Collective Vision Trust

Maths Curriculum

Year by Year Crucial Knowledge





Key to the Colour Code

Each maths component has been given its own colour so that you can easily spot which component you are doing.

Number: Place value	This is the most important part of maths – all other topics will use the knowledge that you learn here. These two topics build upon your knowledge of place value.	
Number: Addition and subtraction Number: Multiplication and division		
Number: Fractions		
<u>Number – Decimals</u>	These topics build upon your place value knowledge and will use and develop	
<u>Number – Percentages</u>	your addition, subtraction, multiplication and division skills.	
<u>Number – Ratio</u>		
<u>Number – Algebra</u>	This is the final skill in 'number' that you will learn about. You will need all the other crucial knowledge in order to learn this.	
Measurement	In this part of maths we apply our number knowledge to all the different things we 'measure'	
Geometry - Shape	These topics are all to do with shapes – you will still need your number	
Geometry – Position and Direction	knowledge though.	
<u>Statistics</u>	This is the final part of maths. It looks at how we use maths to show information. Your number skills are still needed for this.	



Maths EYFS Crucial Knowledge

Number: an amount

- · A number is an amount of something.
- It can be shown in words, digits, symbols or pictures to show that amount.

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• We use numbers to count an amount.

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- Adding is bringing two or more things together – they will make a new amount.
- Addition can be used to count (adding one or more each time).
- When adding the answer will always be greater than the parts being added

- subtraction: taking apart
- Subtraction is taking apart or taking something away.
- Subtraction can be used to count backwards (taking away one or more away each time).
- The outcome of subtraction is the difference between two amounts (or numbers).

Total: the final amount or answer

Number bonds: are two numbers that make a set amount (7+3=10, 9+1=10, 4+6=10)

Number bonds are used in addition and subtraction

Double

is adding the same amount again

(double 2 is 2 + 2)



Maths Year 1 Crucial Knowledge

Number: an amount

- A number is an amount of something.
- It can be shown in words, digits, symbols or pictures to show that amount.

- We use numbers to count an amount.
- odd numbers are amounts which <u>cannot</u> be split equally (in whole numbers) between two
- **even** numbers are amounts which **can** be split equally between two
- A number must be a whole number to be odd or even.
- The ones (unit) digit show whether a number is odd or even.

Digit: a numeral 0 to 9

- There are ten digits that we use.
- A digit is any one of these symbols: 0 1 2
 3 4 5 6 7 8 9
- The number 23 is written with two digits; 2 and 3.
- Digits can be used to identify (show) something – like a telephone number or house number.

Place value: placement of digit

- Each digit holds a value.
- The value of a digit depends on where it is within a number.
- For example: 3 is • •
- In 37 the three has a value of 30
- In 307 the three has a value of 300

Millions	Hundred Thousands	Ten	Thousands	Hundreds	Tens	Ones

+ addition: put together

- Adding is bringing two or more things together – they will make a new amount.
- Addition can be used to count (adding one or more each time).
- When adding the answer will always be greater than the parts being added

- subtraction: taking apart

- Subtraction is taking apart or taking something away.
- Subtraction can be used to count backwards (taking away one or more away each time).
- The outcome of subtraction is the difference between two amounts (or numbers).

Total: the final amount or answer

• Can relate to all calculations

Number bonds: two numbers that make a set amount (7+3=10, 9+1=10, 4+6=10)

Number bonds are used in addition and subtraction



= (often called equals)

This symbol means 'same as'.

It is usually used to show an answer.

greater than

The larger amount is placed by the larger opening and the smaller amount by the tip where the lines meet.

< less than

The smaller amount is placed where the lines meet and the larger amount by the larger opening where the lines are furthest apart.

