Appendix: content maps and glossaries

Year 1

Term 1 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting and estimation between 0 and 20	5
	Recognising patterns up to 10 without counting	3
	Counting forwards and backwards in ones, twos or tens	2
INT: Integers, powers and operations	Reading and writing whole number names	2
	Understanding addition	4
	Understanding subtraction	3
PV: Place value, ordering and rounding	Understanding 0	1
	Comparing and ordering numbers 0 to 20	2
GSP: Geometry, shape and position	Classifying 2D shapes	1
	Classifying 3D shapes	1
	Distinguishing between 2D and 3D shapes	1
TM: Time and measures	Units of time	1
	Describing relative length	1
SP: Statistics and probability	Categorical data	1
	Presenting categorical data	1
	Describing data	1

Term 1 glossary of keywords

For this year, these keywords should be clarified primarily through examples, task demonstration, etc., rather than using definitions.

10-frame	a simple visual tool with 10 spaces helping to count up to 10 faster
2D shape	a flat shape, such as a circle, a square or a rectangle
3D shape	a solid figure in which you can see a length, width and height
Altogether	in total
Block graph	a chart that uses blocks to represent data
Countdown	counting numbers in reverse order, e.g. 3, 2, 1, 0, until something happens
Digits	numbers which are shown as numerical symbols, e.g. 0, 1, 2 and 3
Number line	a line with numbers placed at equal intervals
Number name	a word representing a number, e.g. one for 1 and two for 2
Pattern	a repeating sequence of objects, shapes or numbers
The least	the smallest number
The most	the biggest number

Term 2 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting and estimation from 0 to 20	2
	Recognising patterns up to 20 without counting	1
	Counting forwards and backwards in ones, twos or tens	1
	Describing sequences	2
FDPR: Fractions, decimals, percentages and ratios	Understanding half	2
INT: Integers, powers and operations	Reading and writing whole number names up to 20	1
	Understanding addition	2
	Understanding subtraction	3
	Complements of numbers – multiples of 10	2
	Estimate, add and subtract integers	3
PV: Place value, ordering and rounding	Composing, decomposing and regrouping numbers up to 20	1
	Comparing and ordering numbers 0 to 20	1
GSP: Geometry, shape and position	Classifying and identifying 2D and 3D shapes	3
	Describing position and direction	1
TM: Time and measures	Days of the week and months of the year	1
	Describing length, mass and capacity	2
SP: Statistics and probability	Presenting categorical data	1
	Interpreting categorical data	1

Term 2 glossary of keywords

For this year, these keywords should be clarified primarily through examples, task demonstration, etc., rather than using definitions.

10-frame	a simple visual tool with 10 spaces helping to count up to 10 faster
Altogether	in total
Balance	a kind of weight that shows which of 2 objects is heavier or lighter than the other
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Equal	having the same (=) value or size
Half	1 of the 2 equal parts of any number or thing
Number line	a line with numbers placed at equal intervals
Number name	a word representing a number, e.g. one for 1 and two for 2
Pattern	a repeating sequence of objects, shapes or numbers
Pictogram	pictures that represent ideas and make it easier to understand them
The least	the smallest number
The most	the biggest number
Unequal	having a different amount, number or quantity
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items

Term 3 content map

Strand	Topic	Marks
CS: Counting and sequences	Recognising patterns up to 10 without counting	1
	Counting forwards and backwards in ones, twos, fives or tens	1
	Understanding odd and even numbers	1
	Describing sequences	1
FDPR: Fractions, decimals, percentages and ratios	Understanding half	2
INT: Integers, powers and operations	Counting with a number line	2
	Understanding addition	2
	Understanding subtraction	2
	Complements of 10	1
	Estimate, add and subtract integers	2
	Doubles of numbers up to 20	2
PV: Place value, ordering and rounding	Comparing and ordering 2-digit numbers	1
	Ordinal numbers	1
GSP: Geometry, shape and position	Classifying 3D shapes	1
	Rotational symmetry	2
TM: Time and measures	Understanding and using money	1
	Days of the week and months of the year	1
	Reading time to half-hour intervals	2
	Understanding measuring scales	1
	Describing capacity	1
SP: Statistics and probability	Interpreting categorical data	2

Term 3 glossary of keywords

For this year, these keywords should be clarified primarily through examples, task demonstration etc., rather than using definitions.

