Curlew Maths Medium term Plans for Summer 2018

| Week | Main focus of teaching and activities each day | Starter | Outcomes of each day |
| :---: | :---: | :---: | :---: |
| 1 | Number and place value <br> Day 1: Compare and order negative numbers <br> Day 2: Count back in steps through zero <br> Day 3: Add and subtract 1, 10, 100, 1000, 10,000 and 100,000 to/from six-digit numbers <br> Day 4: Place 6-digit numbers on landmarked lines and empty lines <br> Day 5: Round 6-digit numbers to the nearest 1000, 10,000, and 100,000 | Day 1: Count back through zero in ones <br> Day 2: Count on and back in steps of 25 <br> Day 3: Place value in 6digit numbers <br> Day 4: Compare pairs of 3-digit numbers <br> Day 5: Round 3-digit numbers to the nearest 100 | Number and place value <br> Day 1: Outcomes: 1. Compare and order negative numbers <br> Day 2: Outcomes: 1. Count back in steps through zero <br> Day 3: Outcomes: 1. Add and subtract multiples of 1, 10, 100, 1000, 10,000 and 100,000 to/from six-digit numbers <br> Day 4: Outcomes: 1. Place 6-digit numbers on landmarked lines and empty lines <br> Day 5: Outcomes: 1. Round 6-digit numbers to the nearest 1000, 10,000, and 100,000 |
| 2 | Number and place value <br> Day 1: Read and write Roman numerals to 1000 (M) <br> Day 2: Recognise years written in Roman numerals <br> Day 3: Revise 2-place decimals <br> Day 4: Introduce 3-place decimals <br> Day 5: Multiply and divide by $10,100,1000$ | Day 1: Read the time on a clock with Roman numerals <br> Day 2: Write numbers less than 100 using Roman numerals <br> Day 3: Count in steps of 0.01 <br> Day 4: Count back in 2 s through 0 <br> Day 5: Convert between $m$ and cm | Number and place value <br> Day 1: Outcomes: 1. Read and write Roman numerals to 1000 (M) <br> Day 2: Outcomes: 1. Recognise years written in Roman numerals <br> Day 3: 1. Say what each digit represents in a number with 2 decimal places. <br> 2. Round numbers with 2 decimal places to the nearest whole or tenth. <br> 3. Say a number in between a pair of numbers with 2 decimal places. <br> Day 4: Outcomes: 1. Say what each digit represents in a number with 3 decimal places. <br> 2. Write place value additions and subtractions. <br> Day 5: 1. Multiply and divide by 10,100 and 100 to give answers with 1,2 or 3 decimal places. |


| Week | Main focus of teaching and activities each day | Starter | Outcomes of each day |
| :---: | :---: | :---: | :---: |
| 3 | Multiplication, division and percentages <br> Day 1: Multiply and divide numbers mentally drawing upon known facts <br> Day 2: Solve word problems needing mental multiplication or division <br> Day 3: Introduce percentages <br> Day 4: Know equivalence between percentages and fractions <br> Day 5: Use equivalence with fractions to find percentages | Day 1: 7 times table <br> Day 2: 8 times table <br> Day 3: Multiply 3 numbers together <br> Day 4: Divide by 10, 100 and 1000 <br> Day 5: Percentages. | Multiplication, division and percentages <br> Day 1: Outcomes: 1 . Multiply and divide numbers mentally drawing upon known facts. <br> 2. Express remainders as fractions <br> Day 2: Outcomes: 1. Solve word problems using mental multiplication or division <br> Day 3: Outcomes: 1. Begin to understand percentages as part out of 100 <br> Day 4: Outcomes: 1. Know common equivalence between fraction and percentages <br> Day 5: Outcomes: 1. Use equivalence with fractions to find percentages |
| 4 | Angles and polygons <br> Day 1: Measure and draw angles using a protractor <br> Day 2: Recognise acute, obtuse and reflex angles <br> Day 3: Know that angles on a straight line add up to $180^{\circ}$; use this to find missing angles <br> Day 4: Know that angles on a straight line add up to $360^{\circ}$ and use this to find missing angles <br> Day 5: Draw polygons to given dimensions and angles | Day 1: 24-hour clock <br> Day 2: Quickly find complements to 100 <br> Day 3: Find the complement to 180 <br> Day 4: Properties of 2D shapes <br> Day 5: All times tables | Angles and polygons <br> Day 1: Outcomes: 1. Measure and draw angles using a protractor to the nearest degree. <br> Day 2: Outcomes: 1. Recognise acute, right, obtuse and reflex angles.. <br> Day 3: Outcomes: 1. Use a pair of compasses to draw circle. <br> 2. Know that angles in straight line add up to $180^{\circ}$ and use this to work out missing angles. <br> 3. Use a protractor to measure angles. <br> Day 4: Outcomes: 1 . Know that angles in straight line add up to $360^{\circ}$ and use this to work out missing angles. <br> Day 5: Outcomes: 1. Draw polygons to given dimensions and angles |


