



## Subject: Numeracy

RECEPTION			YEAR 1		YEAR 2		YEAR 3		YEAR 4		YEAR 5		YEAR 6	
AUTUMN	SPRING	SUMMER	Book A	Book B	Book A	Book B	Book A	Book B	Book A	Book B	Book A	Book B	Book A	Book B
Number Recognition to 10, sequencing numbers Subitising Counting Sorting Making 5 Addition to 10 Doubles to 10.	1 more than 1 less than  Addition and subtraction within 10. Number bonds to 10. 2D shape 3D shape Time o'clock Comparing quantities	Capacity Odds and Evens Money Repeating and Symmetrical Patterns Halving Sharing Number bonds to 10 from memory	Chapter 1 Number to 10  Chapter 2 Number Bonds  Chapter 3 Addition Within 10  Chapter 4 Subtraction Within 10  Chapter 5 Positions  Chapter 6 Numbers to 20  Chapter 7 Addition and Subtraction Within 20  Chapter 8 Shapes and Patterns  Chapter 9 Length and Height	Chapter 10 Numbers to 40  Chapter 11 Addition and Subtraction Word Problems  Chapter 12 Multiplication  Chapter 13 Division  Chapter 14 Fractions  Chapter 15 Numbers to 100  Chapter 16 Time  Chapter 17 Money  Chapter 18 Volume and Capacity  Chapter 19 Mass  Chapter 20 Space	Chapter 1 Numbers to 100  Chapter 2 Addition and Multiplication  Chapter 3 Multiplication of 2, 5 and 10  Chapter 4 Multiplication and Division of 2, 5 and 10  Chapter 5 Length  Chapter 6 Mass  Chapter 7 Temperature  Chapter 8 Picture Graphs	Chapter 9 More Word Problems  Chapter 10 Money  Chapter 11 Two-Dimensional Shapes  Chapter 12 Three-Dimensional Shapes  Chapter 13 Fractions  Chapter 14 Time  Chapter 15 Volume	Chapter 1 Numbers to 1000  Chapter 2 Addition and Subtraction  Chapter 3 Multiplication and Division  Chapter 4 Further Multiplication and Division  Chapter 5 Length  Chapter 6 Mass  Chapter 7 Volume	Chapter 8 Money  Chapter 9 Time  Chapter 10 Picture Graphs and Bar Graphs  Chapter 11 Fractions  Chapter 12 Angles  Chapter 13 Lines and Shapes  Chapter 14 Perimeter of Figures	Chapter 1 Numbers to 10 000  Chapter 2 Addition and Subtraction Within 10 000  Chapter 3 Multiplication and Division  Chapter 4 Further Multiplication and Division  Chapter 5 Graphs  Chapter 6 Fractions  Chapter 7 Time	Chapter 8 Decimals  Chapter 9 Money  Chapter 10 Mass, Volume and Length  Chapter 11 Area of figures  Chapter 12 Geometry  Chapter 13 Position and Movement  Chapter 14 Roman Numerals	Chapter 1 Numbers to 1 000 000  Chapter 2 Whole Numbers: Addition and Subtraction  Chapter 3 Whole Numbers: Multiplication and Division  Chapter 4 Whole Numbers: Word Problems  Chapter 5 Graphs  Chapter 6 Fractions	Chapter 7 Decimals  Chapter 8 Percentage  Chapter 9 Geometry  Chapter 10 Position and Movement  Chapter 11 Measurements  Chapter 12 Area and Perimeter  Chapter 13 Volume  Chapter 14 Roman Numerals	Chapter 1 Numbers to 10 Million  Chapter 2 Four Operations on Whole Numbers  Chapter 3 Fractions  Chapter 4 Decimals  Chapter 5 Measurements  Chapter 6 Word Problems	Chapter 7 Percentage  Chapter 8 Ratio  Chapter 9 Algebra  Chapter 10 Area and Perimeter  Chapter 11 Volume  Chapter 12 Geometry  Chapter 13 Position and Movement  Chapter 14 Graphs and Averages  Chapter 15 Negative Numbers

- Alvey Values:
- We use the Maths No Problem Scheme which is a mastery curriculum. Differentiation occurs in the support and intervention provided to different pupils rather than in the topics taught. This ensures there is no cap to the children's learning and every day all the children have a chance to succeed. The emphasis is always placed on problem solving.
- Maths No Problem uses a CPA approach – allowing the children to build their skills through concrete, pictorial and finally abstract representations.
- Our approach has an emphasis on deep understanding and a sound number sense – which is also developed using the NCETM – Mastering Number program in Reception and KS1.
- Spaced learning is used to allow the concepts to be revisited over time thus requiring the children to retrieve prior information
- The lesson structure starts with the exploration of a task, followed by whole class learning, guided pairs work and finally, independent practise.
- Children are encouraged to find different ways to solve problems
- Timestables and fluent calculation methods are also a fundamental part of the learning journey.