

Term: Summer Maths Medium Term Plan		
NC Objectives	Key Knowledge	Vocabulary
<p>EYFS To 20 and beyond</p> <ul style="list-style-type: none"> Build numbers beyond 10 (10 -13) Continue patterns beyond 10 (10-13) Build numbers beyond 10 (14-20) Continue patterns beyond 10 (14-20) Verbal counting beyond 20 Verbal counting patterns <p>How many now?</p> <ul style="list-style-type: none"> Add more How many did I add? Take away How many did I take away? <p>Manipulate, compose and decompose</p> <ul style="list-style-type: none"> Select shapes for a purpose Rotate shapes Manipulate shapes Explain shape arrangements Compose shapes Decompose shapes Copy 2-D shape pictures Find 2-D shapes within 3-D shapes <p>Sharing and grouping</p> <ul style="list-style-type: none"> Explore sharing Sharing Explore grouping Grouping Even and odd sharing Play with and build doubles 	<ul style="list-style-type: none"> Have a deep understanding of number to 10, including the composition of each number Subitise (recognise quantities without counting) up to 5; - Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. Verbally count beyond 20, recognising the pattern of the counting system Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally. Select, rotate and manipulate shapes to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can Continue, copy and create repeating patterns. 	<p><i>Number</i> Zero, number, one, two, three ... to twenty and beyond, teens numbers, eleven, twelve ... twenty, none, how many ...? count, count (up) to, count on (from, to), count back (from, to) Count in ones, is the same as, more, less, odd, even, few, pattern, pair</p> <p><i>Place value</i> Ones, tens, digit, the same number as, as many as, more, larger, bigger, greater, fewer, smaller, less, fewest, smallest, least, most, biggest, largest, greatest, one more, ten more one less, ten less, compare, order, size, first, second, third...twentieth, last, last but one before, after, next, between</p> <p><i>Addition and subtraction</i> add, more, and, make, sum, total, altogether double, one more, two more ... ten more how many more to make ...? how many more is ... than ...? how much more is ...? take away how many are left/left over? how many have gone? one less, two less, ten less ... how many fewer is ... than ...? how much less is ...? difference between</p> <p><i>Multiplication and division</i> Sharing, doubling, halving, number patterns</p> <p><i>MEASUREMENT</i> Measure, size, compare, guess, estimate, enough, not enough, too much, too little too many, too few, nearly, close to, about the same as, just over, just under</p> <p><i>Length</i></p>

