Lunsford Primary School
Mathematics Curriculum Map 2025 - 2026

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS Reception Panda	Match, sort and compare – match objects, match pictures and objects, identify a set, sort objects to a type, explore sorting techniques, create sorting rules, compare amounts. Talk about pattern and measurement – compare size, compare mass, compare capacity, explore simple patterns, copy and continue simple patterns, create simple patterns. It's me 1,2,3! – find 1, 2 and 3, subitise 1, 2 and 3, represent 1, 2 and 3, 1 more, 1 less, composition of 1, 2 and 3. Circles and triangles – identify and name circles and triangles, compare circles and triangles, shapes in the environment, describe position. 1,2,3,4,5 – find 4 and 5, subitise 4 and 5, represent 4 and 5, 1 more, 1 less, composition of 4 and 5, composition of 1-5. Shapes with 4 sides – identify and name shapes with 4 sides, combine shapes with 4 sides, shapes in the environment, my day and night. *Number blocks 1 – 10*		Alive in 5 – introduce zero, find 0 to 5, subitise 0 to 5, represent 0 to 5, 1 more, 1 less, composition, conceptual subitising to 5. Mass and capacity – compare mass, find a balance, explore capacity, compare capacity. Growing 6,7,8 – find 6,7,8, represent 6,7,8, 1 more, 1 less, composition of 6,7,8, make pairs (odd and even), double to 8 – find a double, make a double, combine two groups, conceptual subitising. Length, height and time – explore length, compare length, explore height, compare height, talk about time, order and sequence time. Building 9 and 10 – find 9 and 10, compare numbers to 10, represent 9 and 10, conceptual subitising to 10, 1 more, 1 less, composition to 10, bonds to 10 (2 parts), make arrangements of 10, bonds to 10 (3 parts), doubles to 10 (find a double, make a double), explore even and odd. Explore 3D shape – recognise and name 3D shapes, find 2D shapes within 3D shapes, use 3D shapes for tasks, 3D shapes in the environment, identify more complex patterns, copy and continue patterns, patterns in the environment. *Number blocks 11 - 15*		To twenty and beyond – build numbers beyond 10 (10-13), continue patterns beyond 10 (10-13), build numbers beyond 10 (14-20), continue patterns beyond 10 (14-20), verbal counting beyond 20, verbal counting patterns. How many now? – add more, how many did I add?, take away, how many did I take away? Manipulate, compose and decompose – select shapes for a purpose, rotate shapes, manipulate shapes, explain shape arrangements, compose shapes, decompose shapes, copy 2D shape pictures. Sharing and grouping – explore sharing and grouping, even and odd sharing, play with and build doubles. Visualise, build and map – identify units of repeating patterns, create own pattern rules, explore own pattern rules, replicate and build scenes, visualise from different positions, describe position, give instructions to build, explore mapping, represent maps with models, create own maps from familiar places, create own maps from story situations. Make connections – deepen understanding, patterns and relationships. *Number blocks 16 - 20*	

