	Autumn	Spring	Summer
White Rose Small Steps	**Number: Place Value** • Represent numbers to 1000 • Partition numbers to 1000 • Number line to 1000 • Thousands • Represent numbers to 10,000 • Partition numbers to 10,000 • Flexible partitioning of numbers to 10,000 • Find 1, 10, 100, 1000 more or less • Number line to 10,000 • Estimate on a number line to 10,0000 • Compare numbers to 10,000 • Order numbers to 10,000 • Roman numerals • Round to the nearest 10 • Round to the nearest 100 • Round to the nearest 1000 • Round to the nearest 10, 100 or 1,000	**Number: Multiplication and Division B** • 11 and 12 times-table. • Multiply 3 numbers. • Factor pairs. • Efficient multiplication. • Written methods. • Multiply 2-digits by 1 –digit. • Multiply 3-digits by 1-digit. • Divide 2-digits by 1-digit (1). • Divide 2-digits by 1-digit (2). • Correspondence problems.	**Number: Decimals B** • Make a whole. • Write decimals. • Compare decimals. • Order decimals. • Round decimals. • Halves and quarters.
National Curriculum Links	**Number: Place Value** • Read and write numbers up to 1,000 in numerals and words (Y3) • Identify, represent and estimate numbers using different representations • Recognise the place value of each digit in a 3-digit number (hundreds, tens, ones) (Y3) • Count in multiples of 6, 7, 9, 25 and 1,000 • Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens and ones) • Find 1,000 more or less than a given number	**Number: Multiplication and Division B** • Recall and use multiplication and division facts for multiplication tables up to 12 .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.	**Number: Decimals B** • Compare numbers with the same number of decimal places up to two decimal places. • Round decimals with one decimal place to the nearest whole • number. • Recognise and write decimal equivalents to ¼, ½ and ¾. • Find the effect of dividing a one or two-digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths.

	• Order and compare numbers beyond 1,000 • 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 • Round any number to the nearest 10, 100 or 1,000	• 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.	
White Rose Small Steps	**Number: Addition and Subtraction** • Add and subtract 1s, 10s, 100s and 1000s • Add up to two 4-digit numbers- no exchange • Add two 4-digit numbers- one exchange • Add two 4-digit numbers- more than one exchange • Subtract two 4-digit numbers- no exchange • Subtract two 4-digit numbers- one exchange • Subtract two 4-digit numbers- more than one exchange • Efficient subtraction • Estimate answers • Checking strategies	**Measurement: Length and Perimeter** • Kilometres. • Perimeter on a grid. • Perimeter of a rectangle. • Perimeter of rectilinear shapes.	**Measurement: Money** • Pounds and pence. • Ordering amounts of money. • Using rounding to estimate money. • Four operations.

National Curriculum Links	**Number: Addition and Subtraction** • Add and subtract numbers with up to four digits using the formal written methods of columnar addition and subtraction where appropriate • Solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why • Estimate and use inverse operations to check answers to a calculation	**Measurement: Length and Perimeter** • Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres. • Convert between different units of measure [for example, kilometre	**Measurement: Money** • Estimate, compare and calculate • Different measures, including money in pounds and pence. • Solve simple measure and money problems involving fractions and decimals to two decimal places.
White Rose Small Steps	**Measurement: Area** • What is area? • Count squares • Make shapes • Compare areas	**Number: Fractions** • What is a fraction? • Equivalent fractions (1) • Equivalent fractions (2). • Fractions greater than 1. • Count in fractions. • Add 2 or more fractions. • Subtract 2 fractions. • Subtract from whole amounts. • Calculate fractions of a quantity. • Problem solving calculate quantities.	**Measurement: Time** • Hours, minutes and seconds. • Years, months, weeks and days. • Analogue to digital 12 hour. • Analogue to digital 24 hour.
National Curriculum Links	**Measurement: Area** • Find the area of rectilinear shapes by counting squares	**Number: Fractions** • Recognise and show, using diagrams, families of common equivalent fractions. • Count up and down in hundredths; • recognise that hundredths arise when dividing an object by one hundred and • dividing tenths by ten • Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-	**Measurement: Time** • Read, write and convert time between analogue and digital 12 and 24 hour clocks. • Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

		unit fractions where the answer is a whole number. • Add and subtract fractions with thesame denominator.	
White Rose Small Steps	**Number: Multiplication and Division (A)** • Multiples of 3 • Multiply and divide by 6 • 6 times-table and division facts • Multiply and divide by 9 • 9 times-table and division facts • The 3, 6 and 9 times-tables • Multiply and divide by 7 • 7 times-table and division facts • 11 times-table and division facts • 12 times-table and division facts • Multiply by 1 and 0 • Divide a number by 1 and itself • Multiply three numbers	**Number: Decimals A** • Recognise tenths and hundredths. • Tenths as decimals. • Tenths on a place value grid. • Tenths on a number line. • Divide 1 digit by 10. • Divide 2 digits by 10. • Hundredths. • Hundredths as decimals. • Hundredths on a place value grid. • Divide 1 or 2 digits by 100.	**Geometry: Shape** • Identify angles. • Compare and order • angles. • Triangles. • Quadrilaterals. • Lines of symmetry. • Complete a symmetric figure.
National Curriculum Links	**Number: Multiplication and Division (A)** • Recall multiplication and division facts for multiplication tables up to 12 × 12 • Recognise and use factor pairs and commutativity in mental calculations • Count in multiples of 6, 7, 9, 25 and 1,000 • 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 •	**Number: Decimals A** • Recognise and write decimal equivalents of any number of tenths or hundredths. • Find the effect of dividing a one or two digit number by 10 or 100, identifying the value of the digits in the answer as ones, tenths and hundredths. • Solve simple measure and money problems involving fractions and decimals to two decimal places. • Convert between different units of measure [for example, kilometre to metre].	**Geometry: Shape** • Identify acute and obtuse angles and compare and order angles up to two right angles by size. • Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. • 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.

			Statistics • Interpret charts. • Comparison, sum and • difference. • Introducing line graphs. • Line graphs.
			Statistics • 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.
			Geometry: Position and Direction • Describe position. • Draw on a grid. • Move on a grid. • Describe a movement on a grid.
			Geometry: Position and Direction • Describe positions on a 2D grid as coordinates in the first quadrant. • 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.