<p>Visualise, build and map</p> <ul style="list-style-type: none"> • Identify units of repeating patterns • Create own pattern rules • Explore own pattern rules • Replicate and build scenes and constructions • Visualise from different positions • Describe positions • Give instructions to build • Explore mapping • Represent maps with models • Create own maps from familiar places • Create own maps and plans from story situations <p>Make connections</p> <ul style="list-style-type: none"> • Deepen understanding • Patterns and relationships 		<p>Metre, length, height, width, depth, long, short, tall, high, low, wide, narrow, thick, thin longer, shorter, taller, higher ... and so on longest, shortest, tallest, highest ... and so on, far, near, close</p> <p>Weight weigh, weighs, balances, heavy, light, heavier than, lighter than, heaviest, lightest, scales</p> <p>Capacity and volume Full, empty, half full, holds, container,</p> <p>Time Time, days of the week, Monday, Tuesday ... day, week, birthday, holiday, morning, afternoon, evening, night, bedtime, dinner time, playtime, today, yesterday, tomorrow before, after, next, last, now, soon, early, late quick, quicker, quickest, quickly, slow, slower, slowest, slowly, old, older, oldest, new, newer, newest, takes longer, takes less time, hour, o'clock, clock, watch, hands</p> <p>Money Money, coin, penny, pence, pound, price, cost buy, sell, spend, spent, pay</p> <p>Properties of shape shape, pattern, flat, curved, straight, round hollow, solid, sort, make, build, draw, size, bigger, larger, smaller, symmetrical, pattern, repeating pattern, match</p> <p>2-D shape corner, side, rectangle (including square) circle, triangle</p> <p>3-D shape face, edge, vertex, vertices, cube, pyramid sphere, cone</p> <p>Position and direction Position, over, under, above, below, top, bottom, side, on, in, outside, inside, around</p>
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<p>Position and Direction</p> <ul style="list-style-type: none"> • Describe turns • Describe position – left and right • Describe position – forwards and backwards • Describe position – above and below • Ordinal numbers <p>Place Value (within 100)</p> <ul style="list-style-type: none"> • Count from 50 to 100 • Tens to 100 • Partition into tens and ones • The number line to 100 • 1 more, 1 less • Compare numbers with the same number of tens • Compare any two numbers <p>Money</p> <ul style="list-style-type: none"> • Unitising • Recognise coins • Recognise notes • Count in coins 	<ul style="list-style-type: none"> • Describe position, direction and movement, including whole, half, quarter and three-quarter turns • Use the language of position, direction and motion, including: left and right, top, middle and bottom, on top of, in front of, above, between, around, near, close and far, up and down, forwards and backwards, inside and outside (non-statutory guidance) • Practise counting (1, 2, 3...), ordering (for example, 1st, 2nd, 3rd ...) (non-statutory guidance) <ul style="list-style-type: none"> • Count to and across 100, forwards and backwards, beginning with zero or 1, or from any given number • Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s • 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 <ul style="list-style-type: none"> • Recognise and know the value of different denominations of coins and notes • Count, read and write numbers to 100 in numerals; count in multiples of 2s, 5s and 10s 	<p>Position, over, under, underneath, above, below, top, bottom, side, on, in, outside, inside, around, in front, behind, front, back, beside, next to, opposite, apart, between middle, edge, centre, corner, direction, journey, left, right, up, down, forwards, next to, close, near, far, along, through, to, from, towards, away from, movement, slide, roll, turn, stretch, bend, whole turn, half turn, quarter turn, three-quarter turn</p> <p>Ones, tens, digit, the same number as, as many as, more, larger, bigger, greater, fewer, smaller, less, fewest, smallest, least, most, biggest, largest, greatest, one more, ten more one less, ten less, equal to, one more, ten more, one less, ten less, compare order, size, first, second, third... twentieth last, last but one before, after next between half-way between above, below, ten, twenty, thirty, forty, fifty, etc</p> <p>money, coin, penny, pence, pound, price, cost buy, sell, spend, spent, pay, change, dear, costs more, cheap, costs less, cheaper costs the same as, how much ...? how many</p>
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<p>Time</p> <ul style="list-style-type: none"> • Before and after • Days of the week • Months of the year • Hours, minutes and seconds • Tell the time to the hour • Tell the time to the half hour 	<ul style="list-style-type: none"> • Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening) • Sequence events in chronological order using language (for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening) • Recognise and use language relating to dates, including days of the week, weeks, months and years • Compare, describe and solve practical problems for time • Measure and begin to record time (hours, minutes, seconds) • Tell the time to the hour and half past the hour and draw the hands on a clockface to show these times 	<p>time, days of the week, Monday, Tuesday ... months of the year (January, February ...) seasons: spring, summer, autumn, winter day, week, weekend, month, year, birthday, holiday, morning, afternoon, evening, night bedtime, dinner time, playtime, today, yesterday, tomorrow, before, after, earlier, later, next, first, last, midnight, date, now, soon, early, late, quick, quicker, quickest, quickly, slow, slower, slowest, slowly, old, older, oldest, new, newer, newest, takes longer, takes less time, how long ago? how long will it be to ...? how long will it take to ...? how often? always, never, often, sometimes usually, once, twice, hour, o'clock, half past, quarter past, quarter to, clock, clock face, watch, hands, hour hand, minute hand, hours, minutes</p>
<p>Year 2</p> <p>Fractions</p> <ul style="list-style-type: none"> • Introduction to parts and whole • Equal and unequal parts • Recognise a half • Find a half • Recognise a quarter • Find a quarter • Recognise a third • Find a third • Find the whole • Unit fractions • Non-unit fractions • Recognise the equivalence of a half and two-quarters 	<ul style="list-style-type: none"> • Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity • Write simple fractions, for example $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$ 	<p>Fraction, equivalent fraction, mixed number numerator, denominator, equal part, equal grouping, equal sharing, parts of a whole half, two halves, one of two equal parts quarter, two quarters, three quarters, one of four equal parts, one third, two thirds, one of three equal parts</p>