Lunsford Primary School

Mathematics Curriculum Map 2025 - 2026

Year 1 **Elephant**	Number and Place Value (number within 10) – sort and count objects, represent objects, recognise numbers as words, count on from any number, 1 more and 1 less, count backwards from 10, compare groups by matching, fewer, more, same, compare numbers, order objects and numbers, the number line. Addition and subtraction (within 10) – introduce parts and wholes, part-whole model, write number sentences, fact families, number bonds within 10, systematic number bonds within 10, number bonds to 10, addition (add together, add more), addition problems, find a part, subtraction (find a part, take away/ cross out), subtraction on a number line, add or subtract 1 or 2. Shape – recognise and name 3D shapes, sort 3D shapes, recognise and name 2D shapes, sort 2D shapes, patterns with 2D and 3D shapes.	Place value (within 20) – count within 20, understand 10 – 20, 1 more and 1 less, the number line to 20, use the number line to 20, estimate on a number line to 20, compare numbers to 20, order numbers to 20. Addition and subtraction (within 20) – add by counting on within 20, add ones using number bonds, find and make number bonds to 20, doubles, near doubles, subtract ones using number bonds, subtraction – counting back, subtracting – finding the difference, related facts, missing number problems. Place value (within 50) – count from 20 to 50, 20 – 50, count by making groups of ten, groups of ones and tens, partition into tens and ones, the number line to 50, estimate on a number line to 50, 1 more, 1 less. Length and height - compare lengths and heights, measure length using objects, measure length in centimetres.	Multiplication and Division – count in 2s, count in 10s, count in 5s, recognise equal groups, add equal groups, make arrays, make doubles, make equal groups – grouping, make equal groups – sharing. Fractions – recognise a half of an object or shape, find a half of an object or shape, recognise a half of a quantity, recognise a quarter of an object or shape, find a quarter of an object or shape, recognise a quarter of a quantity. Position and direction – describe turns, describe position – left and right, describe position – forwards and backwards, describe position – above and below, ordinal numbers. Place value (within 100) – count from 50 to 100, tens to 100, partition into tens and ones, the number line to 100, 1 more, 1 less, compare numbers with same number of tens, compare any two numbers. Money – unitising, recognise coins, recognise notes, count in coins. Time – before and after, days of the week, months of the year, hours, minutes and seconds, tell the time to the hour, tell the time to the half hour.

Lunsford Primary School
Mathematics Curriculum Map 2025 - 2026

Year 2 **Giraffe**	**Number and Place value** – numbers to 20, count objects to 100 by making 10s, recognise tens and ones, use a place value chart, partition numbers to 100, write numbers to 100 in words, flexibly partition numbers to 100, write numbers to 100 in expanded form, 10s on the number line to 100, estimate numbers on a number line, compare numbers and objects, compare numbers, count in 2s, 5s and 10s, count in 3s. **Addition and subtraction** – bonds to 10, fact families (addition and subtraction bonds within 20), related facts, bonds to 100, add and subtract 1s, add by making 10, add three 1-digit numbers, add to the next 10, add across a 10, subtract across 10, subtract from a 10, subtract a 1-digit number from a 2-digit number (across a 10), 10 more, 10 less, add and subtract 10s, add two 2-digit numbers (not across a 10/ across a 10), subtract two 2-digit numbers (not across a 10/ across a 10), mixed addition and subtraction, compare number sentences, missing number problems **Shape** – recognize 2D and 3D shapes, count sides on 2D shapes, count vertices on 2D shapes, draw 2D shapes, lines of symmetry, sort 2D shapes, count faces on 3D shapes, count edges on 3D shapes, count vertices on 3D shapes, sort 3D shapes, make patterns with 2D and 3D shapes.	**Money** – count money (pence, pounds), choose notes and coins, make the same amount, compare amounts of money, calculate with money, make a pound, find change, two-step problems. **Multiplication and Division** – recognise equal groups, make and add equal groups, introduce the multiplication symbol, multiplication sentences, use arrays, make equal groups (sharing and grouping), the 2-times table, divide by 2, doubling and halving, odd and even numbers, the 10 times-table, divide by 10, the 5 times-table, divide by 5. **Length and height** - measure in cm; measure in metres; compare lengths and heights; order lengths and heights; four operations with lengths and heights. **Measurement – mass, capacity and temperature** - compare and measure mass in g and kg, four operations with mass, compare volume and capacity; millilitres; litres; temperature.	**Fractions** – introduction to parts and whole, equal and unequal parts, recognise a half, find a half, recognise a quarter, find a quarter, recognise a third, find a third, find the whole, unit fractions and non-unit fractions, recognise the equivalence of a half and two-quarters, recognise three-quarters, find three-quarters, count in fractions up to a whole. **Time** – o'clock and half past, quarter past and quarter to, tell the time past the hour, tell the time to the hour, tell the time to 5 minutes, minutes in an hour, hours in a day. **Statistics** – make tally charts, tables, block diagrams, draw pictograms (1-1), interpret pictograms (1-1), draw pictograms (2, 5 and 10), interpret pictograms (2, 5 and 10). **Position and direction** – language of position, describe movement, describe turns, describe movements and turns, shape patterns with turns.