10-frame	a simple visual tool with 10 spaces helping to count up to 10 faster
Addition	combining 2 or more numbers to make a new total
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Clockwise	a turn in the direction that the hands of the clock go
Count back	count backwards with the numbers becoming smaller, e.g. 4, 3, 2, 1 …
Count on	count forwards with the numbers becoming bigger, e.g. 1, 2, 3, 4 …
Cuboid	a 3D shape that looks like a box
Double	make something 2 times bigger, e.g. double 2 equals 4
Even number	a number that produces a whole number when divided by 2 and always ends in 0, 2, 4, 6 or 8
Half	1 of the 2 equal parts of any number or thing
Mass	the amount of matter in an object
Measure	to find out how much of something there is, e.g. how long, how big or how heavy something is
Measuring instrument	what you use to measure an object
Number line	a line with numbers placed at equal intervals
Odd number	a number that does not produce a whole number when divided by 2 and always ends in 1, 3, 5, 7 or 9
Pictogram	pictures that represent ideas and make it easier to understand them
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Shade	to colour part of an object to make it look darker and different from the other parts
Shape	a form or an outline of an object which can have sides, curves or points
Table	a way of showing information with the help of columns and rows

Year 2

Term 1 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting and estimation between 0 and 100	1
	Recognising patterns up to 10 without counting	1
	Counting forwards and backwards in ones, twos or tens	2
	Recognising odd and even numbers	1
INT: Integers, powers and operations	Reading and writing whole number names up to 100	2
	Understanding the relationship between addition and subtraction	6
	Complements of numbers – multiples of 10	1
	Estimate, add and subtract integers	1
	Multiplication and division	4
PV: Place value, ordering and rounding	Understanding and using ordinal numbers	1
	Comparing and ordering numbers 0 to 20	1
GSP: Geometry, shape and position	Classifying and identifying 2D and 3D shapes	3
	Parts of a circle	1
TM: Time and measures	Units of time	1
	Using calendars	1
SP: Statistics and probability	Presenting categorical data	2
	Describing data	1

Term 1 glossary of keywords

For this year, these keywords should be clarified primarily through examples, task demonstration, etc., rather than using definitions.

2D shape	a flat shape, such as a circle, a square or a triangle
3D shape	a solid figure in which you can see a length, width and height
Array	an arrangement of objects in columns and rows
Block graph	a chart that uses blocks to represent data
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Centre	the middle of something
Chart	a type of diagram that organises and shows information in a simple way
Date	a particular day of the month and year
Digits	numbers which are shown as numerical symbols, e.g. 0, 1, 2 and 3
Edge	the part that is furthest from the centre
Even number	a number that produces a whole number when divided by 2 and always ends in 0, 2, 4, 6 or 8
Face (of a shape)	a flat surface on the outside of a 3D shape
Number sentence	a mathematical expression that contains numbers and symbols (+, – and =)
Odd number	a number that does not produce a whole number when divided by 2 and always ends in 1, 3, 5, 7 or 9
Part–whole model	a visual representation that shows the relationship between the whole and its parts
Position	the location of an item, or the order of an item in a line, e.g. 1st, 2nd and 3rd
Tally	a way of showing the number of things counted using straight lines
Tick	a symbol often used to mean ‘yes’ or that something is correct (✓)

Term 2 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting with objects up to 100	1
	Recognising odd and even numbers up to 100	1
	Counting forwards and backwards in ones, twos, fives or tens	1
FDPR: Fractions, decimals, percentages and ratios	Understanding quarters	2
	Understanding fractions as operations	1
INT: Integers, powers and operations	Understanding the relationship between addition and subtraction	2
	Understanding arrays	1
	Understanding multiplication	1
	Understanding division	2
	Complements of 20 and multiples of 10	2
PV: Place value, ordering and rounding	Understanding place value in 2-digit numbers	2
GSP: Geometry, shape and position	Reflecting 2D shapes in mirror lines	1
	Reflective symmetry	1
	Rotational symmetry	1
	Describing direction, position and movement	1
TM: Time and measures	Understanding and using money	2
	Reading time to 5 minutes – digital and analogue	2
	Drawing and measuring lines	1
	Estimating and measuring mass	1
	Understanding measuring scales	1
SP: Statistics and probability	Presenting data – Venn diagrams and block graphs	3

Term 2 glossary of keywords

For this year, these keywords should be clarified primarily through examples, task demonstration, etc., rather than using definitions.

