

Maths on the Move
Lesson Objectives
Year 1 – Year 6

Year 1

Maths on the Move objectives

Autumn	
1	To identify one more and one less than a number
2	To read and write numbers to 10
3	To count objects
4	To place numbers on a number line
5	To understand 'more than', 'less than' and 'equal to'
6	To order numbers from smallest to largest
7	To count in multiples of 2
8	To create number sentences using + and -
9	To describe movement using whole, half, quarter and three quarter turns
10	To recognise and name 2D and 3D shapes
11	To write number bonds to 20
12	Recap lessons 1-11

Spring	
1	To show numbers using pictures
2	To tell the time to the hour and half past the hour
3	To sort 2D shapes
4	To read and write numbers to 40
5	To add and subtract one digit and two digit numbers to 20
6	To compare and describe length and height
7	To count in multiples of fives and tens
8	To create number sentences using +, - and =
9	To solve missing number problems using pictures
10	To recognise half of an amount
11	To solve multiplication problems using pictures
12	Recap lessons 1-11

Summer	
1	To know 1 more and 1 less of numbers up to 100
2	To add and subtract 1 and 2 digit numbers to 20
3	To solve missing number problems
4	To recognise and sort 2D and 3D shapes
5	To know the value of different coins
6	To count in multiples of fives and tens
7	To recognise number patterns
8	To recognise a quarter of an amount
9	To compare and describe different weights
10	To double numbers
11	To recognise the odd one out for shapes and numbers
12	Recap lessons 1-11

Year 2

Maths on the Move objectives

Autumn	
1	To count in 2s, 3s and 5s
2	To recognise place value in a two digit number
3	To estimate numbers up to 100 using a number line
4	To compare and order numbers from 0 to 100
5	To understand how to use $<$ $>$ $=$ signs
6	To read and write numbers to at least 100 in numbers and words
7	To use place value and number facts to solve problems
8	To continue and complete number sequences
9	To compare and order length, including using $<$ $>$ signs
10	To use addition and subtraction facts to 20
11	To use the inverse relationship between addition and subtraction
12	Recap lessons 1-11

Spring	
1	To recognise and use symbols of pounds (£) and pence (p)
2	To add coins to make amounts of money
3	To identify and describe the properties of 2D shapes
4	To recognise the value of digits in numbers
5	To compare and order amounts of money, including using $<$ $>$ signs
6	To continue and complete number sequences
7	To continue and complete picture sequences
8	To identify and describe the properties of 3D shapes
9	To solve word problems using addition and subtraction facts
10	To describe the odd one out for shapes
11	To find $\frac{1}{2}$ of amounts up to 100
12	Recap lessons 1-11

Summer	
1	To count in multiples of 3
2	To write the time to five minutes
3	To compare and order time
4	To count backwards in 5s and 10s
5	To find different combinations of coins that equal the same amounts of money
6	To complete number and shape sequences
7	To find $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{3}{4}$ of an amount
8	To use multiplication and division facts for the 5 and 10 times table
9	To identify 2D and 3D shapes by their properties
10	To solve money word problems
11	To use the inverse to solve missing number problems
12	Recap lessons 1-11

Year 3

Maths on the Move objectives

Mental Maths and Place Value	
1	To identify what each digit in a 3 digit number is worth
2	To add up to and including 3 digit numbers
3	To subtract up to and including 3 digit numbers
4	To estimate answers and use the inverse to check
5	To count in 4s, 8s, 50s and 100s
6	To multiply using the 3, 4 and 8 times tables
7	To multiply a 2 digit number by a 1 digit number
8	To divide using the 3, 4 and 8 times tables
9	To read and write numbers up to 1000 in numerals and words
10	To solve missing number problems
11	Re-cap lessons 1-5
12	Re-cap lessons 6-10

Shape and Statistics	
1	To draw 2D and 3D shapes.
2	To recognise 3D shapes in different orientations and describe them.
3	To understand properties of a shape and angles.
4	To recognise right angles and $\frac{1}{4}$ turns.
5	To identify whether angles are < or > than a right angle.
6	Recap lessons 1-5
7	To identify horizontal and vertical lines and pairs of perpendicular and parallel lines.
8	To interpret data using bar charts, pictograms and tables.
9	To enter data onto bar charts and tables
10	To solve 1-step problems using graphs and tables.
11	To solve 2-step problems using graphs and tables.
12	Recap lessons 7-11.

Measurement and Shape	
1	To add values of money and give change.
2	To subtract values of money.
3	To measure and compare length, mass, volume and capacity.
4	To add lengths, masses and volumes.
5	To subtract lengths, masses and volumes.
6	To work out the perimeter of a shape.
7	Recap lessons 1-6.
8	To solve time problems in 12/24 hour formats.
9	To read and write Roman Numerals.
10	To tell the time with increased accuracy to the nearest minute.
11	To compare seconds, minutes, hours, days, months and years.
12	Recap on lessons 8-11.