Lunsford Primary School

Mathematics Curriculum Map 2025 - 2026

Year 3 Lion	**Number and place value** – represent numbers to 100, partition numbers to 100, number line to 100, hundreds, represent numbers to 1000, partition numbers to 1000, flexible partitioning of numbers to 1000, hundreds, tens and ones, find 1,10 or 100 more or less, number line to 1000, estimate on a number line to 1000, compare numbers to 1000, order numbers to 1000, count in 50s. **Addition and subtraction** – apply number bonds within 10, add and subtract 1s, add and subtract 10s, add and subtract 100s, spot the pattern, add 1s across a 10, add 10s across a 100, subtract 1s across a 10, subtract 10s across a 100, make connections, add two numbers (no exchange), subtract two numbers (no exchange), add two numbers (across a 10), add two numbers (across a 100), subtract two numbers (across a 10), subtract two numbers (across a 100), add 2- and 3-digit numbers, subtract a 2-digit number from a 3-digit number, complements to 100, estimate answers, inverse operations, make decisions. **Multiplication and division** – multiplication – equal groups, use arrays, multiples of 2, multiples of 5 and 10, sharing and grouping, multiply by 3, divide by 3, the 3 times-table, multiply and divide by 4, the 4 times-table, multiply and divide by 8, the 8 times-table, the 2,4 and 8 times-table.	**Multiplication and division** – multiples of 10, related calculations, reasoning about multiplication, multiply a 2-digit number by a 1-digit number (no exchange), multiply a 2-digit number by a 1-digit number (with exchange), link multiplication and division, divide a 2-digit number by a 1-digit number (no exchange, flexible partitioning and with remainders), scaling, how many ways? **Length and perimeter** – measure in metres and centimetres, measure in millimetres, metres, centimetres and millimetres, equivalent lengths (metres and centimetres), equivalent lengths (centimetres and millimetres), compare lengths, add lengths, subtract lengths, what is perimeter? measure perimeter, calculate perimeter. **Fractions** – understand the denominators of unit fractions, compare and order unit fractions, understand the numerators of non-unit fractions, understand the whole, compare and order non-unit fractions, fractions and scales, fractions on a number line, count in fractions on a number line, equivalent fractions on a number line, equivalent fractions as bar models. **Mass and capacity** – use scales, measure mass in grams, measure mass in kilograms and grams, equivalent masses, compare mass, add and subtract mass, measure capacity and volume in millimetres, measure capacity and volume in litres and millimetres, equivalent capacities and volumes, compare capacity and volume, add and subtract capacity and volume.	**Fractions** – add and subtract fractions, partition the whole, unit fractions of a set of objects, non-unit fractions of a set of objects, reasoning with fractions of an amount. **Money** – pounds and pence, convert pounds and pence, add and subtract money, find change. **Time** – Roman numerals to 12, tell the time to 5 minutes, tell the time to the minute, read time on a digital clock, use am and pm, years, months and days, days and hours, hours and minutes – use start and end times, hours and minutes – use durations, minutes and seconds, units of time, solve problems with time. **Shape** – turns and angles, right angles, compare angles, measure and draw accurately, horizontal and vertical, parallel and perpendicular, recognise and describe 2D shapes, draw polygons, recognise and describe 3D shapes, make 3D shapes. **Statistics** – interpret pictograms, draw pictograms, interpret bar charts, draw bar charts, collect and represent data, two way tables.

