**Maths Curriculum EYFS-Y6**

## EYFS

Mathematics Developing a strong grounding in number is essential so that all children develop the necessary building blocks to excel mathematically. Children should be able to count confidently, develop a deep understanding of the numbers to 10, the relationships between them and the patterns within those numbers. By providing frequent and varied opportunities to build and apply this understanding - such as using manipulatives, including small pebbles and tens frames for organising counting - children will develop a secure base of knowledge and vocabulary from which mastery of mathematics is built. In addition, it is important that the curriculum includes rich opportunities for children to develop their spatial reasoning skills across all areas of mathematics including shape, space and measures. It is important that children develop positive attitudes and interests in mathematics, look for patterns and relationships, spot connections, 'have a go', talk to adults and peers about what they notice and not be afraid to make mistakes.

## Year 1

### Ma1/2.1 Number & Place Value

Ma1/2.1a count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number

Ma1/2.1b count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s

Ma1/2.1c given a number, identify 1 more and 1 less

Ma1/2.1d identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least

Ma1/2.1e read and write numbers from 1 to 20 in numerals and words.

### Ma1/2.2 Addition & Subtraction

Ma1/2.2a read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs

Ma1/2.2b represent and use number bonds and related subtraction facts within 20

Ma1/2.2c add and subtract one-digit and two-digit numbers to 20, including 0

Ma1/2.2d solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? - 9.

**Ma1/2.3 Multiplication & Division**

Ma1/2.3a solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

**Ma1/2.4 Fractions**

Ma1/2.4a recognise, find and name a half as 1 of 2 equal parts of an object, shape or quantity

Ma1/2.4b recognise, find and name a quarter as 1 of 4 equal parts of an object, shape or quantity.

**Ma1/3.1 Measurement**

Ma1/3.1a compare, describe and solve practical problems for:

i. lengths and heights [for example, long/short, longer/shorter, tall/short, double/hal]
ii. mass / weight
iii. capacity and volume
iv. time

Ma1/3.1b measure and begin to record the following:

i. lengths and heights
ii. mass/weight
iii. capacity and volume
iv. time (hours, minutes, seconds)

Ma1/3.1c recognise and know the value of different denominations of coins and notes

Ma1/3.1d sequence events in chronological order using language

Ma1/3.1e recognise and use language relating to dates, including days of the week, weeks, months and years

Ma1/3.1f tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

**Ma1/3.2 Properties of Shapes**

Ma1/3.2a recognise and name common 2-D and 3-D shapes, including:

i. 2-D shapes
ii. 3-D shapes

**Ma1/3.3 Position and Direction**

Ma1/3.3a describe position, directions and movements, including whole, half, quarter and three-quarter turns.

## Year 2

**Ma2/2.1 Number & Place Value**

Ma2/2.1a count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward

Ma2/2.1b recognise the place value of each digit in a two-digit number (10s, 1s)

Ma2/2.1c identify, represent and estimate numbers using different representations, including the number line

Ma2/2.1d compare and order numbers from 0 up to 100; use <, > and = signs

Ma2/2.1e read and write numbers to at least 100 in numerals and in words

Ma2/2.1f use place value and number facts to solve problems.

**Ma2/2.2 Addition & Subtraction**

Ma2/2.2a solve problems with addition and subtraction:

i. using concrete objects and pictorial representations, including those involving numbers, quantities and measures
ii. applying their increasing knowledge of mental and written methods

Ma2/2.2b recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100

Ma2/2.2c add and subtract numbers using concrete objects, pictorial representations, and mentally, including:

i. a two-digit number and 1s
ii. a two-digit number and 10s
iii. 2 two-digit numbers
iv. adding 3 one-digit numbers

Ma2/2.2d show that addition of 2 numbers can be done in any order (commutative) and subtraction of one number from another cannot

Ma2/2.2e recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

**Ma2/2.3 Multiplication & Division**

Ma2/2.3a recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers

Ma2/2.3b calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs

Ma2/2.3c show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot

Ma2/2.3d solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

**Ma2/2.4 Fractions**

Ma2/2.4a recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4 of a length, shape, set of objects or quantity

Ma2/2.4b write simple fractions, for example 1/2 of 6 = 3 and recognise the equivalence of 2/4 and 1/2.

**Ma2/3.1 Measurement**

Ma2/3.1a choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels

Ma2/3.1b compare and order lengths, mass, volume/capacity and record the results using >, < and =

Ma2/3.1c recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value

Ma2/3.1d find different combinations of coins that equal the same amounts of money

Ma2/3.1e solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Ma2/3.1f compare and sequence intervals of time

Ma2/3.1g tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.

