



Holywell Primary School

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Maths subject coverage 2022-2023

Statutory requirements

Year group	Number and place value	Addition and subtraction	Multiplication and division	Fractions	Measurement	Geometry: properties of shapes	Geometry: position and direction	Statistics
EYFS	Children count reliably with numbers from 1 to 20, place them in order and say which number is one more or one less than a given number.	Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.	They solve problems, including doubling, halving and sharing.		Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns.	They explore characteristics of everyday objects and shapes and use mathematical language to describe them.	Children use everyday language to talk about position and distance.	
Year 1	<p>count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number</p> <ul style="list-style-type: none"> count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens given a number, identify one more and one less identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more 	<p>read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs</p> <ul style="list-style-type: none"> represent and use number bonds and related subtraction facts within 20 add and subtract one-digit and two-digit numbers to 20, including zero solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$ 	<p>solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher</p>	<p>recognise, find and name a half as one of two equal parts of an object, shape or quantity</p> <ul style="list-style-type: none"> recognise, find and name a quarter as one of four equal parts of an object, shape or quantity 	<p>compare, describe and solve practical problems for:</p> <ul style="list-style-type: none"> lengths and heights (for example, long/short, longer/shorter, tall/short, double/half) mass / weight (for example, heavy/light, heavier than, lighter than) capacity and volume (full/empty, more than, less than, half, half full, quarter) time (quicker, slower, earlier, later) 	<p>recognise and name common 2-D and 3-D shapes, including:</p> <ul style="list-style-type: none"> 2-D shapes [for example, rectangles (including squares), circles and triangles] 3-D shapes [for example, cuboids (including cubes), pyramids and spheres] 	<p>describe position, direction and movement, including whole, half, quarter and three-quarter turns</p>	



	<p>than, less than (fewer), most, least</p> <ul style="list-style-type: none"> read and write numbers from 1 to 20 in numerals and words 				<ul style="list-style-type: none"> measure and begin to record the following: <ul style="list-style-type: none"> lengths and heights mass/weight capacity and volume time (hours, minutes, seconds) recognise and know the value of different denominations of coins and notes 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 tell the time to the hour and half past the hour and draw the hands on a clock face to show these times 			
Year 2	<p>count in steps of 2, 3, and 5 from 0, and in tens from any number, forward or backward</p> <ul style="list-style-type: none"> recognise the place value of each digit in a two-digit number (tens, ones) identify, represent and estimate numbers using different representations, including the number line compare and order numbers from 0 up 	<p>solve problems with addition and subtraction:</p> <ul style="list-style-type: none"> using concrete objects and pictorial representations, including those involving numbers, quantities and measures applying their increasing knowledge of mental and written methods 	<p>recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers</p> <ul style="list-style-type: none"> calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (\times), division (\div) and 	<p>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</p> <ul style="list-style-type: none"> write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$. 	<p>choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ($^{\circ}\text{C}$); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels</p>	<p>identify and describe the properties of 2-D shapes, including the number of sides and symmetry in a vertical line</p> <ul style="list-style-type: none"> identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces identify 2-D shapes on the surface of 3-D shapes [for example a circle on a cylinder and 	<p>interpret and construct simple pictograms, tally charts, block diagrams and simple tables</p> <ul style="list-style-type: none"> 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 	

