Hufflepuff Medium Term Maths Plan 2017-18

Autumn	Topic	Year 3	Year 4
	Mrs Allen		
	Numbers and the number system	• Recognise the value of each digit in a 3 digit number. • Read and write numbers up to 1000 in numerals and words. • identify, represent and estimate numbers using different representations. • Solve number problems and practical problems using these ideas.	• Read and recognise the value of each digit in a 4 digit number. • Identify, represent and estimate numbers using different representations.
	Counting and Comparing	• Compare and order numbers up to 1000. • Count in multiples of 50 and 100.	• Compare and order numbers beyond 1000. • Count in multiples of 1000. •
	Calculating: addition and subtraction	• Find 10 or 100 more or less than a given number. • Add and subtract mentally, including: a three-digit number and ones, tens and hundredths	• Find 1000 more or less than a given number • Round numbers to the nearest 10 and 100
	Calculating: multiplication and division	• Recall and use multiplication facts for the 3,4 and 8 multiplication tables	• Recall 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 3 digits • Recognise and use factor pairs and commutativity in mental calculations.
	Exploring fractions	• Recognise, find and write of a discrete set of objects: unit fractions and non-unit with small denominators	
	Calculating fractions, decimals and percentages		
	Mrs Matthews		
	Measuring and calculating space	• Identify if angles are greater than or less than a right angle. • Be able to use North, South, East and West to assist with directions	• Identify acute and obtuse angles. • Order angles up to 2 right angles by size.
	Mathematical movement: Investigating angles	•	• Describe positions on a 2d grid as coordinates in the first quadrant •
	Exploring money	• (Counting money- coins)	• (Counting money- coins)
	Presentation of data	• Interpret and present data using bar charts, pictograms and tables. • Solve 1-step and 2-step questions using information presented in scaled bar charts, pictograms and tables.	• Interpret and present discrete and continuous data using appropriate graphical methods including bar charts and time graphs. • Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.
	Investigating, visualising and constructing shape	• Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.	• Identify lines of symmetry in 2-d shapes presented in different orientations. • Complete a symmetrical figure with respect to specific line of symmetry.
	Exploring time	• Tell and write time from an analogue clock (nearest 5 mins)	

Spring	Topic	Year 3	Year 4
	Mrs Allen		
	Numbers and the number system		
	Counting and Comparing	• Count from 0 in multiples of 4 and 8	• Count in multiples of 6,7,9 and 25 • Compare numbers with the same number of decimal places up to 2dp. • Count backwards through zero to include negative numbers. • Round decimals to the nearest whole number.
	Calculating: addition and subtraction	• Add and subtract numbers with up to 3-digits using formal written methods of columnar addition and subtraction	• Add and subtract with up to 4-digits using the formal written methods of columnar addition and subtraction where appropriate.
	Calculating: multiplication and division	• Write and calcite mathematical statements for multiplication and division using the multiplication tables that they know, including for 2-digit numbers times1- digit numbers, using mental and progressing to formal written methods.	• Find the effect of dividing a 1-digit or 2-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths. • Multiply 2-digit and 3-digt numbers by 1-digit using formal written layout •
	Exploring fractions	• Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. • Recognise and show, using diagrams, equivalent fractions with small denominators. • Compare and order unit fractions and fractions with the same denominator	• Recognise and show, using diagrams, families of common equivalent fractions. • Recognise and write decimal equivalents of any number of tenths or hundredths. • Recognise and write decimal equivalents to ¼, ½, ¾.
	Calculating fractions, decimals and percentages	• Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing 1-digit numbers or quantities by 10.	• Count up and down in hundredths, recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.
	Mrs Matthews		
	Measuring and calculating space	• Measure, compare, add and subtract mass (kg/g); capacity (l/ml)	• Convert between units of measure. • Solve simple measure and money problems involving fractions and decimals to 2dp
	Mathematical movement: Investigating angles		
	Exploring money	• Add and subtract amounts of money to give change, using both £ and p in practical contexts.	• Estimate, compare and calculate different measures including money in pounds and pence.
	Presentation of data	•	•
	Investigating, visualising and constructing shape	• Draw 2-d shapes and make 3-d shapes using modelling materials. • Recognise 3-d shapes in different orientations and describe them.	• Compare and classify geometric shapes, including quadrilaterals, parallelograms and triangles based on their properties and sizes.
	Exploring time	• Tell and write time from an analogue clock and 12 hr digital clock. • Estimate and record time with increasing accuracy to the nearest minute. • Use vocabulary such as O' clock, a.m., p.m., morning, afternoon, noon and midnight.	• Read, write and compare time between analogue and digital 12 and 24hr clocks.

Summer	Topic	Year 3	Year 4
	Mrs Allen		
	Numbers and the number system	• Recognise the value of each digit in a 3 digit number. • Read and write numbers up to 1000 in numerals and words.	• 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
	Counting and Comparing	• Compare and order numbers up to 1000.	• Round to the nearest 1000. • Estimate and use inverse operations to check answers to a calculation. • Solve problems that involve counting and comparing.
	Calculating: addition and subtraction	• Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction	• Solve addition and subtraction 2-step problems in contexts, deciding which operations and methods to use and why
	Calculating: multiplication and division	• Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.	• Solve problems including multiplying and adding, including the distributive law to multiply 2-digt numbers by 1-digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.
	Exploring fractions		
	Calculating fractions, decimals and percentages	• Add and subtract fractions with the same denominator within one whole.	• Add and subtract fractions with the same denominator. • 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. •
	Mrs Matthews		
	Measuring and calculating space	• Measure, compare, add and subtract: lengths (m/cm/mm) • Measure the perimeter of simple 2-d shapes	• Solve simple money and measure problems involving fractions and decimals to 2dp. • Measure and calculate the perimeter of a rectilinear figure in cm an m. • Find the area of rectilinear shapes by counting squares.
	Mathematical movement: Investigating angles	• Recognise angles as a property of shape or a description of a turn. • Identify right angles, recognise that 2 right angles make a half-turn, 3 make a quarter turn and four a complete turn. •	• Plot specified points and draw sides to complete a given polygon. • Describe movements between positions as translations of a given unit to the left/right and up/down.
	Exploring money		
	Presentation of data		
	Investigating, visualising and constructing shape		
	Exploring time	• Tell and write the time from an analogue clock using Roman numerals and 24hr digital clocks. • Know the number of seconds in a minute and the number of days in each month, year and leap year. • Record and compare time in terms of seconds, minutes and hours. • Compare durations of events.	• Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.