Lunsford Primary School
Mathematics Curriculum Map 2025 - 2026

Year 4 Koala	**Number and place value** – represent numbers to 1000, partition numbers to 1000, number line to 1000, thousands, represent numbers to 10000, partition numbers to 10000, flexible partitioning to 10000, find 1,10,100,1000 more or less, number line to 10000, estimate on a number to 10000, compare numbers to 10000, order numbers to 10000, Roman numerals, round to the nearest 10,100 or 1000. **Addition and subtraction** – add and subtract 1s, 10s, 100s and 1000s, add up to two 4-digit numbers (no exchange, one exchange, more than one exchange), subtract two 4-digit numbers (no exchange, one exchange, more than one exchange), efficient subtraction, estimate answers, checking strategies. **Area** – what is area? count squares, make squares, compare areas. **Multiplication and division** – 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, 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.	**Multiplication and division** – factor pairs, use factor pairs, multiply by 10 and 100, divide by 10 and 100, related facts – multiplication and division, informal written methods for multiplication, multiply a 2-digit and a 3-digit number by a 1-digit number, divide a 2-digit and a 3-digit number by a 1-digit number, correspondence problems, efficient multiplication. **Length and perimeter** – measure in kilometres and metres, equivalent lengths, perimeter on a grid, perimeter of a rectangle, perimeter of rectilinear shapes, find missing lengths in rectilinear shapes, calculate perimeter of rectilinear shapes, perimeter of regular polygons, perimeter of polygons. **Fractions** – understand the whole, count beyond 1, partition a mixed number, number lines with mixed numbers, compare and order mixed numbers, understand improper fractions, convert mixed numbers to improper fractions (and vice versa), equivalent fractions on a number line, equivalent fraction families, add two or more fractions, add fractions and mixed numbers, subtract two fractions, subtract from whole amounts, subtract from mixed numbers. **Decimals** – tenths as fractions, tenths as decimals, tenths on a place value chart, tenths on a number line, divide a 1-digit number by 10, divide a 2-digit number by 10, hundredths as fractions and decimals, hundredths on a place value chart, divide a 1- or 2-digit number by 100.	**Decimals** – make a whole with tenths/ hundredths, partition decimals, compare and order decimals, round to the nearest whole number, halves and quarters as decimals. **Money** – write money using decimals, convert between pounds and pence, compare amounts of money, estimate and calculate with money, solve problems with money. **Time** – years, months, weeks and days, hours, minutes and seconds, convert between analogue and digital times, convert to the 24-hour clock, convert from the 24-hour clock. **Shape** – understand angles as turns, identify angles, compare and order angles, triangles, quadrilaterals, polygons, lines of symmetry, complete a symmetric figure. **Statistics** – interpret charts, comparison, sum and difference, interpret line graphs, draw line graphs. **Position and direction** – describe position using coordinates, plot coordinates, draw 2D shapes on a grid, translate on a grid, describe translation on a grid.

Lunsford Primary School
Mathematics Curriculum Map 2025 - 2026

Year 5 **Tiger**	Place value – Roman numerals to 1000, numbers to 10000, numbers to 100000 and 1000000, read and write numbers to one million, powers of 10, 10/100/1000/10000/100000 more or less, partition numbers to one million, number line to one million, compare and order numbers up to one million, round to the nearest 10,100 or 1000, round within 100000, round within one million. Addition and subtraction – mental strategies, add and subtract whole numbers with more than four digits, round to check answers, inverse operations, multi-step addition and subtraction problems, compare calculations, find missing numbers. Multiplication and division – multiples, common multiples, factors, common factors, prime numbers, square numbers, cube numbers, multiply by 10,100 and 1000, divide by 10,100 and 1000, multiples of 10,100 and 1000. Fractions – find fractions equivalent to a unit and non-unit fraction, recognise equivalent fractions, convert improper fractions to mixed numbers (and vice versa), compare and order fractions less than 1, compare and order fractions greater than 1, add and subtract fractions with the same denominator, add fractions within 1, add fractions with total greater than 1, add to a mixed number, add two mixed numbers, subtract fractions, subtract from a mixed number, subtract two mixed numbers.	Multiplication and division – multiply up to a 4-digit number by a 1-digit number, multiply up to a 4-digit number by a 2-digit number, solve problems with multiplication, short division, divide a 4-digit number by a 1-digit number, divide with remainders, efficient division, solve problems with multiplication and division. Fractions – multiply a unit and non-unit fraction by an integer, multiply a mixed number by an integer, calculate a fraction of a quantity, fraction of an amount, find the whole, use fractions as operators. Decimals and percentages – decimals up to 2 decimal places, equivalent fractions and decimals, thousandths as fractions, thousandths as decimals, thousandths on a place value chart, order and compare decimals, round to the nearest whole number, round to 1 decimal place, understand percentages, percentages as fractions, percentages as decimals, equivalent fractions, decimals and percentages. Perimeter and area – perimeter of rectangles, perimeter of rectilinear shapes, perimeter of polygons, area of rectangles, area of compound shapes, estimate area. Statistics – draw line graphs, read and interpret line graphs, read and interpret tables, two-way tables, read and interpret timetables.	Shape – understand and use degrees, classify angles, estimate angles, measure angles up to 180 degrees, draw lines and angles accurately, calculate angles around a point, calculate angles on a straight line, lengths and angles in shapes, regular and irregular polygons, 3D shapes. Position and direction – read and plot coordinates, problem solving with coordinates, translation, translation with coordinates, lines of symmetry, reflection in horizontal and vertical lines. Decimals – use known facts to add and subtract decimals within 1, complements to 1, add and subtract decimals across 1, add and subtract decimals with the same and different number of decimal places, efficient strategies, decimal sequences, multiply by 10, 100 and 1000, divide by 10, 100 and 1000, multiply and divide decimals (missing values). Negative numbers – understand negative numbers, count through zero in 1s, count through zero in multiples, compare and order negative numbers, find the difference. Converting units – kilograms and kilometres, millimetres and millilitres, convert units of length, convert between metric and imperial units, convert units of time, calculate with timetables. Volume – cubic centimetres, compare volume, estimate volume, estimate capacity.