	<p>to 100; use <, > and = signs</p> <p><input type="checkbox"/> <input type="checkbox"/> read and write numbers to at least 100 in numerals and in words</p> <p><input type="checkbox"/> <input type="checkbox"/> use place value and number facts to solve problems</p>	<p><input type="checkbox"/> <input type="checkbox"/> recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100</p> <p><input type="checkbox"/> <input type="checkbox"/> add and subtract numbers using concrete objects, pictorial representations, and mentally, including:</p> <ul style="list-style-type: none"> - a two-digit number and ones - a two-digit number and tens - two two-digit numbers - adding three one-digit numbers <p><input type="checkbox"/> <input type="checkbox"/> show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot</p> <p><input type="checkbox"/> <input type="checkbox"/> recognise and use the inverse relationship between addition and subtraction and use this to check calculations and missing number problems</p>	<p>equals (=) signs</p> <p><input type="checkbox"/> <input type="checkbox"/> show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot</p> <p><input type="checkbox"/> <input type="checkbox"/> solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts</p>		<p><input type="checkbox"/> <input type="checkbox"/> compare and order lengths, mass, volume/capacity and record the results using >, < and =</p> <p><input type="checkbox"/> <input type="checkbox"/> recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value</p> <p><input type="checkbox"/> <input type="checkbox"/> find different combinations of coins that equal the same amounts of money</p> <p><input type="checkbox"/> <input type="checkbox"/> solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change</p> <p><input type="checkbox"/> <input type="checkbox"/> compare and sequence intervals of time</p> <p><input type="checkbox"/> <input type="checkbox"/> tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.</p> <p>know the number of minutes in an hour and the number of hours in a day</p>	<p>a triangle on a pyramid]</p> <p><input type="checkbox"/> <input type="checkbox"/> compare and sort common 2-D and 3-D shapes and everyday objects</p>		
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Year 3							
	<p>count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number</p> <p><input type="checkbox"/> recognise the place value of each digit in a three-digit number (hundreds, tens, ones)</p> <p><input type="checkbox"/> compare and order numbers up to 1000</p> <p><input type="checkbox"/> identify, represent and estimate numbers using different representations</p> <p><input type="checkbox"/> read and write numbers up to 1000 in numerals and in words</p> <p><input type="checkbox"/> solve number problems and practical problems involving these ideas</p> <p>count in multiples of 6, 7, 9, 25 and 1000</p> <p><input type="checkbox"/> find 1000 more or less than a given number</p> <p><input type="checkbox"/> count backwards through zero to include negative numbers</p> <p><input type="checkbox"/> recognise the place value of each digit in a four-digit number (thousands,</p>	<p>add and subtract numbers mentally, including:</p> <ul style="list-style-type: none"> - a three-digit number and ones - a three-digit number and tens - a three-digit number and hundreds <ul style="list-style-type: none"> ▪ add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction ▪ estimate the answer to a calculation and use inverse operations to check answers ▪ Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction <ul style="list-style-type: none"> • add and subtract numbers with up to 4 	<p>Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables</p> <p><input type="checkbox"/> write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods</p> <p><input type="checkbox"/> 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</p> <p>recognise and show, using diagrams, families of common equivalent fractions</p> <p><input type="checkbox"/> count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and</p>	<p>count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</p> <p><input type="checkbox"/> recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</p> <p><input type="checkbox"/> recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</p> <p><input type="checkbox"/> recognise and show, using diagrams, equivalent fractions with small denominators</p> <p><input type="checkbox"/> add and subtract fractions with the same denominator within one whole (for example, $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$)</p> <p><input type="checkbox"/> compare and order unit fractions, and fractions with the same denominators</p> <p><input type="checkbox"/> solve problems that involve all of the above</p> <p>convert between different units of measure [for</p>	<p>measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)</p> <p><input type="checkbox"/> measure the perimeter of simple 2-D shapes</p> <p><input type="checkbox"/> add and subtract amounts of money to give change, using both £ and p in practical contexts</p> <p><input type="checkbox"/> 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> <p><input type="checkbox"/> 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, a.m./p.m., morning, afternoon, noon and midnight</p> <p>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <p><input type="checkbox"/> identify acute and obtuse angles and compare and order angles up to two right angles by size</p>	<p>draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p> <p><input type="checkbox"/> recognise that angles are a property of shape or a description of a turn</p> <p><input type="checkbox"/> 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</p> <p><input type="checkbox"/> identify horizontal and vertical lines and pairs of perpendicular and parallel lines</p> <p>describe positions on a 2-D grid as coordinates in the first quadrant</p>	<p>Interpret and present data using bar charts, pictograms and tables</p> <p><input type="checkbox"/> solve one-step and two-step questions[for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables</p> <p>interpret and present discrete and</p>

