



Rotherhithe Primary School Mathematics Education Curriculum Map 2026-2027

Mathematics Mastery Curriculum						
Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N	Routines Introduce and develop morning routines incorporating daily number rhymes and songs. Counting at snack time. Daily exposure to orally rote counting. Maths Area Introduce maths area where children can explore a range of counting materials and collections. Numicon Become familiar with the numicon shapes. Play sorting activities and matching games. Counting and Cardinality Begin to say number words in sequence, may be at string level where words are continuous undifferentiated. Will use some counting words randomly. Develop one-to-one correspondence when setting up the home corner. Encourage children to set up each plate with a cup etc. Comparison Describe the groups using mathematical language eg 'few' and 'lots' Subitising Play 'grabbing games' where children develop a sense of 'two-ness' and 'one-ness' Explore groups of two eg. Two eyes, two hands, two feet ect.	Routines Introduce the Birthday Box with numerals, cards, hats, candles etc. For celebrating birthdays. Children discuss how old they are and look for their numbers in the box. Story: Spot's Birthday Maths Area Introduce 5 frames for counting songs to 5 with props for reciting and acting out the songs. (linked to children's interests) Numicon Recognise and name numicon pieces to five. Counting and Cardinality Consistently use the number words in the same order (stable order principle) Christmas Performance songs based on counting songs Comparison Children develop understanding of 'fair' and 'unfair' with numbers. Children can share fairly through practical activities such as putting food on plates or sharing toys equally; Teddy Bear's Picnic Children can check that groups are equal. Subitising Makes a small collection of	Routines Children help adult to count out a number of things from a larger group focusing on the 'stopping number' during snack time Maths Area Investigate mathematical tools eg calculators, timers, measuring tapes. Numicon Match numerals to the numicon shapes and practise ordering them (1-3) Find numicon pieces that are equal/the same. Counting and Cardinality Know that numbers identify how many objects are in a set. Count every item in a set only once, using only one number word (one-one principle) Can predict what the outcome will be in stories, rhymes and songs if one is added to, or if one is taken away. Act out with props linked to the story. Comparison Can indicate which set has more or which set has less. Uses number language, such as 'less' or 'fewer' Subitising Fast recognition of up to three objects Quick recognition of 'three' 'not three'	Routines Introduce calendar and days of the week into daily routine. Counting down the days to an event. Children count and say how many (cardinal principle) for their snack. Maths Area Incorporate mathematical problems into role play areas for transport eg. fiveframes for trains and buses, tickets, train times, directions. Numicon Find a numicon shape that is less/more than mine. Count and match counters to numicon pieces. Counting Count actions, such as claps or jumps. Count at different speeds as they jump quickly/slowly, or a mixture of the two? Listening games for counting. Playing track games and counting along the track. Comparison Children can compare numbers that are far apart reasoning explaining unfair sharing - 'This one has more because it has 5 and that one only has 2' Conservation knowing that the number does not change if things	Maths Area Free exploration of conservation of number using sorting trays set (such as ice cubes trays and egg boxes) Introduce Hungarian 5 frame and 10 frame. Numicon Order Numicon pieces to 5. Match Numicon pieces to groups of given objects. (minibeast game) Make repeating patterns using numicon shapes. Comparison Match groups of objects with the same number Know that the quantity of objects stays the same when they are spread out or moved closer together. Subitising Can show a number of fingers to five 'all at once', without counting. Recognise the significance and value of zero Number Recognition, Representation and Ordering Can record using marks that they can interpret and explain. Can recognise numerals 0 to 5. Can read numbers beyond on a number line by dropping back to 0. Can represent numbers using marks on paper or pictures Patterns Develop reasoning skills for finding 'odd one out' in pictures. Create and extend and ABAB patterns	Numicon Match numerals to the numicon shapes and practise ordering them (1-10) Use a magic feely bag to find matching numbers. Composition of 5: find two shapes that make up 5. Counting Develop order irrelevance principle by counting irregular arrangements of objects. Children can say one more than a given number within 5. Can count backwards from 5 then 10. Begin to count on from a given number within 10 using a number line. Comparison Compare sets of objects, saying if it is one more or one less using duplo. Children being to reason using full sentences. Subitising Automatically know numbers on a dice to 5. (Hungarian 5 frame games to support) Patterns I can recognise follow ,copy and create patterns with sounds and actions. I can notice and correct an error in a simple repeating pattern