- Recognise three-quarters
- Find three-quarters
- Count in fractions up to a whole

Time

- O'clock and half past
- Quarter past and quarter to
- Tell the time past the hour
- Tell the time to the hour
- Tell the time to 5 minutes
- Minutes in an hour
- Hours in a day

- Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clockface to show these times
- Know the number of minutes in an hour and the number of hours in a day

days of the week, Monday, Tuesday ...
months of the year (January, February ...)
seasons: spring, summer, autumn, winter
day, week, weekend, fortnight, month, year
birthday, holiday, morning, afternoon,
evening, night, bedtime, dinnertime, playtime
today, yesterday, tomorrow, before, after
earlier, later, next, first, last, midnight, date
now, soon, early, late, quick, quicker, quickest,
quickly, slow, slower, slowest, slowly, old,
older, oldest, new, newer, newest, takes,
longer, takes less time, how long ago? how
long will it be to ...? how long will it take to ...?
how often? always, never, often, sometimes
usually, once, twice, hour, o'clock, half past,
quarter past, quarter to, 5, 10, 15 ... minutes
past, clock, clock face, watch, hands,
digital/analogue clock/watch, timer, hour
hand, minute hand, hours, minutes, seconds

Statistics

- Make tally charts
- Tables
- Block diagrams
- Draw pictograms (1–1)
- Interpret pictograms (1–1)
- Draw pictograms (2, 5 and 10)
- Interpret pictograms (2, 5 and 10)

- Interpret and construct simple pictograms, tally charts, block diagrams and simple tables
- Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity
- Ask and answer questions about totalling and comparing categorical data

count, tally, sort, vote
graph, block graph, pictogram
represent
group, set
list, table
label, title
most popular, most common
least popular, least common

<p>Position and Direction</p> <ul style="list-style-type: none"> • Language of position • Describe movement • Describe turns • Describe movement and turns • Shape patterns with turns 	<ul style="list-style-type: none"> • Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers • 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 anticlockwise) 	<p>count, tally, sort, vote, graph, block graph, pictogram, represent, group, set, list, table label, title, most popular, most common least popular, least common</p>
<p>Year 3</p> <p>Fractions</p> <ul style="list-style-type: none"> • Add fractions • Subtract fractions • Partition the whole • Unit fractions of a set of objects • Non-unit fractions of a set of objects • Reasoning with fractions of an amount <p>Money</p> <ul style="list-style-type: none"> • Pounds and pence • Convert pounds and pence • Add money • Subtract money • Find change <p>Time</p> <ul style="list-style-type: none"> • Roman numerals to 12 • Tell the time to 5 minutes • Tell the time to the minute • Read time on a digital clock 	<ul style="list-style-type: none"> • Add and subtract fractions with the same denominator within one whole • Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators • Add and subtract amounts of money to give change, using both £ and p in practical contexts • Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks 	<p>Fraction, equivalent fraction, mixed number numerator, denominator, equal part, equal grouping, equal sharing, parts of a whole, half, two halves, one of two equal parts, quarter, two quarters, three quarters, one of four, equal parts, one third, two thirds, one of three equal parts, sixths, sevenths, eighths, tenths ...</p> <p>money, coin, penny, pence, pound, price, cost buy, bought, sell, sold, spend, spent, pay, change, dear, costs more, cheap, costs less, cheaper, costs the same as, how much ...? how many ...? Total</p> <p>days of the week, Monday, Tuesday ... months of the year (January, February ...) seasons: spring, summer, autumn, winter day, week, weekend, fortnight, month, year,</p>