Ma2/3.1h know the number of minutes in an hour and the number of hours in a day

**Ma2/3.2 Properties of Shapes**

Ma2/3.2a identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line

Ma2/3.2b identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces

Ma2/3.2c identify 2-D shapes on the surface of 3-D shapes

Ma2/3.2d compare and sort common 2-D and 3-D shapes and everyday objects.

**Ma2/3.3 Position & Direction**

Ma2/3.3a order and arrange combinations of mathematical objects in patterns and sequences

Ma2/3.3b use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

**Ma2/4.1 Statistics**

Ma2/4.1a interpret and construct simple pictograms, tally charts, block diagrams and tables

Ma2/4.1b ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity

Ma2/4.1c ask and answer questions about totalling and comparing categorical data.

## Year 3

### Ma3/2.1 Number & Place Value

Ma3/2.1a count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number

Ma3/2.1b recognise the place value of each digit in a 3-digit number (100s, 10s, 1s)

Ma3/2.1c compare and order numbers up to 1,000

Ma3/2.1d identify, represent and estimate numbers using different representations

Ma3/2.1e read and write numbers up to 1,000 in numerals and in words

Ma3/2.1f solve number problems and practical problems involving these ideas.

### Ma3/2.2 Addition & Subtraction

Ma3/2.2a add and subtract numbers mentally, including:

i. a three-digit number and 1s
ii. a three-digit number and 10s
iii. a three-digit number and 100s

Ma3/2.2b add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction

Ma3/2.2c estimate the answer to a calculation and use inverse operations to check answers

Ma3/2.2e solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.

### Ma3/2.3 Multiplication & Division

Ma3/2.3a recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables

Ma3/2.3b write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods

Ma3/2.3c solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

**Ma3/2.4 Fractions**

Ma3/2.4a count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10

Ma3/2.4b recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators

Ma3/2.4c recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators

Ma3/2.4d recognise and show, using diagrams, equivalent fractions with small denominators

Ma3/2.4e add and subtract fractions with the same denominator within one whole

Ma3/2.4f compare and order unit fractions, and fractions with the same denominators

Ma3/2.4g solve problems that involve all of the above.

**Ma3/3.1 Measurement**

Ma3/3.1a measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)

Ma3/3.1b measure the perimeter of simple 2-D shapes

Ma3/3.1c add and subtract amounts of money to give change, using both £ and p in practical contexts

Ma3/3.1d tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks

Ma3/3.1e estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight

Ma3/3.1f know the number of seconds in a minute and the number of days in each month, year and leap year

Ma3/3.1g compare durations of events

**Ma3/3.2 Properties of Shapes**

Ma3/3.2a draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them

Ma3/3.2b recognise angles as a property of shape or a description of a turn

Ma3/3.2c identify right angles, recognise that 2 right angles make a half-turn, 3 make three quarters of a turn and 4 a complete turn; identify whether angles are greater than or less than a right angle

Ma3/3.2d identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

**Ma3/4.1 Statistics**

Ma3/4.1a interpret and present data using bar charts, pictograms and tables

Ma3/4.1b solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables.

## Year 4

**Ma4/2.1 Number & Place Value**

Ma4/2.1a count in multiples of 6, 7, 9, 25 and 1,000

Ma4/2.1b find 1,000 more or less than a given number

Ma4/2.1c count backwards through 0 to include negative numbers

Ma4/2.1d recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s and 1s)

Ma4/2.1e order and compare numbers beyond 1,000

Ma4/2.1f identify, represent and estimate numbers using different representations

Ma4/2.1g round any number to the nearest 10, 100 or 1,000

Ma4/2.1h solve number and practical problems that involve all of the above and with increasingly large positive numbers

Ma4/2.1i read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of 0 and place value.

**Ma4/2.2 Addition & Subtraction**

Ma4/2.2a add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate

Ma4/2.2b estimate and use inverse operations to check answers to a calculation

Ma4/2.2c solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why.

**Ma4/2.3 Multiplication & Division**

Ma4/2.3a recall multiplication and division facts for multiplication tables up to 12 × 12

Ma4/2.3b use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers

Ma4/2.3c recognise and use factor pairs and commutativity in mental calculations

Ma4/2.3d multiply two-digit and three-digit numbers by a one-digit number using formal written layout

Ma4/2.3e solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by 1 digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.

**Ma4/2.4 Fractions (including decimals)**

Ma4/2.4a recognise and show, using diagrams, families of common equivalent fractions

Ma4/2.4b count up and down in hundredths; recognise that hundredths arise when dividing an object by a 100 and dividing tenths by 10.