Lunsford Primary School
Mathematics Curriculum Map 2025 - 2026

Year 6 **Zebra (subject to change due to SATs revision)**	**Place value** – numbers to one million and ten million, read and write numbers to ten million, powers of 10, number line to ten million, compare and order any integer, round any integer, negative numbers. **The four operations** – add and subtract integers, common factors and common multiples, rules of divisibility, primes to 100, cube and square numbers, multiply up to a 4-digit number by a 2-digit number, solve problems with multiplication, short division, division using factors, solve problems with division, solve multi-step problems, order of operations, mental calculations and estimation, reason from known facts. **Fractions** – equivalent fractions and simplifying, equivalent fractions on a number line, compare and order, add and subtract simple fractions, add and subtract any two fractions, add mixed numbers, subtract mixed numbers, multi-step problems, multiply fractions by integers, multiply fractions by fractions, divide a fraction by an integer, mixed questions with fractions, fraction of an amount, find the whole. **Converting units** – metric measures, convert metric measures, calculate with metric measures, miles and kilometres, imperial measures.	**Ratio** – add or multiply? use ratio language, introduction to the ratio symbol, ratio and fractions, scale drawing, using scale factors, similar shapes, ratio problems, proportion problems, recipes. **Algebra** – 1-step and 2-step function machines, form expressions, substitution, formulae, form equations, solve 1-step and 2-step equations, find pairs of values, solve problems with two unknowns. **Decimals** – place value within 1, round decimals, add and subtract decimals, multiply and divide by 10,100 and 1000, multiply decimals by integers, divide decimals by integers, multiply and divide decimals in context. **Fractions, decimals and percentages** – decimal and fraction equivalents, fractions as division, understand percentages, fractions to percentages, equivalent fractions, decimals and percentages, order fractions, decimals and percentages, percentage of an amount (one step and multi-step), percentages – missing values. **Area, perimeter and volume** – shapes (same area), area and perimeter, area of a triangle, area of a right-angle triangle, area of any triangle, area of a parallelogram, volume (counting cubes), volume of a cuboid. **Statistics** – line graphs, dual bar charts, read and interpret pie charts, pie charts with percentages, draw pie charts, the mean.	**Shape** – measure and classify angles, calculate angles, vertically opposite angles, angles in a triangle, angles in a quadrilateral, angles in polygons, circles, draw shapes accurately, nets of 3D shapes. **Position and direction** – the first quadrant, read and plot points in four quadrants, solve problems with coordinates, translations, reflections.