<ul style="list-style-type: none"> • Use am and pm • Years, months and days • Days and hours • Hours and minutes – use start and end times • Hours and minutes - use durations • Minutes and seconds • Units of time • Solve problems with time 	<ul style="list-style-type: none"> • 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 • Know the number of seconds in a minute and the number of days in each month, year and leap year • Compare durations of events 	<p>century, birthday, holiday, morning, afternoon, evening, night, bedtime, dinner time, playtime, today, yesterday, tomorrow before, after, earlier, later, next, first, last midnight, calendar, date, now, soon, early, late, earliest, latest, quick, quicker, quickest, quickly, slow, slower, slowest, slowly, old, older, oldest, new, newer, newest, takes longer, takes less time, how long ago? how long will it be to ...? how long will it take to ...? how often? always, never, often, sometimes, usually, once, twice, hour, o'clock, half past, quarter past, quarter to, 5, 10, 15 ... minutes past, a.m., p.m. clock, clock face, watch, hands, digital/analogue clock/watch, timer, hour hand, minute hand, hours, minutes, seconds, Roman numerals, 12-hour clock time, 24-hour clock time</p>
<p>Shape</p> <ul style="list-style-type: none"> • Turns and angles • Right angles • Compare angles • Measure and draw accurately • Horizontal and vertical • Parallel and perpendicular • Recognise and describe 2-D shapes • Draw polygons • Recognise and describe 3-D shapes • Make 3-D shapes 	<ul style="list-style-type: none"> • Recognise angles as a property of shape or a description of a turn • Identify right angles, recognise that two right angles make a half turn, three make three-quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle • Measure the perimeter of simple 2-D shapes • Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them • Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) 	<p>corner, side, point, pointed, rectangle (including square), rectangular, circle, circular triangle, triangular, pentagon, pentagonal hexagon, hexagonal, octagon, octagonal quadrilateral, right-angled, parallel, perpendicular, face, edge, vertex, vertices cube, cuboid, pyramid, sphere, hemisphere cone, cylinder, prism, triangular prism</p>

<p>Statistics</p> <ul style="list-style-type: none"> • Interpret pictograms • Draw pictograms • Interpret bar charts • Draw bar charts • Collect and represent data • Two-way tables 	<ul style="list-style-type: none"> • Identify horizontal and vertical lines and pairs of perpendicular and parallel lines • Interpret and present data using bar charts, pictograms and tables • Solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables 	<p>count, tally, sort, vote, graph, block graph, pictogram, represent, group, set, list, table, chart, bar chart, frequency table, Carroll diagram, Venn diagram, label, title, axis, axes diagram, most popular, most common, least popular, least common</p>
<p>Year 4</p> <p>Decimals</p> <ul style="list-style-type: none"> • Make a whole with tenths • Make a whole with hundredths • Partition decimals • Flexibly partition decimals • Compare decimals • Order decimals • Round to the nearest whole number • Halves and quarters as decimals <p>Money</p> <ul style="list-style-type: none"> • Write money using decimals • Convert between pounds and pence • Compare amounts of money • Estimate with money • Calculate with money • Solve problems with money 	<ul style="list-style-type: none"> • Recognise and write decimal equivalents of any number of tenths or hundredths • Solve simple measure and money problems involving fractions and decimals to 2 decimal places • Compare numbers with the same number of decimal places up to 2 decimal places • Round decimals with 1 decimal place to the nearest whole number • Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ • Estimate, compare and calculate different measures, including money in pounds and pence 	<p>one of four equal parts, one third, two thirds one of three equal parts, sixths, sevenths, eighths, tenths ... hundredths, decimal, decimal fraction, decimal point, decimal place, decimal equivalent, proportion</p> <p>Estimate, money, coin, penny, pence, pound price, cost, buy, bought, sell, sold, spend, spent, pay, change, dear, costs more, cheap, costs less, cheaper, costs the same as, how much ...? how many ...? total</p>

