Key Learning Objectives

Counting and Understanding Numbers/Knowing and Using Number Facts

- Compare, read, write and order whole numbers to at least 1000
- Find 10 or 100 more or less than any number
- Add and subtract combinations of three, two and single digit numbers mentally
- Add and subtract three digit numbers using a written method
- Recall and use multiplication and division facts for the 2, 3, 4, 5, 6, 8 and 10 times tables
- Count up and down in tenths
- Compare and order fractions with the same denominators
- Add and subtract fractions with the same denominators e.g. 5/7 + 1/7 = 6/7
- Find fractions of numbers and quantities 1/3 of 24 is 8 and ¼ of 16 litres is 4 litres

Measurement

- Compare and measure lengths, mass and volume/capacity
- Tell and write the time from an analogue or digital clock (12 and 24 hour)
- Tell and write the time from analogue clock with Roman numerals
- Know the number of seconds in a minute, days in each month, year and leap year
- Measure the perimeter of 2D shapes
- Add and subtract lengths, mass, capacity and money

Geometry

- Describe, sort, draw and make 2D and 3D shapes
- Identify horizontal, vertical, parallel and perpendicular lines
- Recognise that angles are a property of shape or a description of turn
- Identify right angles in 2D shapes
- Know that two right angles make a half turn, three make a three quarter turn and four a whole turn
- Identify whether angles are greater than or less than a right angle

Statistics

- Put information in a simple table, list, pictogram or bar graph and use this to solve a problem

Ideas for home learning activities

Counting and Understanding Numbers/Knowing and Using Number Facts

- Throw three dice or choose three playing cards. Write down the three-digit number. Say the number. How many hundreds? Tens? Units? Put these numbers in order. Peg them on a washing line.
- Draw and colour, different fractions of shapes.
- Cut cakes, pizzas, pies etc into different fractions. Discuss which fractions are the same.
- Write numbers on blank playing cards that total 100 e.g. 24 on one card and 76 on another. Colour code them. Place cards face down and turn two over. If they total 100 keep them, if not replace. Who can get the most pairs?
- Make multiplication table card games. Multiplication table on one card, answer on another. Match them up.
- Using a page in a catalogue that is of interest imagine that there is a sale and everything is half price. Calculate the sale price. This might involve rounding.

Measurement

- Point out the time at different times of the day eg lunch, bedtime.
  Ask questions such as, 'what time will it be in . ?' or 'how long is it till …?' Issue time challenges e.g. how many times can you throw and catch a ball in 30 seconds?'

Geometry

- Undo boxes to see how they are constructed. Make boxes for presents.
- Use a piece of A4 paper or a post it note to find out whether objects have right angles.

Statistics

- Put information in a table e.g. Groups/artists in the charts and their position this week and last week and the difference between them or sporting teams.