<p>Year 4</p>	<p>hundreds, tens, and ones)</p> <ul style="list-style-type: none"> <input type="checkbox"/> order and compare numbers beyond 1000 <input type="checkbox"/> identify, represent and estimate numbers using different representations <input type="checkbox"/> round any number to the nearest 10, 100 or 1000 <input type="checkbox"/> solve number and practical problems that involve all of the above and with increasingly large positive numbers <input type="checkbox"/> read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value 	<p>digits using the formal written methods of columnar addition and subtraction where appropriate</p> <ul style="list-style-type: none"> • estimate and use inverse operations to check answers to a calculation • solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why 	<p>dividing tenths by ten.</p> <ul style="list-style-type: none"> <input type="checkbox"/> solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number <input type="checkbox"/> add and subtract fractions with the same denominator <input type="checkbox"/> recognise and write decimal equivalents of any number of tenths or hundredths <input type="checkbox"/> recognise and write decimal equivalents to $\frac{1}{4}$; $\frac{1}{2}$; $\frac{3}{4}$ ▪ find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths ▪ round decimals with one decimal place to the nearest whole number ▪ compare numbers with the same number of decimal places up to two decimal places ▪ solve simple measure and money problems involving fractions and 	<p>example, kilometre to metre; hour to minute]</p> <ul style="list-style-type: none"> <input type="checkbox"/> measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres <input type="checkbox"/> find the area of rectilinear shapes by counting squares <input type="checkbox"/> estimate, compare and calculate different measures, including money in pounds and pence <input type="checkbox"/> read, write and convert time between analogue and digital 12 and 24-hour clocks <input type="checkbox"/> solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days 	<ul style="list-style-type: none"> <input type="checkbox"/> identify lines of symmetry in 2-D shapes presented in different orientations <input type="checkbox"/> complete a simple symmetric figure with respect to a specific line of symmetry <p>compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes</p> <ul style="list-style-type: none"> <input type="checkbox"/> identify acute and obtuse angles and compare and order angles up to two right angles by size <input type="checkbox"/> identify lines of symmetry in 2-D shapes presented in different orientations <input type="checkbox"/> complete a simple symmetric figure with respect to a specific line of symmetry 	<ul style="list-style-type: none"> <input type="checkbox"/> describe movements between positions as translations of a given unit to the left/right and up/down <input type="checkbox"/> plot specified points and draw sides to complete a given polygon 	<p>continuous data using appropriate graphical methods, including bar charts and time graphs</p> <ul style="list-style-type: none"> <input type="checkbox"/> solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
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			decimals to two decimal places				
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<p>Year 5</p>	<p>□□read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit □□count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 □□interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero □□round any number up to 1 000 000 to the nearest 10, 100, 1 000, 10 000 and 100 000 □□solve number problems and practical problems that involve all of the above □□read Roman numerals to 1000 (M) and recognise years written in Roman numerals</p>	<p>add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) □□add and subtract numbers mentally with increasingly large numbers □□use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy □□solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</p>	<p>identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. □□know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers □□establish whether a number up to 100 is prime and recall prime numbers up to 19 □□multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers □□multiply and divide numbers mentally drawing upon known facts ▪ divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context ▪ multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 ▪ recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) ▪ solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes ▪ solve problems involving addition, subtraction, multiplication and</p>	<p>compare and order fractions whose denominators are all multiples of the same number □□identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths □□recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example, $\frac{2}{5} + \frac{4}{5} = \frac{6}{5} = 1\frac{1}{5}$] □□add and subtract fractions with the same denominator and multiples of the same number □□multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams □□read and write decimal numbers as fractions [for example, $0.71 = \frac{71}{100}$] □□recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents □□round decimals with two decimal places to the nearest whole number and to one decimal place □□read, write, order and compare numbers with up to three decimal places</p>	<p>convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) □□understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints □□measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres □□calculate and compare the area of rectangles (including squares) using standard units, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular