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MATHEMATICS CURRICULLUM

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Addition and Subtraction

Students can...

- recall and use addition and subtraction facts to 20 fluently, derive and use related facts up to 100 with HTO +/- O, HTO +/- TO and HTO +/- HTO
- add and subtract numbers mentally and using formal written methods, including: a two-digit number and 1s a two-digit number and 10s 2 two-digit numbers 3 one-digit numbers
- recognize and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems
- solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction
- explain the relationship between numbers in number families
- find the missing numbers in column addition/subtraction calculations and number sequences
- select a group of numbers that add/subtract to give the answer of 100
- add/subtract three numbers and explain the commutative law

Fractions

Students can...

- recognize and use fractions as numbers: unit fractions and non-unit fractions with small denominators
- recognize and show, using diagrams, equivalent fractions with small denominators
- add and subtract fractions with the same denominator within one whole
- compare and order unit fractions, and fractions with the same denominators
- solve problems that involve all of the above.
- recognize, find, name and write fractions of a length, shape, set of objects or quantity: unit fractions and non-unit fractions with small denominators
- identify and explain halves, thirds and quarters
- shade fractions of a shape, match fractions to shaded shapes and circle a fraction of a set of objects





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Measurement

Students can...

- record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight
- compare and order lengths, mass, volume/capacity and record the results using $>$, $<$ and $=$; and recognize the usage of symbols for pounds and pence
- measure the perimeter of simple 2-D shapes
- find different combinations of coins that equal the same amounts of money
- solve problems in a practical context involving addition and subtraction of money in both £ and p, including giving change
- tell and write the time from an analogue clock, including using Roman numerals from I to XII, and from a 12-hour digital clock
- choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}$ C); capacity (liters/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels

Multiplication and Division

Students can...

- calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and equals ($=$) signs
- show that multiplication of 2 numbers can be done in any order (commutative) and division of 1 number by another cannot and double and half numbers beyond 20
- use formal written methods to multiply a two-digit number by a one-digit number
- 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.
- recall and use multiplication and division facts for the 2, 3, 4, 5 and 10 multiplication tables, including recognizing odd and even numbers
- answer questions formatted in the style of a function machine and understand that multiplication is commutative, and division is not



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Number and Place Value

Students can...

- count on and back in multiples of 2, 3, 4 and 5 from 0, and in 10s from any number, forward and backward
- find 10 or 100 more or less than any given number
- recognize the place value of each digit in a three-digit number (100s, 10s, 1s)
- compare and order numbers up to 1000 and recognize the place value of each digit in a three-digit number (100s, 10s, 1s)
- identify, represent and estimate numbers using different representations
- read and write any three-digit whole number in figures and words
- solve number problems and practical problems involving these ideas

Properties of Shapes

Students can...

- identify and describe the properties of 3-D shapes and identify 2-D shapes on the surface of 3-D shapes, including the number of edges, vertices and faces, also the number of sides and line symmetry in a vertical line
- identify right angles, recognize that 2 right angles make a half-turn, 3 make three quarters of a turn, 4 a complete turn and recognize angles as a property of shape or a description of a turn
- identify horizontal and vertical lines and pairs of perpendicular and parallel lines
- order and arrange combinations of mathematical objects in patterns and sequences
- 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).



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Statistics

Students can...

- solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables.
- interpret and construct simple pictograms, tally charts, block diagrams and tables
- read or complete a blank bar graph and answer questions relating to the information provided
- read and answer questions relating to co-ordinates, tally charts and frequency tables

Positions, directions and motions

Students can...

- give directions using left and right and read compass directions and know the directions of clockwise and anti-clockwise
- order shapes into patterns
- describe position and movement using the terms full turn, half turn and quarter turn

Time

Students can...

- read an analogue and digital clock (o'clock, half past, quarter to and quarter past)
- convert the time on an analogue clock to the time on a digital clock and vice versa
- draw hands and complete a blank analogue clock
- tell how many minutes are in an hour and how many hours are in a day and write the time in words
- solve problems involving time



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**Engaging games to focus on addition,
subtraction, division or multiplication**

- True or false? Show children a calculation and ask them to say if it is True or False. If false, can they make it correct? When children are confident, they can create their own True/False calculation.
- Beat the calculator – the child has to read a calculation and work out the answer, but can they beat the person who is using a calculator?
- Dice – roll 2 or more dice. Add/subtract/multiply the numbers.

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At myexampapers, we appreciate the challenge in preparing children for formal examinations at such a young age. We've done our best to provide accurate and comprehensive question and answers, covering all academic aspects, and stretching beyond the National Standards where appropriate. Please visit myexampapers.co.uk for extra guidance, and please don't hesitate to get in touch.