| Week | Main focus of teaching and activities each day | Starter | Outcomes of each day |
| :---: | :---: | :---: | :---: |
| 5 | Fractions and subtraction <br> Day 1: Use equivalence to compare and order fractions; Convert improper fractions to mixed numbers <br> Day 2: Revise adding and subtracting fractions with related denominators <br> Day 3: Add and subtract mixed numbers with related denominators <br> Day 4: Revise column subtraction of 5-digit numbers <br> Day 5: Choose counting up (Frog), counting back or column subtraction | Day 1: Equivalent fractions <br> Day: Count in steps of $1 / 8$ <br> Day 3: Fractions with a total of 1 <br> Day 4: Quick subtraction facts to 20 <br> Day 5: Complements to 1000s. | Fractions and subtraction <br> Day 1: Outcomes: 1. Use equivalence to compare and order fractions. <br> 2. Convert improper fractions to mixed numbers <br> Day 2: Outcomes: 1. Add and subtract fractions with related denominators. <br> Day 3: Outcomes: 1. Add and subtract mixed numbers with related denominators. <br> Day 4: Outcomes: 1. Use column subtraction to subtract pairs of 5-digit numbers. <br> Day 5: Outcomes: 1. Choose counting up (Frog), counting back or column subtraction |
| 6 | Multiplication and division <br> Day 1: Find common multiples and common factors. <br> Day 2: Solve problems requiring scaling by simple fractions. <br> Day 3: Recognise and use square numbers and cube numbers. <br> Day 4: Use short division to divide 4-digit numbers by single-digit numbers, including those which leave a remainder. <br> Day 5: Use short division to divide 4-digit numbers by single-digit numbers, expressing the remainders as fraction. | Day 1: All times tables <br> Day 2: Find unit fractions of amounts within tables. <br> Day 3: Halve 2-digit numbers <br> Day 4: Times table bingo <br> Day 5: Division facts for the 6 times table | Multiplication and division <br> Day 1: Outcomes: 1. Find common multiples of single-digit numbers and common factors of 2-digit numbers <br> Day 2: Outcomes: 1 . Solve problems requiring scaling by simple fractions <br> Day 3: Outcomes: 1. Find square numbers to at least $10^{2}$ and cube numbers to at least $10^{3}$. <br> Day 4: Outcomes: 1. Use short division to divide 4-digit numbers by singledigit numbers, including those which leave a remainder <br> Day 5: Outcomes: 1. Use short division to divide 4-digit numbers by singledigit numbers, expressing remainders as fractions <br> ) |


| Week | Main focus of teaching and activities each day | Starter | Outcomes of each day |
| :---: | :---: | :---: | :---: |
| 7 | Written multiplication <br> Day 1: Use short multiplication to multiply 4-digit numbers by single-digit numbers. <br> Day 2: Use grid method to multiply 2-digit numbers by 2-digit numbers. <br> Day 3: Use grid method to multiply 3-digit numbers by 2-digit numbers. <br> Day 4: Use long multiplication to multiply pairs of 2-digit numbers (one number less than 20). <br> Day 5: Use long multiplication to multiply 3-digit numbers by 2digit numbers (where the 2 -digit number is less than 20). | Day 1: Double and halve 3digit numbers. <br> Day 2: Multiply multiples of ten by single-digit numbers. <br> Day 3: Multiply multiples of 10 by multiples of 100 . <br> Day 4: Multiply by 20. <br> Day 5: Roman numerals. | Written multiplication <br> Day 1: 1. Use short multiplication to multiply 4-digit numbers by singledigit numbers. <br> Day 2: 1. Use grid method to multiply 2-digit numbers by 2-digit numbers. <br> Day 3: 1. Use grid method to multiply 3-digit numbers by 2-digit numbers. <br> Day 4: 1. Use long multiplication to multiply pairs of 2-digit numbers (one number less than 20). <br> Day 5: 1 . Use long multiplication to multiply 3-digit numbers by 2-digit numbers (where the 2-digit number is less than 20 ). |
| 8 | Measures, data and time <br> Day 1: Read timetables using the 24 -hour clock; calculate time intervals. <br> Day 2: Calculate time intervals and find a time a given number of minutes or hours and minutes later. <br> Day 3: Draw and interpret line graphs and read intermediate points. <br> Day 4: Draw and interpret line graphs and read intermediate points; Introduce rate. <br> Day 5: Solve problems involving rate. | Day 1: Units of time. <br> Day 2: Pairs to 60. <br> Day 3: Bar charts. <br> Day 4: Reading scales (temperature) <br> Day 5: Equivalent fractions, decimals and percentages. | Measures, data and time <br> Day 1: 1. Read timetables using the 24 -hour clock. <br> 2. Calculate time intervals. <br> Day 2: 1. Calculate time intervals and find a time a given number of minutes or hours and minutes later. <br> Day 3: 1. Draw and interpret line graphs and read intermediate points. <br> Day 4: 1. Draw and interpret line graphs and read intermediate points. <br> 2. Begin to understand the concept of a constant rate. <br> Day 5: 1. Solve problems involving rate. |