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	Children instantly recognise groups of two without the need to count. Number Recognition Notice numbers in the environment. Recognise numbers of personal significance eg. Their birthday Shape, Space, Colour Complete simple puzzles and shape sorters. Name a range of different colours Children can sort objects by size, colour and shape. Some objects can be identical.	up to three objects to match another collection of objects. Number Recognition Recognise numbers in recipes eg. When making Gruffalo food and Reindeer Food Shape, Space, Pattern Capacity making potions 'full' 'empty' 'nearly empty' Positional language linked to Bear Hunt Story. Patterns for wrapping paper at the Elves workshops: spotty/zig zag/	Number Recognition Representation Can represent numbers using fingers. Can pick out a matching numeral to a numeral that is shown to them up to 3. Can sort different representations up to three linked to fairy tale characters Measure, Pattern Beanstalk height order and describe. Size ordering Goldilocks and the three bears. Story: 'Simon Sock' matching pairs of socks by their pattern	are rearranged (as long as none have been added or taken away) linked to bus and train games Representation Count out objects to match numbers up to 3 then 5 Patterns/Shape Create an ABAB pattern with colours and shapes. Use shapes to create pictures. Copy pictures and create my own pictures.		
R	<u>Developing Early Mathematical Concepts</u> - Classifying objects based on one attribute - Matching equal and unequal sets - Comparing objects and sets - Ordering objects and sets <u>Pattern and early number</u> - Recognise, describe, copy and extend colour and size patterns - Count and represent the numbers 1 to 3 - Estimate and check by counting	<u>Numbers within 6</u> - Count up to six objects. - One more or one fewer - Order numbers 1 – 6 - Conservation of numbers within six <u>Addition and subtraction within 6</u> - Explore zero - Explore addition and subtraction <u>Measure</u> - Estimate, order compare, discuss and explore capacity, weight and lengths <u>Shape and sorting</u> - Describe, and sort 3 D shapes - Describe position accurately	<u>Numbers within 10</u> - Count up to ten objects - Represent, order and explore numbers to ten - One more or fewer, one greater or less <u>Calendar and Time</u> - Days of the week, seasons - Sequence daily events <u>Addition and subtraction within 10</u> - Explore addition as counting on and subtraction as taking away <u>Grouping and sharing</u> - Counting and sharing in equal groups - Grouping into fives and tens - Relationship between grouping and sharing	<u>Number patterns within 15</u> - Count up to 15 objects and recognise different representations - Order and explore number patterns to 15 - One more or fewer <u>Doubling and halving</u> - Doubling and halving - Relationship between doubling and halving <u>Shape and Pattern</u> - Describe and sort 2-D and 3-D shapes - Recognise, complete and create patterns	<u>Securing addition and subtraction facts</u> - Commutativity - Explore addition and subtraction - Compare two amounts <u>Number patterns within 20</u> - Count up to 10 and beyond with objects - Represent, compare and explore numbers to 20 - One more or fewer <u>Number patterns beyond 20</u> - One more one less - Estimate and count - Grouping and sharing	<u>Money</u> - Coin recognition and values - Combinations to total 20p - Change from 10p <u>Measure</u> - Describe capacities - Compare volumes - Compare weights Estimate, compare and order lengths <u>Explorations of pattern within number</u> - Explore numbers and strategies - Recognise and extend patterns - Apply number, shape and measures knowledge - Count forwards and backwards



