



Content - Big ideas

Huge Idea – To be confident in the basic principles of Mathematics

Number:

Big idea – To be confident in fundamental numeracy skills

- Times tables
- Written Methods
- Directed numbers
- Order of operations
- Number sequences
- Venn Diagrams
- Fractions, Decimals and Percentages

Algebra:

Big idea – To introduce the fundamental concepts of algebra

- Forming linear expressions
- Sequences
- Manipulation of expressions
- Linear graphs

Geometry:

Big idea – To establish the fundamentals of 2D and 3D shapes

- Perimeter and Area of triangles and quadrilaterals
- Naming, drawing and using nets of 3D shapes
- Angles- measuring and drawing, using basic angle facts
- Symmetry
- Transformations

Data and Probability:

Big idea – To introduce the basic concepts of data handling

- Averages from a list of data
- Drawing and interpreting statistical diagrams

Prior learning

Building on the work undertaken in Primary School using the white rose Maths curriculum.

Global/IOM/Subject Links

Links to Science, Geography, D&T, computer science. Project work and real life application.

Subject specific skills development

- Modelling through abstract, concrete and pictorial methods.
- Use of manipulatives to secure a deeper understanding.
- Mental strategies for problem solving in context.
- Proficient use of a calculator
- Proficient use of geometrical equipment
- Logical reasoning skills