<p>Time</p> <ul style="list-style-type: none"> • Years, months, weeks and days • Hours, minutes and seconds • Convert between analogue and digital times • Convert to the 24-hour clock • Convert from the 24-hour clock 	<ul style="list-style-type: none"> • Solve problems involving converting from hours to minutes, minutes to seconds, years to months, weeks to days • Read, write and convert time between analogue and digital 12- and 24-hour clocks 	<p>time, days of the week, Monday, Tuesday ... months of the year (January, February ...) seasons: spring, summer, autumn, winter day, week, weekend, fortnight, month, year, leap year, century, millennium, birthday, holiday, morning, afternoon, evening, night bedtime, dinner time, playtime, today, yesterday, tomorrow, before, after, earlier, later, next, first, last, noon, midnight, calendar, date, date of birth, now, soon, early, late, earliest, latest, quick, quicker, quickest, quickly slow, slower, slowest, slowly, old, older, oldest new, newer, newest, takes longer, takes less time, how long ago? how long will it be to ...? how long will it take to ...? how often? always, never, often, sometimes, usually once, twice, hour, o'clock, half past, quarter past, quarter to, 5, 10, 15 ... minutes past a.m., p.m. clock, clock face, watch, hands digital/analogue clock/watch, timer, hour hand, minute hand, hours, minutes, seconds timetable, arrive, depart, Roman numerals 12-hour clock time, 24-hour clock time</p>
<p>Shape</p> <ul style="list-style-type: none"> • Understand angles as turns • Identify angles • Compare and order angles • Triangles • Quadrilaterals • Polygons • Lines of symmetry • Complete a symmetric figure 	<ul style="list-style-type: none"> • Recognise angles as a property of shape or a description of a turn • Identify acute and obtuse angles and compare and order angles up to two right angles by size • Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes • Identify lines of symmetry in 2-D shapes presented in different orientations • Complete a simple symmetric figure with respect to a specific line of symmetry 	<p>2-D, two-dimensional, corner, side, point, pointed, rectangle (including square), rectangular, oblong, rectilinear, circle, circular triangle, triangular, equilateral triangle, isosceles triangle, scalene triangle, pentagon, pentagonal, hexagon, hexagonal, heptagon octagon, octagonal, quadrilateral, parallelogram, rhombus, trapezium, polygon right-angled, parallel, perpendicular, 3-D, three-dimensional, face, edge, vertex, vertices</p>