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1	<u>Numbers to 10</u> - Represent, compare and explore numbers within 10 - One more and one less - Doubling and halving <u>Addition and subtraction within 10</u> - Represent and explain addition and subtraction - Commutativity - Addition and subtraction facts <u>Shapes and patterns</u> - Identify, describe, sort and classify 2-D and 3-D shapes - Investigate repeating patterns - Use and follow instructional and positional language	<u>Numbers to 20</u> - Identify, represent, compare and order numbers to 20 - Doubling and halving - One more and one less <u>Addition and subtraction within 20</u> - Represent and explain addition and subtraction strategies including 'Make Ten' - Use known facts to add and subtract	<u>Time</u> - Read, write and tell the time to o'clock and half past on analogue clock - Sequencing daily activities - Whole and half turns linked to time <u>Exploring calculation strategies within 20</u> - Model, explain and choose addition and subtraction strategies <u>Numbers to 50</u> 2-digit numbers – represent, sequence, explore, compare. - Count in 2s, 5s and 10s - Describe and complete number patterns	<u>Adding and subtracting within 50</u> 2-digit numbers – represent, sequence, explore, compare. - Count in 2s, 5s and 10s - Describe and complete number patterns <u>Fractions</u> - Identify $\frac{1}{2}$ and $\frac{1}{4}$ of a shape or object - Find $\frac{1}{2}$ and $\frac{1}{4}$ of a quantity <u>Measures (1): Length and weight</u> - Compare and measure lengths and mass using cm and kg - Doubling and halving	<u>Numbers 50 to 100 and beyond</u> - Read, write, represent, compare and order numbers to 100 - One more / fewer, ten more / fewer - Identify number patterns <u>Addition and subtracting within 100</u> - Explore addition and subtraction involving 2 digit numbers and ones - Represent and explain addition and subtraction with regrouping - Investigate number bonds within 20 <u>Money</u> - Name coins and notes and understand their value - Represent the same value using different coins - Find change	<u>Multiplication and division</u> - Explore arrays - Share equally into groups - Doubling - Link halving to fractions <u>Measures (2):</u> - Compare capacities, volumes and lengths - Explore litres - Apply understanding of fractions to capacity
2	<u>Numbers within 100</u> - Read, write, represent, partition, compare and order numbers to 100 - Explore patterns including, odds and evens, tens and ones <u>Add and subtract 2-digit numbers</u> - Apply number bonds to add and subtract - Represent and explain addition and subtraction of two 2-digit numbers. - Add three 1-digit numbers <u>Addition and subtraction word problems</u> - Introduction to bar models as a representation - Create, label and sketch bar models	<u>Measuring length</u> - Draw and measure lengths in centimetres - Use $<$, $>$ and $=$ to compare and order lengths in metres and centimetres <u>Graphs</u> - Represent and interpret: pictograms, block diagrams, tables and tally charts <u>Multiplication and division by 2, 5 and 10</u> - Explore multiplication and division through arrays - Explore division as grouping and as sharing - Connect multiplication and division facts using commutativity and inverse - Calculate the times tables	<u>Time</u> - Tell the time on an analogue clock: quarter past, quarter to and five minute intervals - Calculate durations of time in minutes and seconds - Sequence daily events - Minutes in an hour and hours in a day <u>Fractions</u> - Part-whole relationships - Fractions as part of a whole or a whole set - Relate to division - Equivalent fractions <u>Addition and subtraction of 2-digit numbers (regrouping and adjusting)</u> - Illustrate, represent and	<u>Money</u> - Recognise coins and notes - Use £ and p accurately - Add and subtract amounts - Calculate change <u>Faces, shapes and patterns: lines and turns</u> - Explore, sort and describe 2-D shapes - Lines of symmetry in 2-D shapes - Identify 2-D shapes on 3-D shapes - Compare and sort 2-D and 3-D shapes - Use language to describe position, direction and rotation to follow a route e	<u>Numbers within 1000</u> - Represent in different ways - Compare using symbols - Read scale <u>Measures: capacity and volume</u> - Read and measure temperature - Estimate, measure and understand litres and millilitres - Compare and order capacities <u>Measures: mass</u> - Weigh and compare masses in kilograms and grams	<u>Exploring calculation strategies</u> - Apply addition and subtraction strategies to solve equations - Illustrate and explain addition and subtraction using column method s <u>Multiplication and division by 3 and 4</u> - Pattern seek with multiples of 2, 3, 4 5 and 10 using an array - Use known facts to derive facts from the 3 and 4 times tables. - Connect multiplication and division facts using commutativity and inverse



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		of 2, 5, and 10 using different strategies	explain addition and subtraction involving regrouping including 'Make Ten', 'Round and adjust' and near doubles strategies.			