| Week | Main focus of teaching and activities each day | Starter | Outcomes of each day |
| :---: | :---: | :---: | :---: |
| 9 | Place value and Subtraction <br> Day 1: Revise place value in numbers with three decimal places; Convert between kilograms and grams, litres and millilitres, metres and kilometres. <br> Day 2: Compare and order numbers with three decimal places and place on a line. <br> Day 3: Revise using counting up (Frog) to subtract pairs of numbers with two decimal places. <br> Day 4: Revise using counting up (Frog) to subtract numbers with different numbers of decimal places (1 or 2); Solve subtraction word problems. <br> Day 5: Use counting up to find change and differences between prices; Check subtraction with addition. | Day 1: Count on and back in steps of 0.001. <br> Day 2: Round numbers with 2 decimal places to the nearest whole. <br> Day 3: Find complement to the next whole. <br> Day 4: Subtract any pair of 2-digit numbers mentally. <br> Day 5: Find the change from $£ 10$. | Place value and Subtraction <br> Day 1: 1. Understand place value in numbers with three decimal places. <br> 2. Convert between kilograms and grams, litres and millilitres, metres and kilometres. <br> Day 2: 1 . Compare and order numbers with three decimal places and place on a line. <br> Day 3: 1. Use counting up (Frog) to subtract pairs of numbers with two decimal places. <br> Day 4: 1. Use counting up (Frog) to subtract numbers with different numbers of decimal places (1 or 2). <br> 2. Solve subtraction word problems. <br> Day 5: 1. Use counting up (Frog) to find change from $£ 100$. <br> 2. Use counting up (Frog) to find the difference between 4-digit prices. <br> 3. Check subtraction by using addition. |
| 10 | Written multiplication and multiplication of fractions <br> Day 1: Use long multiplication to multiply pairs of 2-digit numbers together where one < 30 . <br> Day 2: Use long multiplication to multiply pairs of 2-digit numbers together where one number is less than 30. <br> Day 3: Use long multiplication to multiply a 3-digit number by a 2digit number less than 30 ; Use rounding to estimate answers. <br> Day 4: Revise multiplying fractions by whole numbers; Simplify answers. <br> Day 5: Multiply mixed numbers by whole numbers. | Day 1: Multiplication facts. <br> Day 2: Division facts. <br> Day 3: Multiply multiples of 10 by multiples of 100 . <br> Day 4: Convert improper fraction to mixed numbers. <br> Day 5: Equivalent fractions, decimals and percentages. | Written multiplication and multiplication of fractions <br> Day 1: 1. Use long multiplication to multiply pairs of 2-digit numbers together where one $<30$. <br> Day 2: 1. Use long multiplication to multiply pairs of 2-digit numbers together where one < 30 . <br> Day 3: 1. Use long multiplication to multiply a 3-digit number by a 2-digit number less than 30. <br> 2. Use rounding to estimate answers. <br> Day 4: 1. Multiply fractions by whole numbers. <br> 2. Simplify fraction answers. <br> Day 5: 1 . Multiply mixed numbers by whole numbers. <br> 2. Use brackets. |


| Week | Main focus of teaching and activities each day | Starter | Outcomes of each day |
| :---: | :--- | :--- | :--- |
| 11 | Calculation <br> Day 1: Revise column addition of whole numbers, decimals and <br> measures including money. <br> Day 2: Revise column subtraction of whole numbers and counting <br> up (Frog) to subtract decimals and measures including money; <br> choose a method. <br> Day 3: Revise short division of 4-digit numbers, expressing <br> remainders as fractions. <br> Day 4: Solve single and multi-step problems, working out which <br> calculation(s) are necessary. <br> Day 5: Understand and use equivalence.Day 1: Negative numbers. <br> Day 2: Place value in <br> numbers with three <br> decimal places. | Day 3: Division facts. <br> Day 1: 1. Use column addition to add 4 and 5-digit whole numbers, <br> decimals and measures including money. <br> Dumbers with 1 decimal <br> place. | Day 2: 1. Use column subtraction of whole numbers and counting up (Frog) <br> to subtract decimals and measures including money. <br> 2. Choose which method to use. |
| Day 3: 1. Use short division to divide 4-digit numbers, expressing |  |  |  |
| remainders as fractions. |  |  |  |
| Dalculation(s) are necessary. 1. Solve single and multi-step problems, working out which |  |  |  |