X multiplication:

groups of

- Multiplication is sometimes called multiplying.
- It is 'groups of', the same as repeated addition.
- 5 x 3 or 5 + 5 + 5

+ division:

splitting into parts

- Splitting in to equal parts is also 'fair sharing'.
- For example:
- 12 treats between 3 dogs is
- $12 \div 3 = 4$



- 2333 233 333 • 2333 233
- They have 4 treats each.
- Sometimes there may be an amount that is 'left over' this is called a 'remainder'

Multiplication tables:

multiplication facts for a given number

- Multiplication tables start with 1x the number and finish with 12 x the number
- Multiplication tables can be used to answer both multiplication and division questions

Double

is adding the same amount again

(double 2 is 2 + 2)

Half

is sharing equally by 2

(half of 6 is 6 shared by 2)



Fraction: part of a whole (1/2, 3/4)

- The bottom number (denominator) is the total number of parts.
- The top number (numerator) is how many parts being used (looked at).
- Some fractions can be the same (equivalent) to other fractions. E.g. 2/4 = 1/2

Measure: the size of something

- To find out the size or amount of something.
- We can measure: distance, area, time, mass and volume.
- Distance is the space between points in a straight line
- We often use a ruler to measure a length or height

Length is long

Width is wide

Height is tall

Weight, volume and capacity

- Weight is often used to describe the mass of an object – how heavy something is
- Volume is the amount of space within something.
- Capacity is how much something holds
- Capacity is usually a measure of liquid or gas

Money

- Money tells us how much something costs
- We use pounds (£) and pence
 (p)
- 100p is the same amount of money as £1

Time

Time is how long something takes.



Geometry – Shape

- Shape is an outline or form of an object.
- Dimension is a measurement
- 2D (two dimensions) is a shape that has two measurements (e.g. width and height). It can't be picked up.
- 3D (three dimensions) is a shape that has three measurements (width, height, depth). It can be picked up.

Geometry – Position and direction

- Position is where something is.
- Direction tells you how to get to a position



Maths Year 2 Crucial Knowledge

You need to recap all of your year 1 crucial knowledge as well as adding the following....

Column addition and subtraction:

Numbers are written in place value columns underneath one another

- Start adding or subtracting the column on the right and work across to the left
- When adding, this can be done in any order (ie smallest or largest first)
- For subtraction the number you are taking away must go underneath the number you are starting

Measurement – Mass, capacity and temperature

- Mass is how heavy an object is
- It is similar to weight
- Capacity is how much something holds
- Capacity is usually a measure of liquid or gas
- Temperature is how hot or cold something is

Symmetry

is when a shape is exactly like another shape when it is moved: rotated (turned) or flipped

Some shapes have **names**

Properties are things that all shapes with the same name have in common



Maths Year 3 Crucial Knowledge

You need to recap all of your year 1 and 2 crucial knowledge as well as adding the following....

An **estimate** means to find a value close/near to the actual by making an observation or using some information we already know

Adding fractions:

- Only add the top number (numerator).
- If the bottom number is the same, it stays the same.

 If the bottom number isn't the same, find a new number that relates to both denominators.

Subtracting fractions:

- Only subtract the top number (numerator).
- If the bottom number is the same, it stays the same.

If the bottom number isn't the same, find a new number that relates to both denominators.

$$\frac{1}{3} - \frac{1}{4} = \frac{4}{4} - \frac{3}{3} = \frac{1}{12}$$

Measurement – Length and perimeter

- **Perimeter** is the length all the way around the edge of a shape
- You can find a perimeter by adding the lengths of all of the sides of the shape together

An **angle** is a space where two lines meet



Maths Year 4 Crucial Knowledge

You need to recap all of your year 1, 2 and 3 crucial knowledge as well as adding the following....

Rounding:

- When the digit to the right of the place value in question is 5 or above round up
- When the digit to the right of the place value in question is 4 or below – round down

Negative numbers:

- A real number that is less than zero.
- Often used to show a cold temperature
- Negative numbers are shown with a negative sign before the number.
 Eg. -5

Partition:

means to split into smaller parts

Factors are numbers that divide into another number equally without anything left over.

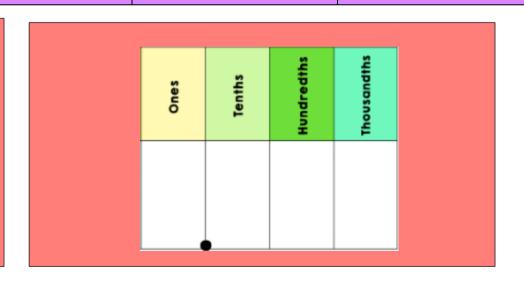
 They usually come in pairs (1 and 12, 2 and 6, 3 and 4 are all factors of 12)

Multiples are the result after multiplying

• 12 is a multiple of 2 as 6 x 2 = 12

Decimals: smaller than one

- A decimal is a value smaller than one
- A decimal is shown to the right of a decimal point
- A decimal point is a dot showing that a value smaller than one is to follow
- For example: 0.42 shows four tenths and two hundredths
- Tenths are ten parts of one whole.
- Hundredths are one hundred parts of one whole.
- A decimal point **never** moves.