Ma4/2.4c solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number

Ma4/2.4d add and subtract fractions with the same denominator

Ma4/2.4e recognise and write decimal equivalents of any number of tenths or hundredths

Ma4/2.4f recognise and write decimal equivalents to $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$

Ma4/2.4g find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths

Ma4/2.4h round decimals with 1 decimal place to the nearest whole number

Ma4/2.4i compare numbers with the same number of decimal places up to 2 decimal places

Ma4/2.4j solve simple measure and money problems involving fractions and decimals to 2 decimal places.

**Ma4/3.1 Measurement**

Ma4/3.1a convert between different units of measure

Ma4/3.1b measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres

Ma4/3.1c find the area of rectilinear shapes by counting squares

Ma4/3.1d estimate, compare and calculate different measures, including money in pounds and pence

Ma4/3.1e read, write and convert time between analogue and digital 12 and 24-hour clocks

Ma4/3.1f solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days

**Ma4/3.2 Properties of Shape**

Ma4/3.2a compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes

Ma4/3.2b identify acute and obtuse angles and compare and order angles up to 2 right angles by size

Ma4/3.2c identify lines of symmetry in 2-D shapes presented in different orientations

Ma4/3.2d complete a simple symmetric figure with respect to a specific line of symmetry.

**Ma4/3.3 Position & Direction**

Ma4/3.3a describe positions on a 2-D grid as coordinates in the first quadrant

Ma4/3.3b describe movements between positions as translations of a given unit to the left/right and up/down

Ma4/3.3c plot specified points and draw sides to complete a given polygon.

**Ma4/4.1 Statistics**

Ma4/4.1a interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs

Ma4/4.1b solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

## Year 5

**Ma5/2.1 Number & Place Value**

Ma5/2.1a read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit

Ma5/2.1b count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000

Ma5/2.1c interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through 0

Ma5/2.1d round any number up to 1,000,000 to the nearest 10, 100, 1,000, 10,000 and 100,000

Ma5/2.1e solve number problems and practical problems that involve all of the above

Ma5/2.1f read Roman numerals to 1,000 (M) and recognise years written in Roman numerals.

**Ma5/2.2 Addition & Subtraction**

Ma5/2.2a add and subtract whole numbers with more than 4 digits,including using formal written methods (columnar addition and subtraction)

Ma5/2.2b add and subtract numbers mentally with increasingly large numbers

Ma5/2.2c use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy

Ma5/2.2d solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

**Ma5/2.3 Multiplication & Division**

Ma5/2.3a identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.

Ma5/2.3b know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers

Ma5/2.3c establish whether a number up to 100 is prime and recall prime numbers up to 19

Ma5/2.3d multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers

Ma5/2.3e multiply and divide numbers mentally drawing upon known facts

Ma5/2.3f divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context

Ma5/2.3g multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000

Ma5/2.3h recognise and use square numbers and cube numbers, and the notation for squared ($^2$) and cubed ($^3$)

Ma5/2.3i solve problems involving multiplication and division, including using their knowledge of factors and multiples, squares and cubes

Ma5/2.3j solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign

Ma5/2.3k solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

**Ma5/2.4 Fractions (decimals & percentages)**

Ma5/2.4a compare and order fractions whose denominators are all multiples of the same number

Ma5/2.4b identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths

Ma5/2.4c recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number

Ma5/2.4d add and subtract fractions with the same denominator and denominators that are multiples of the same number

Ma5/2.4e multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams

Ma5/2.4f read and write decimal numbers as fractions

Ma5/2.4g recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents

Ma5/2.4h round decimals with 2 decimal places to the nearest whole number and to 1 decimal place

Ma5/2.4i read, write, order and compare numbers with up to 3 decimal places

Ma5/2.4j solve problems involving number up to 3 decimal places

Ma5/2.4k recognise the per cent symbol (%) and understand that per cent relates to "number of parts per 100", and write percentages as a fraction with denominator 100, and as a decimal fraction

Ma5/2.4l solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and fractions with a denominator of a multiple of 10 or 25.

**Ma5/3.1 Measurement**

Ma5/3.1a convert between different units of metric measure

Ma5/3.1b understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints

Ma5/3.1c measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres

Ma5/3.1d calculate and compare the area of rectangles (including squares) including using standard units, square centimetres ($cm^2$) and square metres ($m^2$) and estimate the area of irregular shapes

Ma5/3.1e estimate volume and capacity

Ma5/3.1f solve problems involving converting between units of time

Ma5/3.1g use all four operations to solve problems involving measure using decimal notation including scaling.

