

Number	<p>Order, add and subtract positive and negative integers within contexts</p> <p>Round decimals to the nearest integer</p> <p>Multiply &amp; divide any integer or decimal by powers of 10</p> <p>Understand and use decimal notation and place value</p> <p>Add and subtract decimals, including those with differing number of decimal places</p> <p>Use written methods to multiply &amp; divide up to three-digit numbers by a two-digit number</p> <p>Multiply &amp; divide decimals with up to two places by single-digit whole numbers</p> <p>Use a calculator to calculate square and cube roots</p> <p>Identify and calculate highest common factors and lowest common multiples in contexts</p> <p>List and simplify equivalent fractions</p> <p>Express one number as a fraction of another and simplify</p> <p>Convert between fractions, decimals and percentages</p> <p>Calculate percentages of amounts</p>
Algebra	<p>Plot coordinates in all four quadrants</p> <p>Identify, expressions, terms, equations and formulae</p> <p>Simplify linear expressions</p> <p>Multiply terms including single brackets by a positive integer</p> <p>Calculate a term-to-term rule and continue a sequence</p> <p>Generate sequences from patterns</p> <p>Show inequalities on a number line</p> <p>Give numbers that satisfy inequalities</p> <p>Calculate the input and output of function machines (positive integers only)</p>
Ratio & Proportion	<p>Convert between metric units</p> <p>Write and interpret a ratio given a diagram or context</p> <p>Solve proportion problems using the unitary method</p> <p>Compare products to work out best buy using simple proportions</p> <p>Calculate speed, distance and time given situations</p> <p>Solve ratio problems involving recipes</p>
Geometry	<p>Identify and calculate angles on a straight line, around a point and vertically opposite</p> <p>Measure and draw angles to nearest degree</p> <p>Construct a triangle given sides and angles</p> <p>Calculate missing angles in triangles and quadrilaterals</p> <p>Identify properties of 3D shapes</p> <p>Identify and construct nets of common 3D shapes</p> <p>Draw plans and elevations of 3D shapes</p> <p>Draw a 3D shape from plans and elevations</p> <p>Reflect, translate and rotate a shape</p> <p>Classify quadrilaterals and triangles given their properties</p> <p>Calculate the area and perimeter of rectangles/squares/triangles</p> <p>Calculate area and perimeter of compound shapes involving rectangles</p>
Statistics	<p>Draw and interpret frequency diagrams for discrete and continuous data</p> <p>Calculate the mode, median, mean and range from sets of data</p> <p>Draw and interpret line graphs</p>
Probability	<p>Understand and use the probability scale from 0 to 1</p> <p>Write probabilities in words or fractions, decimals and percentages</p> <p>Calculate the probability of an event happening using theoretical probability</p> <p>List all outcomes using dice, spinners and coins</p> <p>Calculate the probability of an event happening using relative frequency</p>