shapes □□estimate volume [for example, using 1 cm^3 blocks to build cuboids(including cubes)] and capacity[for example, using water] □□solve problems involving converting between units of time □□use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation including scaling</p>	<p>identify 3-D shapes, including cubes and other cuboids, from 2-D representations □□know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles □□draw given angles, and measure them in degrees ($^\circ$) □□identify: - angles at a point and one whole turn (total 360°) - angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°) - other multiples of 90° ▪ 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</p>	<p>□□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>	<p>□□solve comparison, sum and difference problems using information presented in a line graph □□complete, read and interpret information in tables, including timetables</p>
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Year 6	<p><input type="checkbox"/> read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</p> <p><input type="checkbox"/> round any whole number to a required degree of accuracy</p> <p><input type="checkbox"/> use negative numbers in context, and calculate intervals across zero</p> <p><input type="checkbox"/> solve number and practical problems that involve all of the above</p>	<p>multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</p> <p><input type="checkbox"/> divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context</p> <ul style="list-style-type: none"> ▪ divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context ▪ perform mental calculations, including with mixed operations and large numbers. ▪ identify common factors, common multiples and prime numbers 	<p>Fractions (including decimals and percentages)</p> <p>use common factors to simplify fractions; use common multiples to express fractions in the same denominator</p> <p><input type="checkbox"/> compare and order fractions, including fractions >1</p> <p><input type="checkbox"/> add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</p> <p><input type="checkbox"/> multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}$]</p> <p><input type="checkbox"/> divide proper fractions by whole numbers [for example, $\frac{1}{3} \div 2 = \frac{1}{6}$]</p>	<p>Ratio and proportion</p> <p>solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</p> <p><input type="checkbox"/> solve problems involving the calculation of percentages [for example, of measures such as 15% of 360] and the use of percentages for comparison</p> <p><input type="checkbox"/> solve problems involving similar shapes where the scale factor is known or can be found</p> <p><input type="checkbox"/> solve problems involving unequal sharing and grouping using knowledge of</p>	<p>Algebra</p> <p>use simple formulae</p> <p><input type="checkbox"/> generate and describe linear number sequences</p> <p><input type="checkbox"/> express missing number problems algebraically</p> <p><input type="checkbox"/> find pairs of numbers that satisfy an equation with two unknowns</p> <p><input type="checkbox"/> enumerate possibilities of combinations of two variables</p>	<p>Measurement</p> <p>solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</p> <p><input type="checkbox"/> use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation up to three decimal places</p> <p><input type="checkbox"/> convert between miles and kilometres</p> <p><input type="checkbox"/> recognise that shapes with the same areas can have different perimeters and vice versa</p>	<p>Geometry: properties of shapes &</p> <p>Geometry: position, and direction</p> <p>draw 2-D shapes using given dimensions and angles</p> <p><input type="checkbox"/> recognise, describe and build simple 3-D shapes, including making nets</p> <p><input type="checkbox"/> compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</p> <p><input type="checkbox"/> illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</p>	<p>Statistics</p> <ul style="list-style-type: none"> ▪ interpret and construct pie charts and line graphs and use these to solve problems ▪ calculate and interpret the mean as an average

		<ul style="list-style-type: none"> ▪ use their knowledge of the order of operations to carry out calculations involving the four operations ▪ solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why ▪ solve problems involving addition, subtraction, multiplication and division <p>use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy</p>	<p>associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $\frac{3}{8}$]</p> <ul style="list-style-type: none"> ▪ identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places ▪ multiply one-digit numbers with up to two decimal places by whole numbers ▪ use written division methods in cases where the answer has up to two decimal places ▪ solve problems which require answers to be rounded to specified degrees of accuracy ▪ recall and use equivalences between simple fractions, decimals and percentages, including in different contexts 	<p>fractions and multiples</p>		<ul style="list-style-type: none"> <input type="checkbox"/> recognise when it is possible to use formulae for area and volume of shapes <input type="checkbox"/> calculate the area of parallelograms and triangles <input type="checkbox"/> calculate, estimate and compare volume of cubes and cuboids using standard units, including centimetre cubed (cm^3) and cubic metres (m^3), and extending to other units [for example mm^3 and km^3] 	<ul style="list-style-type: none"> <input type="checkbox"/> recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles ▪ 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 	
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