**Ma5/3.2 Properties of Shape**

Ma5/3.2a identify 3-D shapes, including cubes and other cuboids, from 2-D representations

Ma5/3.2b know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles

Ma5/3.2c draw given angles, and measure them in degrees (°)

Ma5/3.2d identify:

- angles at a point and 1 whole turn (total 360°)
- angles at a point on a straight line and half a turn (total 180°)
- other multiples of 90°

Ma5/3.2e use the properties of rectangles to deduce related facts and find missing lengths and angles

Ma5/3.2f distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

**Ma5/3.3 Position & Direction**

Ma5/3.3a identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

**Ma5/4.1 Statistics**

Ma5/4.1a solve comparison, sum and difference problems using information presented in a line graph

Ma5/4.1b complete, read and interpret information in tables, including timetables.

# Year 6

## Ma6/2.1 Number & Place Value

Ma6/2.1a read, write, order and compare numbers up to 10 000 000 and determine the value of each digit

Ma6/2.1b round any whole number to a required degree of accuracy

Ma6/2.1c use negative numbers in context, and calculate intervals across 0

Ma6/2.1d solve number and practical problems that involve all of the above.

## Ma6/2.2 Addition, Subtraction, Multiplication & Division

Ma6/2.2a multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication

Ma6/2.2b divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context

Ma6/2.2c divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context

Ma6/2.2d perform mental calculations, including with mixed operations and large numbers.

Ma6/2.2e identify common factors, common multiples and prime numbers

Ma6/2.2f use their knowledge of the order of operations to carry out calculations involving the 4 operations

Ma6/2.2g solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why

Ma6/2.2h solve problems involving addition, subtraction, multiplication and division

Ma6/2.2i use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.

**Ma6/2.3 Fractions (decimals & percentages)**

Ma6/2.3a use common factors to simplify fractions; use common multiples to express fractions in the same denomination

Ma6/2.3b compare and order fractions, including fractions >1

Ma6/2.3c add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions

Ma6/2.3d multiply simple pairs of proper fractions, writing the answer in its simplest form

Ma6/2.3e divide proper fractions by whole numbers

Ma6/2.3f associate a fraction with division and calculate decimal fraction equivalents for a simple fraction.

Ma6/2.3g identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers are up to three decimal places

Ma6/2.3h multiply one-digit numbers with up to 2 decimal places by whole numbers

Ma6/2.3i use written division methods in cases where the answer has up to 2 decimal places

Ma6/2.3j solve problems which require answers to be rounded to specified degrees of accuracy

Ma6/2.3k recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

**Ma6/2.4 Ratio & Proportion**

Ma6/2.4a solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts

Ma6/2.4b solve problems involving the calculation of percentages and the use of percentages for comparison

Ma6/2.4c solve problems involving similar shapes where the scale factor is known or can be found

Ma6/2.4d solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.

**Ma6/2.5 Algebra**

Ma6/2.5a use simple formulae

Ma6/2.5b generate and describe linear number sequences

Ma6/2.5c express missing number problems algebraically

Ma6/2.5d find pairs of numbers that satisfy an equation with two unknowns

Ma6/2.5e enumerate possibilities of combinations of 2 variables.

**Ma6/3.1 Measurement**

Ma6/3.1a solve problems involving the calculation and conversion of units of measure, using decimal notation up to 2 decimal places where appropriate

Ma6/3.1b use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to 3 decimal places

Ma6/3.1c convert between miles and kilometres

Ma6/3.1d recognise that shapes with the same areas can have different perimeters and vice versa

Ma6/3.1e recognise when it is possible to use formulae for area and volume of shapes

Ma6/3.1f calculate the area of parallelograms and triangles

Ma6/3.1g calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres ($cm^3$) and cubic metres ($m^3$), and extending to other units

**Ma6/3.2 Properties of Shape**

Ma6/3.2a draw 2-D shapes using given dimensions and angles

Ma6/3.2b recognise, describe and build simple 3-D shapes, including making nets

Ma6/3.2c compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons

Ma6/3.2d illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius

Ma6/3.2e recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.

**Ma6/3.3 Position & Direction**

Ma6/3.3a describe positions on the full coordinate grid (all 4 quadrants)

Ma6/3.3b draw and translate simple shapes on the coordinate plane, and reflect them in the axes.

**Ma6/4.1 Statistics**

Ma6/4.1a interpret and construct pie charts and line graphs and use these to solve problems

Ma6/4.1b calculate and interpret the mean as an average.