

Medium Term Maths Planning

Terms 3&4

Class:

EVERY DAY: Practise and develop oral and mental skills to promote mental fluency (e.g. counting, mental strategies, rapid recall of +, -, x and ÷ facts)

Please check attainment and progress from previous assessments to judge starting points and priorities for this term

<u>Week</u> Date (approx. days)	<u>Programme of study</u> Strand and subheading	Year 3 objectives	Year 4 objectives
1	Number and place value Counting Number bonds Place value	<ul style="list-style-type: none"> • count from 0 in multiples of 4, 8, (50 and 100); find 10 (or 100) more or less than a given number • read and write numbers up to 1000 in numerals and in words • solve number problems and practical problems involving these ideas. • recognise the place value of each digit in a three-digit number (hundreds, tens, ones) • compare and order numbers up to 1000 • identify, represent and estimate numbers using different representations • solve number problems and practical problems involving these ideas. 	<ul style="list-style-type: none"> • count in multiples of 6, (7,) 9, (25 and 1000) • find 1000 more or less than a given number • count backwards through zero to include negative numbers • solve number and practical problems that involve all of the above • recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) • order and compare numbers beyond 1000 • identify, represent and estimate numbers using different representations • 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
2	Addition Subtraction Mental calculation strategies <i>(teaching the strategies – please use 'Teaching Children to Calculate Mentally'.)</i>	<ul style="list-style-type: none"> • add and subtract numbers mentally, including: <ul style="list-style-type: none"> ➤ a three-digit number and ones ➤ a three-digit number and tens ➤ a three-digit number and hundreds • solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction 	<ul style="list-style-type: none"> • Pupils continue to practise mental methods • Solve problems using mental methods

<p>3</p>	<p>Measures Time</p>	<ul style="list-style-type: none"> • 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 hours; use vocabulary such as o'clock, a.m./p.m., 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]. Solve problems involving these ideas 	<ul style="list-style-type: none"> • Convert between different units of measure [for example; hours to minutes; minutes to seconds; years to months; weeks to days • Estimate, compare and calculate different measures • Solve problems that involve the above <p><i>Read, write and convert time between analogue and digital 12 and 24-hour clocks</i> <i>Remember to include calendars and timetables</i></p>
<p>4</p>	<p>Addition Subtraction (Measures) Incl Money</p> <p><i>Cross strand links</i></p>	<ul style="list-style-type: none"> • add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction • estimate the answer to a calculation and use inverse operations to check answers • add and subtract amounts of money to give change, using both £ and p in practical contexts • solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction 	<ul style="list-style-type: none"> • add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate • estimate and use inverse operations to check answers to a calculation • estimate, compare and calculate different measures, including money in pounds and pence • solve addition and subtraction (two-step) problems in contexts, deciding which operations and methods to use and why.
<p>5</p>	<p>Measures Mass/weight</p>	<ul style="list-style-type: none"> • measure, compare using mass (kg/g); • add and subtract: mass (kg/g); <p>solve problems that involve the above.</p>	<ul style="list-style-type: none"> • estimate, compare and calculate different measures • Convert between different units of measure [for example, kilogrammes to grams . • Solve problems that involve the above. <p>0</p>
<p>6</p>	<p>Geometry Shape</p>	<ul style="list-style-type: none"> • draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them • solve problems that involve the above. 	<ul style="list-style-type: none"> • 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. • compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes • solve problems that involve the above. •

Half term

7	Multiplication/ Division	<ul style="list-style-type: none"> recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods 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. 	<ul style="list-style-type: none"> 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 multiply two-digit and three-digit numbers by a one-digit number using formal written layout 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.
8	Fractions/ Decimals/ Percentages	<ul style="list-style-type: none"> 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 solve simple measure and money problems involving fractions 	<ul style="list-style-type: none"> count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. recognise and write decimal equivalents of any number of tenths or hundredths recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{3}{4}$ solve simple measure and money problems involving fractions
9	Problem Solving	<p><i>Teaching the skills and strategies of problem solving</i> <i>Could also be used for assessment purposes</i></p>	
10	Measures Length	<ul style="list-style-type: none"> measure, compare, add and subtract: lengths (m/cm/mm); solve problems that involve the above. 	<ul style="list-style-type: none"> estimate, compare and calculate different measures Convert between different units of measure [for example, kilometre to metre

	<i>Cross strand links</i>		<ul style="list-style-type: none"> ● Connections to Fractions ● solve problems that involve the above.
11	Geometry Coordinates Translations	<ul style="list-style-type: none"> • identify horizontal and vertical lines and pairs of perpendicular and parallel lines. • solve problems that involve the above <i>Can connect to previous work on shapes</i>	<ul style="list-style-type: none"> • describe positions on a 2-D grid as coordinates in the first quadrant • describe movements between positions as translations of a given unit to the left/right and up/down • plot specified points and draw sides to complete a given polygon.
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