3	<u>Number sense and exploring strategies within 100</u> • Read, write, order and compare numbers to 100 • Calculate mentally using known facts, round and adjust, near doubles, adding on to find the difference • Derive new facts from a known fact. <u>Place Value</u> • Read, write, represent, partition, order and compare 3-digit numbers • Find 10 and 100 more or less • Round to the nearest multiple of 10 and 100	<u>Graphs</u> • Collect, interpret and present data using charts and tables <u>Addition and subtraction with up to 4 digits</u> • Develop and use a range of mental calculation strategies • Illustrate and explain formal written methods – column method. <u>Length and perimeter</u> • Measure, draw and compare lengths • Add and subtract lengths • Calculate perimeter	<u>Multiplication and division</u> • Understanding multiplicative relationships: commutativity and inverse • Exploring multiplication and division facts for 2, 3, 4, 5, 6, 8 and 10. <u>Calculating with multiplication and division</u> • Multiply and divide by 10 • Multiply a 2-digit number by a 1-digit number • Divide 2-digit by a 1-digit • Correspondence problems.	<u>Time</u> • Tell, record, write and order the time analogue and digital • 12-hour, a.m., p.m. • Measure, calculate and compare durations <u>Fractions</u> • Part-whole relationships • Fractions as part of a whole or a whole set and as a number • Add, subtract, compare and order fractions.	<u>Angles and shape</u> • Identify angles including right angles and recognise as a quarter of a turn • Identify and draw parallel and perpendicular lines • Draw/make, classify and compare 2-D and 3-D shapes • Measure the perimeter <u>(Length), weight & volume</u> • Read scales with different intervals when measuring mass and volume • Weigh and compare masses and capacities with mixed units • Estimate mass and capacity.	<u>Applying multiplicative reasoning</u> • Representing multiplication and division problems • Solve a one step problem <u>Exploring calculation strategies and place value</u> • Add and subtract mentally • Find 10, 100 and 1000 more or less • Order and compare beyond 1000 • Round numbers
4	<u>Reasoning with large numbers</u> • 4-digit place value. Read, write, represent, order and compare • Find 10, 100 or 1000 more or less • Round numbers to the nearest 10, 100 or 1000 <u>Addition and subtraction</u> • Select appropriate strategies to add and subtract • Illustrate and explain appropriate addition and subtraction strategies including column method with regrouping	<u>Multiplication and division</u> • Identify and explore patterns in multiplication tables including 7 and 9 • Distributive property including multiplying three 1-digit numbers • Mental multiplication and division strategies using place value and known and derived facts • Short multiplication <u>Discrete and continuous data</u> • Read, interpret and construct pictograms, bar charts and time graphs	<u>Calculating with multiplication and division</u> • Division using partitioning • Short division <u>Fractions</u> • Explore different interpretations and representations of fractions • Equivalent fractions • Represent fractions greater than one as mixed number and improper fractions • Add and subtract fractions with the same denominator including fractions greater than one	<u>Decimals</u> • Decimal equivalents to tenths, quarters and halves • Compare and order numbers with same number of decimal places • Multiply and divide by 10 and 100 including decimals <u>Area and perimeter</u> • Perimeter of rectangles and rectilinear shapes • Area of rectangles and rectilinear shapes • Investigate area and perimeter shapes Investigate area and perimeter	<u>Solving measures and money problems</u> • Convert units of measure • Select appropriate units to measure • Use strategies to investigate problems: trial and improvement, organising using lists and tables, working systematically <u>Shape and symmetry</u> • Classify, compare and order angles • Compare and classify 2-D shapes • Identify lines of symmetry - Classify, compare and order angles Compare and classify 2-D	<u>Position and direction</u> • Describe and plot using coordinates • Describe translations <u>Reasoning with pattern and sequences</u> • Roman numerals up to 100 • Place value of other number systems • Number sequences and patterns <u>3-D shape</u> • Use understanding of 3-D shapes • Identify 3-D shapes from 2-D representations



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		Compare tables, pictograms and bar charts	<u>Time</u> - Analogue to digital, 12 hour and 24-hour - Convert between units of time		shapes Identify lines of symmetry	
