

Bicton CE Primary School

Mathematics Rolling Programme

September 2024 Onwards

Term		Autumn Term												Spring Term												Summer Term											
Week		1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11	12
Willow	YR			Match, sort and compare		Talk about measure and patterns		It's me 1,2,3	Circles and Triangles	1,2,3,4,5	Shapes with 4 sides		Alive in 5	Mass and Capacity	Growing 6,7,8	Length, Height and Time	Building 9 and 10	Explore 3-D shapes		To 20 and beyond	How many now?	Manipulate, compose and decompose	Sharing and Grouping	Visualise, build and map	Make connections and consolidation												
	Y1	Place Value (within 10)				Addition and Subtraction (within 10)				Shape and consolidation		Place Value (within 20)		Addition and Subtraction (within 20)		Place Value (within 50)	Length and Height	Mass and Volume	Multiplication and Division		Fractions	Position and Direction	Place Value (within 100)	Money	Time and consolidation												
Birch	Y2	Place Value (within 100)	Addition and Subtraction (within 100)				Multiplication		Division	Statistics		Length and Height	Shape, position and direction	Fractions		Time	Problem Solving		Mass, capacity and temperature		Consolidation and Investigations																
	Y3	Place Value (within 1000)	Addition and Subtraction (within 1000)				Multiplication		Division	Statistics		Length and Height	Shape and perimeter	Fractions		Time	Problem Solving		Mass and capacity		Consolidation and Investigations																
Maple	Y3/4	Place Value			Addition and Subtraction			Multiplication and Division A		Area	Multiplication and Division B		Length and Perimeter	Fractions A	Mass and Capacity	Fractions B	Time	Decimals		Money	Shape	Position and Direction	Statistics														
Oak	Y5/6	Place Value	Addition and Subtraction	Multiplication and Division A		Fractions A		Multiplication and Division B		Fractions B	Decimals A	Area, Perimeter and Volume	Decimals B	Fractions, Decimals and Percentages	Ratio	Algebra	Shape		Position and Direction	Statistics	Converting Units																