x width eg 3 x 3 x 3 = 27, so 27 is a cube number</li> </ul>

Brackets show that things go together	<ul> <li>Calculate: solving</li> <li>We can use + - x ÷ to calculate (solve) maths guestions and problems.</li> </ul>	<b>Method</b> is a way of doing something

#### Reasoning: to make sense

- Reasoning is making sense of maths by using maths skills and knowledge.
- Think about the information given and the maths skills you already know to find an answer (solution).
- E.g.
- If two pens cost 20p, one pen must cost 10p
- I know there are two pens and the total cost is 20p.
- If I separate the pens into singles, I have two groups of pens with one pen in each group.
- If I separate the money in the same way I separate the 20p in to two groups, I will have two 10ps, so each pen costs 10p.



Multiplying fractions:	
<ul> <li>Multiply the top number (numerator) and the bottom number (denominator)</li> <li>If the bottom number isn't the same, find a new number that relates to both denominators.</li> <li>2 x 1 = 2 x 1 = 2 3 4 3 x 4 12</li> </ul>	<ul> <li>Percentage:_part of a 100</li> <li>Per cent means out of 100</li> <li>% this symbol means percent</li> <li>40% means 40 out of 100</li> <li>11% means 11 out of 100</li> </ul>

A <b>compound shape</b> is two or more shapes put together to make one shape.	<ul> <li>Measurement – Converting units</li> <li>Converting units means changing from one unit to another</li> <li>You need to know the facts of how units are related to one another</li> </ul>	<ul> <li>Measurement – Volume</li> <li>Volume is the amount of space within something</li> <li>Volume is the number of cubes inside something</li> </ul>
<b>Regular</b> means all the same. A regular shape means all sides are the	e same An irregular shape	not the same. means all sides are not the same
Reflection is when a shape flips to a mirror image It is identical in form but reversed like in a mirror	<b>Translation</b> moves a shape. It can move up, down or to the side It never changes its form or shape in any way	Grid <b>Co-ordinates</b> are a way to find a position. They must always be given in the following order: The x axis (row) is always shown first, followed by the y axis (column)



#### Maths Year 6 Crucial Knowledge

You need to recap all of your year 1, 2, 3, 4 and 5 crucial knowledge as well as adding the following....

#### **Dividing fractions**:

- Keep the first fraction, change the divide to a multiply, flip the second fraction
- For example

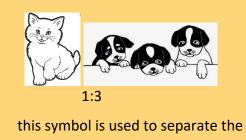
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\frac{2}{3} \div \frac{1}{4} = \frac{2}{3} \times \frac{4}{4} = \frac{8}{3}
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#### Ratio: compare values

- Ratio compares values (numbers) in a set order.
- Example:
- The ratio of dogs to cats is.



or The ratio of cats to dogs is.



values in a ratio

#### Algebra: showing a number

- Using a letter or symbol to show a number
   y + 3 = 10
   so here y = 7
- To solve algebra inverse (opposite) instructions are used
- Inverse means the opposite
  - Inverse of + is -
  - Inverse of is +
  - Inverse of x is  $\div$
  - Inverse of ÷ is x