

Place Value	Recognise the place value of each digit up to 1,000,000 & to 2 decimal places.	<a href="#">Place value millionaire</a>	Order prices from a catalogue or website	Find and order data of interest online, eg population sizes	
	Count on or back in powers of 10. Round to the nearest 10, 100, 1000, 10000, 100000.	<a href="#">Estimating work-sheets</a>		<a href="#">Rounding dartboard</a>	
	Count on or back through zero using positive and negative numbers.		<a href="#">Nrich maths problem</a>	<a href="#">Snowflake sequences</a>	
	Read Roman Numeral up to 1000 (M) and use this to read years.			<a href="#">Roman numerals</a>	
Operations	Add & subtract numbers with more than 4 digits using formal column methods.		Use dice to create random calculations to solve	<a href="#">Addition &amp; Subtraction problems</a>	
	Add and subtract numbers mentally with increasingly large numbers. Use rounding to check answers to calculations and levels of accuracy.	<a href="#">Addition &amp; subtraction</a>			
	Choose which operations I need to use in multistep questions.	<a href="#">Addition &amp; subtraction worksheets</a>			
	Identify factors including factor pairs and common factors of 2 numbers.		<a href="#">Nrich maths problem</a>	<a href="#">Multiples</a>	
	Identify prime factors and recall prime numbers up to 19.		<a href="#">Nrich maths problem</a>	<a href="#">Prime &amp; composite numbers</a>	
	Multiply & divide 4 digit numbers by 1 or 2 digit numbers using formal written methods.		<a href="#">What's wrong?</a>	<a href="#">Bingo multiplication</a>	
	Multiply and divide by 10, 100, 1000, including answers with decimals.	<a href="#">Bingo times or divide</a>	<a href="#">Tutorial</a>	<a href="#">Multiply &amp; divide</a>	
	Recognise and use squared and cubed numbers.		<a href="#">Nrich maths problem</a>	<a href="#">Square &amp; cube numbers</a>	
Fractions	Order fractions whose denominators are the same or multiples.		<a href="#">Fraction &amp; decimal games</a>	Use 'Fraction wall' to find & write chains of equivalent fractions	
	Name, show and write equivalent fractions.				
	Convert between mixed numbers and improper fractions.				<a href="#">Fractions to mixed numbers</a>
	Multiply proper fractions and mixed number fractions by whole numbers.				Make concept concrete using cut fruit & write calcs.
	Round 2 decimal places to the nearest whole number or 1 dp.				Round prices when shopping or in catalogue
	Read, write, compare and solve problems involving up to 3 decimal places.				Give chn selection of decimals to order (diff. no of dec. place)
	Solve problems which need the % and decimal equivalents for $\frac{1}{2}$ $\frac{1}{4}$ $\frac{1}{3}$ $\frac{2}{3}$ $\frac{4}{5}$ .			<a href="#">FDP dominoes to print</a>	
MEASURE	Calculate and convert units of measure for length, weight & capacity. Understand and use approximate equivalents between metric and imperial.	Cooking etc.	In <a href="#">Google Maps</a> find distances between streets, converting km & m (set to metric in route options)	<a href="#">Measurement games</a>	
	Work out the area and perimeter of a rectangle, inc. square.	Find the area and perimeter of objects around the home, using a ruler	<a href="#">Nrich area &amp; perimeter problem</a>		
	Estimate area (inc. irregular shapes) and volume.	Order a range of containers by estimated capacity	Estimate capacity of containers, then check using measuring jug		
	Use all four operations to solve problems which involve time.	Draw a bedroom or garden plan to scale, using tape-measure & ruler	<a href="#">Nrich measurement problems</a>		
GEOMETRY	Identify 3d shapes from 2d representations.	<a href="#">Nrich shape problem</a>		<a href="#">Shape games</a>	
	Draw angles, measuring them in degrees.	<a href="#">Tutorial</a>	<a href="#">Angles games</a>		
	Identify angles which are multiples of 90 degrees.				
	Use knowledge of the properties of rectangles to find missing lengths and angles.	<a href="#">Nrich rectangles</a>	Find the perimeter of rectangles measuring 2 sides only		
	Identify and describe the position of a shape and draw a shape on a grid, inc. after a translation or reflection.	Draw the <a href="#">reflections</a> & <a href="#">translations</a> of shapes on squared paper across horizontal, vertical & diagonal mirror-lines. <a href="#">BBC game</a>			
STATS	Solve problems using information from a line graph.	<a href="#">Interpreting a line graph</a>	<a href="#">Line graph questions</a>	<a href="#">Graph problems</a>	
	Read, complete and interpret information in tables, including timetables.	Plan a real of pretend journey using bus or train timetables			

\*Stages relate to year group expectations, however, it will be appropriate for some children to be working at stages higher or lower than their year group.

Please note, some online activities will require a browser supporting Flash content.