



Medium-term planning Spring 1

W	Title	Curriculum objective
1	Negative numbers, and solving problems involving numbers	<ul style="list-style-type: none"> To read, write, order and compare numbers at least to 10,000,000 and determine the value of each digit. To round any whole number to a required degree of accuracy. To use negative numbers in context, and calculate intervals across zero. To solve number problems and practical problems that involve all of the above.
2	Mental and written addition and subtraction of decimals and money	<ul style="list-style-type: none"> To perform mental calculations, including with mixed operations and large numbers. To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. To use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy.
3	Mental and written multiplication and division	<ul style="list-style-type: none"> To perform mental calculations, including with mixed operation and large numbers. To identify common factors, common multiples and prime numbers (Children could practise using mental methods that involve using factors, for example.) To use their knowledge of the order of operations to carry out calculations involving the four operations. To use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy.
4	Calculating with fractions	<ul style="list-style-type: none"> To add and subtract fractions with different denominators, using the concept of equivalent fractions. To associate a fraction with division to calculate decimal fraction equivalents (0.375) for a simple fraction ($\frac{3}{8}$). To multiply simple pairs of proper fractions, writing the answer in its simplest form ($\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$). To divide proper fractions by whole numbers ($\frac{1}{3} \div 2 = \frac{1}{6}$).
5	Reflections and translations on coordinate axes	<ul style="list-style-type: none"> To describe positions on the full co-ordinate grid (all four quadrants). To draw and translate simple shapes on the co-ordinate plane, and reflect them in the axes.
6	Perimeter, area and volume	<ul style="list-style-type: none"> To recognise that shapes with the same area can have different perimeters and vice versa. To calculate the area of parallelograms and triangles. To recognise when it is necessary to use the formulae for area and volume of shapes. To calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm^3) and cubic metres (m^3) and extending to other units such as mm^3 and km^3.
Assess and review		<ul style="list-style-type: none"> To assess and review the half-term's work.