<p>Statistics</p> <ul style="list-style-type: none"> • Interpret charts • Comparison, sum and difference • Interpret line graphs • Draw line graphs <p>Position and Direction</p> <ul style="list-style-type: none"> • Describe position using coordinates • Plot coordinates • Draw 2-D shapes on a grid • Translate on a grid • Describe translation on a grid 	<ul style="list-style-type: none"> • Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs • Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs <ul style="list-style-type: none"> • Describe positions on a 2-D grid as coordinates in the first quadrant • Plot specified points and draw sides to complete a given polygon • Describe movements between positions as translations of a given unit to the left/right and up/down 	<p>cube, cuboid, pyramid, sphere, hemisphere, spherical, cone, cylinder, cylindrical, prism, triangular prism, tetrahedron, polyhedron</p> <p>count, tally, sort, vote, survey, questionnaire, data, graph, block graph, pictogram represent, group, set, list, table, chart, bar chart, frequency table, Carroll diagram, Venn diagram, label, title, axis, axes, diagram, most popular, most common, least popular, least common</p> <p>position, over, under, underneath, above, below, top, bottom, side, on, in, outside, inside, around, in front, behind, front, back beside, next to, opposite, apart, between middle, edge, centre, corner, direction, journey, route, left, right, up, down, higher, lower, forwards, backwards, sideways, across next to, close, near, far, along, through, to, from, towards, away from, clockwise, anticlockwise, compass point, north, south, east, west, N, S, E, W, north-east, north-west, south-east,, south-west, NE, NW, SE, SW horizontal, vertical, diagonal, translate, translation, movement, slide, roll, turn, stretch, bend, whole turn, half turn, quarter turn, three-quarter turn, rotate, rotation angle, is a greater/smaller angle than, degree right angle, acute angle, obtuse angle, reflection, straight line, ruler, set square, angle measurer, compass</p>
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<p>Year 5</p> <p>Shape</p> <ul style="list-style-type: none"> • Understand and use degrees • Classify angles • Estimate angles • Measure angles up to 180° • Draw lines and angles accurately • Calculate angles around a point • Calculate angles on a straight line • Lengths and angles in shapes • Regular and irregular polygons • 3-D shapes <p>Position and Direction</p> <ul style="list-style-type: none"> • Read and plot coordinates • Problem solving with coordinates • Translation • Translation with coordinates • Lines of symmetry • Reflection in horizontal and vertical lines 	<ul style="list-style-type: none"> • Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles • Draw given angles, and measure them in degrees (°) • Identify angles at a point and 1 whole turn (total 360°) • 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°) • Use the properties of rectangles to deduce related facts and find missing lengths and angles • Distinguish between regular and irregular polygons based on reasoning about equal sides and angles • Identify 3-D shapes, including cubes and other cuboids, from 2-D representations <ul style="list-style-type: none"> • 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 	<p>3-D, three-dimensional, face, edge, vertex, vertices, cube, cuboid, pyramid, sphere, hemisphere, spherical, cone, cylinder, cylindrical, prism, triangular prism, tetrahedron, polyhedron, horizontal, vertical, diagonal, translate, translation, coordinate movement, slide, roll, turn, stretch, bend, whole turn, half turn, quarter turn, three-quarter turn, rotate, rotation, angle, is a greater/smaller angle than, degree, right angle, acute angle, obtuse angle, reflection, straight line, ruler, set square, angle measurer, compass, protractor</p> <p>Position, over, under, underneath, above, below, top, bottom, side, on, in, outside, inside, around, in front, behind, front, back, besides, next to, opposite, part, between, middle, edge, centre, corner, direction, journey, route, left, right, up, down, higher, lower, forwards, backwards, sideways, across, next to, close, near, far, along, through, to, from, towards, away from, clockwise, anticlockwise, compass point, north, south, east, west, N, S, E, W, north-east, north-west, south-east, south-west, NE, NW, SE, SW</p>
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<ul style="list-style-type: none"> Calculate with timetables 	<ul style="list-style-type: none"> Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints Solve problems involving converting between units of time 	litre, half litre, millilitre
Volume <ul style="list-style-type: none"> Cubic centimetres Compare volume Estimate volume Estimate capacity 	<ul style="list-style-type: none"> Estimate volume [for example, using 1 cm³ blocks to build cuboids (including cubes)] and capacity Estimate volume and capacity [for example, using water] 	capacity, volume, full, empty, more than, less than, half full, quarter full, holds, contains container, measuring cylinder, pint, gallon
Year 6 Shape <ul style="list-style-type: none"> Measure and classify angles Calculate angles Vertically opposite angles Angles in a triangle Angles in a triangle – special cases Angles in a triangle – missing angles Angles in a quadrilateral Angles in polygons Circles Draw shapes accurately Nets of 3-D shapes 	<ul style="list-style-type: none"> Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles Draw given angles, and measure them in degrees (°) Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius Draw 2-D shapes using given dimensions and angles Recognise, describe and build simple 3-D shapes, including making nets 	shape, pattern, flat, line, curved, straight round, hollow, solid, sort, make, build, construct, draw, sketch, perimeter, centre, radius, diameter, circumference, concentric, arc, net, open, closed, surface angle, right-angled, congruent, intersecting, intersection, plane, base, square-based, size, bigger, larger, smaller symmetry, symmetrical, symmetrical, pattern, line symmetry, reflect, reflection axis of symmetry, reflective symmetry, pattern, repeating pattern, match, regular, irregular, 2-D, two-dimensional, corner, side, point, pointed, rectangle (including square), rectangular, oblong, rectilinear circle, circular, triangle, triangular equilateral triangle, isosceles triangle, scalene triangle, pentagon, pentagonal hexagon, hexagonal, heptagon, octagon, octagonal, quadrilateral, parallelogram, rhombus, trapezium, kite, polygon, right-angled, parallel, perpendicular, x-axis, y-axis, quadrant, 3-D, three-dimensional, face, edge, vertex, vertices, cube, cuboid

<p>Position and Direction</p> <ul style="list-style-type: none"> • The first quadrant • Read and plot points in four quadrants • Solve problems with coordinates • Translations • Reflections 	<ul style="list-style-type: none"> • Describe positions on the full coordinate grid (all four quadrants) • Draw and translate simple shapes on the coordinate plane, and reflect them in the axes 	<p>pyramid, sphere, hemisphere, spherical cone, cylinder, cylindrical, prism, triangular prism, tetrahedron, polyhedron, octahedron, dodecahedron, net, open, closed</p> <p>horizontal, vertical, diagonal, translate, translation, coordinate, movement, slide whole turn, half turn, quarter turn, three-quarter turn, rotate, rotation, angle, is a greater/smaller angle than, degree, reflex, angle, reflection, straight line, quadrant</p>
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