5	<u>Reason with large whole integers</u> R • Read, write, order and compare numbers up to one million • Round numbers within one million to the nearest multiple of powers of ten • Read Roman numerals up to M <u>Integer addition and subtraction</u> • Use rounding to estimate • Use a range of mental calculation strategies to add and subtract integers • Illustrate and explain the written method of column addition and subtraction • Select efficient calculation strategies <u>Line graphs and timetables</u> • Complete, read and interpret data presented in line graphs • Read and interpret timetables including calculating intervals	<u>Multiplication and division</u> - Identify multiples and factors - Investigate prime numbers - Multiply and divide by 10, 100 and 1000 (integers) - Multiply and divide using derived facts - Use written methods to multiply and divide - Use a range of mental calculation strategies <u>Perimeter and area</u> - Investigate area and perimeter of rectilinear shapes - Estimate area of non rectilinear shapes	<u>Fractions and decimals</u> - Read, write, order and compare decimals - Round decimals to the nearest whole number - Represent, identify, name, write, order and compare fractions (including improper and mixed numbers) - Calculate fractions of amounts <u>Angles</u> - Classify, compare and order angles - Measure a draw angles with a protractor - Understand and use angle facts to calculate missing angles	<u>Fractions and percentages</u> - Add, subtract fractions with denominators that are multiples of the same number - Multiply fractions (and mixed numbers) by a whole number - Explore percentage, decimal, fractions equivalence <u>Transformations</u> - Coordinates in all four quadrants - Translation and reflection - Calculate intervals across zero as a context for negative numbers	<u>Converting units of measure</u> - Convert between metric units of length, mass and capacity and units of time - Know and use approximate conversion between imperial and metric <u>Calculating with whole numbers and decimals</u> - Mental strategies to add and subtract involving decimals - Formal written strategies to add, subtract and multiply involving decimals - Multiply and divide decimal numbers by ten, 100 and 1,000 - Derive addition, subtraction and multiplication facts involving decimals	<u>2-D and 3-D shape</u> - Classify 2-D shapes and reason about regular and irregular polygons - Properties of diagonals of quadrilaterals - Classify 3-D shapes 2-D representations of 3-D shapes. <u>Volume</u> - Use cube numbers and notation - Estimate volume - Convert units of volume <u>Problem solving</u> - Negative numbers and calculating intervals across zero - Calculating the mean - Interpret remainders - Investigate numbers: consecutive, palindromic, multiples
6	Diagnostic assessment to determine the order and length of time taught in each of the following topic units. <u>Integers and Decimals</u> Represent, read, write, order and compare numbers up to ten million Round numbers, make estimates and use this to solve problems in context Solve multi-step problems involving addition and subtraction <u>Multiplication and Division</u> Identify and use properties of number, focusing on primes					Consolidation Project based mathematical learning KS3 preparation



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Multiply larger integers and decimal numbers using a range of strategies Divide integers by 1-digit and 2-digit numbers representing remainders appropriately Illustrate and explain formal multiplication and division strategies <u>Calculations and Problems</u> Understand the use of brackets Use knowledge of the order of operations to carry out calculations Generate and describe linear number sequences Express missing number problems algebraically Solve equations with unknown values <u>Fractions and decimals</u> Deepen understanding of equivalence Order, simplify and compare fractions, including those greater than one Recall equivalence between common fractions and decimals Find decimal quotients using short division Add and subtract fractions Represent multiplication involving fractions Multiply two proper fractions Divide a fraction by an integer <u>Percentages (with fraction and decimal equivalence)</u> Calculate and compare percentages of amounts Connect percentages with fractions Explore the equivalence <u>Decimals and measures</u> Use, read, write and convert between standard units of measures; length, mass, time, money and volume as well as imperial units Calculate the area of parallelograms and triangles Calculate, estimate and compare the volume of cuboids <u>Missing angles and length</u> Compare and classify a range of geometric shapes Use angle facts to find unknown angles <u>Coordinates and shape</u> Draw a range of geometric shapes using given dimensions and angles Describe, draw, translate and reflect shapes on a co-ordinate plane Recognise and construct 3-D shapes Name and illustrate parts of a circle <u>Statistics</u> Calculate the mean Construct and interpret lines graphs and pie charts Compare pie charts <u>Proportion problems</u>	
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	Use fractions to express proportion Identify ratio as a relationship between quantities and as a scale factor Unequal sharing involving ratio <u>SATs preparation and consolidation</u>	
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