Year 4

Maths on the Move objectives

Mental Maths and Place Value	
1	To add numbers with up to 4 digits.
2	To subtract numbers with up to 4 digits.
3	To estimate and use the inverse to check answers.
4	To use addition and subtraction techniques to solve 2-step problems.
5	To count in the 6, 7, 9 and 25 times tables.
6	To multiply using times tables up to 12.
7	To multiply 2 and 3 digit numbers by 1 digit numbers.
8	To divide using times table knowledge.
9	To round to the nearest 10, 100 and 1000.
10	To read and convert Roman Numerals up to 1000.
11	Recap lessons 1-5.
12	Recap lessons 6-10.

Fractions and Decimals	
1	To add decimals to 2 decimal places.
2	To solve problems that involve subtracting decimals and money.
3	To understand place value and partitioning when using decimals.
4	To divide a 1 or 2 digit number by 10 or 100.
5	To round numbers to 2 decimal places.
6	Recap on lessons 1-5.
7	To add fractions with the same denominator.
8	To subtract fractions with the same denominator.
9	To recognise common equivalent fractions.
10	To solve fraction problems with increasing difficulty.
11	To recognise equivalent fractions and decimals.
12	Recap on lessons 7-11.

Measurement and Shape	
1	To convert between units of measure.
2	To calculate the perimeter of a rectilinear shape.
3	To solve problems that involve money by estimating and comparing totals.
4	To compare and classify shapes based on their properties.
5	To identify and compare types of angle
6	To identify lines of symmetry in 2D shapes.
7	To understand digital and analogue formats of time.
8	To solve problems in converting time between 12-hour and 24-hour format.
9	To solve problems involving converting from hours to minutes; minutes to seconds; years to months and weeks to days
10	To use and interpret coordinates in the first quadrant
11	Recap on previous block of lessons 1-5
12	Recap on previous block of lessons 6-10

Year 5

Maths on the Move objectives

Number and Place Value	
1	To round numbers to 10, 100, 1000, 10,000, and 100,000
2	To add four digit numbers
3	To subtract 4 digit numbers
4	To add and subtract mentally
5	To multiply 4 digit numbers by 1 or 2 digit numbers
6	To divide 4 digit numbers by 1 digit numbers
7	To multiply and divide by 10, 100 and 1000, including decimals
8	To understand prime numbers, prime factors and composites
9	To understand square and cube numbers
10	To solve multi-step problems using: addition, subtraction, multiplication and division
11	To understand negative numbers
12	To understand Roman Numerals up to 1000

Fractions and Decimals	
1	To solve problems involving numbers with 3 decimal places.
2	To round decimals to the nearest whole number and to one decimal place.
3	To recognise and use 1000ths.
4	To read and write decimals as fractions.
5	To compare and order fractions.
6	To identify equivalent Fractions.
7	To add fractions.
8	To subtract fractions.
9	To convert improper fractions and mixed numbers.
10	To multiply proper and mixed fractions by whole numbers.
11	To work out percentages as fractions and decimals.
12	To solve problems using percentage and decimal equivalents.

Measurement and Geometry	
1	To solve problems involving converting units of time.
2	To convert different metric measures.
3	To convert between metric and imperial units.
4	To calculate the perimeter of rectilinear shapes.
5	To calculate area using cm^2 and m^2
6	To calculate and estimate the volume of a 3D shape.
7	To understand and name different angles.
8	To draw and measure angles.
9	To identify 2D shapes.
10	To identify 3D shapes.
11	To use the properties of rectangles to find missing lengths and angles.
12	To understand regular and irregular polygons.

Year 6

Maths on the Move objectives

Number	
1	To multiply numbers up to 4 digits by a 2 digit number
2	To multiply decimal numbers by whole numbers
3	To complete mental calculations with large numbers
4	To identify prime numbers
5	To identify common factors and common multiples
6	To understand and use BODMAS
7	To simplify fractions
8	To add and subtract fractions
9	To multiply and divide decimals by 10, 100 and 1000
10	To convert between decimals and fractions
11	To solve multistep problems
12	To recap lessons 1-11

Algebra, Ratio and Proportion	
1	To understand simple formulae
2	To understand linear sequences
3	To solve missing number problems written algebraically
4	To solve questions that have two unknowns
5	To show all possibilities of combinations of two variables
6	Recap 1-5
7	To understand and solve ratio problems
8	To solve proportion problems
9	To use percentages
10	To use and understand scale factor
11	To use ratio knowledge and understand unequal sharing
12	Recap 7-11

Measurement and Shape	
1	To convert between units of measure
2	To solve problems that involve area and perimeter
3	To use formulae to work out area and perimeter
4	To calculate areas of parallelograms and triangles
5	To calculate, estimate and compare volumes of cubes and cuboids
6	To draw 2D shapes when given dimensions and angles
7	To recognise and describe 3D shapes
8	To know the parts of circles, including radius, diameter and circumference
9	To find missing angles
10	To solve coordinate problems
11	To translate and reflect simple shapes
12	Recap lessons 1-11