Oak Maths LTP 24-25

	Aut 1	Aut 2	Spring 1	Spring 2	Sum 1	Sum 2
Maths Year 5 and 6	Place Value (3 weeks) Roman numerals to 1,000 Numbers to 100,000, 1,000,000 & 10,000,000 Read & write numbers to 1,000,000 & 10,000,000 Powers of 10 Partition numbers to 10,000,000 Number line to 10,000,000 Compare & order any integers Round within 100,000 Round any integer Count through zero Compare & order negative numbers Negative numbers Addition and Subtraction (1 week) Mental strategies Add integers Subtract integers Inverse operations & missing numbers Reason from known facts Multiplication and Division A (2 weeks) Multiples & common multiples Factors & common factors Rules of divisibility Prime numbers Multiply & divide by 10, 100 & 1,000 Fractions A (2 weeks) Recognise equivalent fractions Equivalent fractions and simplifying Equivalent fractions on a number line Converting mixed number & improper fractions Compare fractions Order fractions	Fractions A (2 weeks) Add & subtract fractions (same denominator & denominators that are multiples of each other) Add & subtract any 2 fractions Add mixed numbers Subtract from a mixed number Subtract 2 mixed numbers Multi step problems Multiplication and Division B (3 weeks) Multiply 2- & 4-digit numbers by a 2-digit number Solve problems with multiplication Short division Division using factors Long division including remainders Solve problems with division Efficient division Solve multi step problems Order of operations Mental calculations & estimation Reason from known facts Fractions B (2 weeks) Multiply a unit & non unit fraction by an integer Multiply fractions by fractions Divide fractions by an integer Fraction of an amount Fraction of an amount; find the whole	Decimals A (2 weeks) - Decimals up to 2 & 3 decimal places - Place value; integers & decimals - Order & compare decimals; up to 3 decimal places - Round to the nearest whole number - Round to 1 & 2 decimal places Area, Perimeter and Volume (2 weeks) - Perimeter of rectangles & rectilinear shapes - Area of rectangles & compound shapes - Estimate area - Area of triangles & parallelograms - Volume – cubic centimetres - Volume of a cuboid - Compare volume Decimals B (2 weeks) - Add & subtract decimals across 1 - Add & subtract decimals with the same & different numbers of decimal places - Efficient strategies - Decimal sequences - Multiply by 10, 100 & 1,000 - Divide by 10, 100 & 1,000	Decimals B (1 week) - Multiply decimals by integers - Divide decimals by integers - Multiply & divide decimals in context FDP (2 weeks) - Equivalent fractions & decimals - tenths, hundredths & thousandths - Fractions as division - Understand percentages - Percentages as fractions & decimals - Equivalent FDP - Order FDP - Percentages of an amount Ratio (1 ½ weeks) - Add or multiply? - Use ratio language - Ratio & fractions - Use scale factors - Similar shapes - Ratio problems - Proportion problems Algebra (1 ½ weeks) - Function machines - Form expressions - Substitution - Formulae - Form equations - Solve equation - Find pairs of values - Solve problems with two unknowns	Shape (3 weeks) - Degrees - Classify angles - Measure angles - Calculate angles around a point - Calculate angles on a straight line - Vertically opposite angles - Angles in a triangle; including missing angles - Angles in a triangle; special cases - Angles in quadrilaterals - Regular & irregular polygons - Circles - Draw shapes - 3D shapes Position and Direction (2 weeks) - The first quadrant - Four quadrants - Solve problems with coordinates - Translations - Lines of symmetry - reflections	Statistics (2 weeks) - Draw line graphs - Read & interpret line graphs - Bar charts including dual bar charts - Tables including 2-way tables - Timetables - Read & interpret pie charts - Pie charts with percentages - Draw pie charts - The mean Converting units (2 weeks) - kg & km - mm & ml - convert metric units - miles & kilometres - imperial measures - convert units of time - calculate with timetables Revision and Consolidation - Identify areas of weakness and revisit and consolidate them