Anticlockwise	a turn in the opposite direction to the forward turn of the hands of a clock
Cent	a unit of money used in many countries
Clock face	the part of a clock that shows time
Clockwise	a turn in the direction that the hands of the clock go
Full turn	a 360-degree turn, so the object ends facing or pointing in the direction that it started in
Hour hand	the hand of the clock that shows the hour
Litre	the basic unit of capacity (L or *l*)
Millimetre	a unit of length equal to 1 thousandth of a metre (mm)
Mirror line	the line in which a shape is reflected
Month	1 of the 12 parts of a year
Pair	a group of exactly 2 items
Quarter	1 of 4 equal parts of any number, amount or thing
Reflection	a mirror image of a shape
Square grid	a pattern made of squares which helps you visualise or calculate the size of a shape
Sum to	add up to a specified total

Term 3 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting forwards and backwards in ones, twos, fives or tens	1
	Numerical sequences and patterns	1
FDPR: Fractions, decimals, percentages and ratios	Representing fractions as division	2
	Wholes, halves and quarters	2
INT: Integers, powers and operations	Understanding arithmetic laws	1
	Complements of 100	1
	Estimate, add and subtract integers	2
	Understanding multiplication	2
	Understanding division	2
	Times tables	2
PV: Place value, ordering and rounding	Composing, decomposing and regrouping whole numbers	1
	Comparing and ordering 2-digit numbers	1
	Ordinal numbers	1
	Rounding to the nearest 10	1
GSP: Geometry, shape and position	Classifying 3D shapes	1
	Lines of symmetry in 2D shapes and patterns	1
	Reflecting 2D shapes in mirror lines	1
	Understanding angle size and turn	1
TM: Time and measures	Using calendars	1
	Estimating and measuring lengths – standard and non-standard units	1
	Estimating and measuring lengths, mass, capacity and temperature	1
	Understanding measuring scales	2
	Describing length, mass and capacity	1
SP: Statistics and probability	Presenting categorical data	1
	Interpreting categorical data	2
	Language of probability	1
	Probability experiments	1

Term 3 glossary of keywords

For this year, these keywords should be clarified primarily through examples, task demonstration etc., rather than using definitions.

3D shape	a solid figure in which you can see a length, width and height
Calendar	a chart that shows the days, weeks and months of the year
Clockwise	a turn in the direction that the hands of the clock go
Estimate	a good guess of a number or amount, not the exact answer
Face (of a shape)	a flat surface on the outside of a 3D shape
Fraction	a numerical quantity representing a part or portion of something
Graph	a type of chart that shows information using lines, bars or pictures so it is clear and easy to understand
Greater than (>)	when a number is bigger than another number
Hundred square	a square with numbers from 1 to 100, usually in rows; we use it to help us count, add and see number patterns
Mirror line	the line in which a shape is reflected
Number sentence	a mathematical expression that contains numbers and symbols (+, – and =)
Number sequence	a list of numbers that follow a rule or pattern
Quarter	1 of 4 equal parts of any number, amount or thing
Rectangle	a flat (2D) shape with 4 right angles and equal opposite sides
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use
Scales	a tool we use to find out how heavy something is
Symmetrical	when a shape or object looks the same on both sides if you fold or cut it along a line
Tally	a way of showing the number of things counted using straight lines
Tick	a symbol often used to mean ‘yes’ or that something is correct (✓)

Year 3

Term 1 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting forwards and backwards up to 1000	1
	Counting forwards and backwards in steps of 2, 5 or 10	1
	Understanding numerical sequences	2
	Using number facts – odd and even numbers	2
FDPR: Fractions, decimals, percentages and ratios	Wholes, halves and quarters	2
INT: Integers, powers and operations	Reading and writing number names up to 1000	1
	Understanding arrays	2
	Understanding the relationship between addition and subtraction	4
	Properties of addition and subtraction	3
	Multiples of 2, 5 and 10	1
	Multiplication and division	2
	Properties of multiplication and division	2
	Order of operations	2
PV: Place value, ordering and rounding	Place value in 2- and 3-digit numbers	2
	Comparing and ordering 2-digit numbers	1
	Composing and decomposing 2-digit numbers	1
	Understanding and using ordinal numbers	1
	Rounding 2-digit numbers	1
GSP: Geometry, shape and position	Classifying 2D shapes	2
	Classifying 3D shapes	2
TM: Time and measures	Understanding units of measurement	1
	Digital and analogue clocks	2
	Estimating units of measure	1
	Using instruments of measurement	1
	Estimating and measuring lengths	1
SP: Statistics and probability	Presenting categorical data	1
	Interpreting data	3