Measurement - Area

- **Area** is measurement of a flat space.
- Area is the number of **Squares** inside a shape

Statistics is looking at data

- **Data** is information.
- **Statistics** is collecting and showing information (data) so that we can talk about it.
- A **table** is list to record the information collected.
- A table has rows (go across) and columns (go down)
- A **graph** is a picture to show the information (data).



Maths Year 5 Crucial Knowledge

You need to recap all of your year 1, 2, 3 and 4 crucial knowledge as well as adding the following....

Prime Numbers:	Square numbers are when a number is	Cube numbers are when a number is
	multiplied by itself to make a square	multiplied by itself three times to make a cube.
 only have two factors - itself and 1 		
• 1 is not a prime number	 One row and one column would make one square (or 1 x 1 = 1, so 1 is a square number) Two rows and two columns would make four 	 length x height x width eg 3 x 3 x 3 = 27, so 27 is a cube number
	squares (or 2 x 2 = 4, so 4 is a square number)	
	Three rows and three columns would make 9	

Brackets show that things go together	Calculate: solving	Method is a way of doing something
	 We can use + - x ÷ to calculate (solve) maths 	, , ,
	questions and problems	

squares (or $3 \times 3 = 9$, so 9 is a square number)

Reasoning: to make sense

- Reasoning is making sense of maths by using maths skills and knowledge.
- Think about the information given and the maths skills you already know to find an answer (solution).
- E.g.
- o If two pens cost 20p, one pen must cost 10p
- I know there are two pens and the total cost is 20p.
- o If I separate the pens into singles, I have two groups of pens with one pen in each group.
- o If I separate the money in the same way I separate the 20p in to two groups, I will have two 10ps, so each pen costs 10p.



Multiplying fractions:

 Multiply the top number (numerator) and the bottom number (denominator)

$$\frac{2}{3} \times \frac{1}{4} = \frac{2 \times 1}{3 \times 4} = \frac{2}{12}$$

Percentage:_part of a 100

- Per cent means out of 100
- % this symbol means percent
- 40% means 40 out of 100
- 11% means 11 out of 100

A **compound shape** is two or more shapes put together to make one shape.

Measurement – Converting units

- Converting units means changing from one unit to another
- You need to know the facts of how units are related to one another

Measurement – Volume

- Volume is the amount of space within something
- Volume is the number of cubes inside something

Regular means all the same.

A regular shape means all sides are the same

Irregular means not the same.

An irregular shape means all sides are not the same

Reflection is when a shape flips to a mirror image

It is identical in form but reversed like in a mirror

Translation moves a shape. It can move up, down or to the side

It never changes its form or shape in any way

Grid **co-ordinates** are a way to find a position.

They must always be given in the following order:

The x axis (row) is always shown first, followed by the y axis (column)



Maths Year 6 Crucial Knowledge

You need to recap all of your year 1, 2, 3, 4 and 5 crucial knowledge as well as adding the following....

Dividing fractions:

- **Keep** the first fraction, **change** the divide to a multiply, **flip** the second fraction
- For example

$$\frac{2}{3} \div \frac{1}{4} = \frac{2}{3} \times \frac{4}{4} = \frac{8}{3}$$

Ratio: compare values

- Ratio compares values (numbers) in a set order.
- Example:
- The ratio of dogs to cats is.



3:1

or

The ratio of cats to dogs is.





1:3

• this symbol is used to separate the values in a ratio

Algebra: showing a number

• Using a letter or symbol to show a number

so here
$$y = 7$$

- To solve algebra inverse (opposite) instructions are used
- Inverse means the opposite
 - Inverse of + is -
 - Inverse of is +
 - Inverse of x is ÷
 - Inverse of \div is x