Term 1 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

2D shape	a plane figure that can be drawn on a flat surface, e.g. a square or a circle
3D shape	a solid figure in which you can see a length, width and height
Addition	the mathematical operation of combining numbers together
Altogether	in total
Array	a way to represent multiplication or division using rows and columns
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Complete	an instruction to prompt learners to finish the calculation by adding the missing parts
Counting pattern	a series of numbers that follows a specific rule or order that allows you to predict the next or previous number
Digital time	time shown with digits/numbers
Digits	numbers which are shown as numerical symbols, e.g. 0, 1, 2 and 3
Equal	having the same (=) value or size
Equilateral	a shape whose sides all have the same length
Estimate	a good guess of a number or amount, not the exact answer
Even number	a number that produces a whole number when divided by 2
Explain	an instruction to prompt learners to write down their thoughts about how something works or what something is
Face (of a shape)	a flat surface on the outside of a 3D shape
Fraction	a numerical quantity representing a part or portion of something
Millimetre	a metric unit equal to 1 thousandth of a metre or 1 tenth of a centimetre
Multiple	a number that can be divided by another number to produce a whole number
Multiplication	adding the same number repeatedly
Multiplication fact	the result of multiplying 2 numbers together
Number name	a word representing a number, e.g. one for 1 and two for 2
Number sentence	a mathematical problem that contains numbers and symbols (+, – and =)
Odd number	a number that does not produce a whole number when divided by 2
Ones place	the first digit from the right in a number, representing the same value as the digit itself
Prism	a 3D object with 2 identical faces
Quadrilateral	a flat shape with 4 straight sides
Quarter	1 of 4 equal parts of any number, amount or thing

Round (a number)	a way of simplifying numbers to the nearest 10, 100, or another place to make them easier to use
Section	a part of something
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Sorting diagram	a way to visually organise concepts in mathematics by sorting them into groups
Subtraction	taking away a number or an amount from another number or amount to get a new amount or total
Tens place	the second digit from the right in a number, representing groups of 10
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items

Term 2 content map

Strand	Topic	Marks
CS: Counting and sequences	Representing numerical sequences with numbers	1
	Representing addition and subtraction calculations	2
FDPR: Fractions, decimals, percentages and ratios	Understanding fractional representation	3
	Understanding fractions as operations	1
INT: Integers, powers and operations	Reading and writing whole number names	1
	Complements of multiples of 10 and 100, up to 1000	1
	Addition and subtraction of 3-digit numbers	3
	Properties of multiplication	3
	Multiplication and division	2
	Representing numbers as shapes	2
	Times tables	1
	Multiples of 2, 5 and 10	1
PV: Place value, ordering and rounding	Place value in 2- and 3-digit numbers	2
	Comparing and ordering 3-digit numbers	2
	Composing and decomposing 3-digit numbers	2
	Rounding 3-digit numbers	2
GSP: Geometry, shape and position	Classifying 2D shapes	1
	Classifying 3D shapes	1
	Classifying angles	1
	Lines of symmetry in 2D shapes and patterns	1
	Reflecting 2D shapes in mirror lines	1
	Describing direction, position and movement	1
TM: Time and measures	Understanding and using money	2
	Digital and analogue clocks	1
	Converting metric units	1
	Estimating and measuring lengths, mass, capacity and temperature	3
SP: Statistics and probability	Presenting categorical data – Venn diagrams and tally charts	3

Term 2 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

Altogether	in total
Amount	how much of something there is
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Cent	a unit of money used in many countries; there are always 100 cents in 1 dollar
Complete	an instruction to prompt learners to finish the calculation by adding the missing parts
Counting pattern	a series of numbers that follows a specific rule or order that allows you to predict the next or previous number
Equal	having the same (=) value or size
Equilateral	a shape whose sides all have the same length
Explain	an instruction to prompt learners to write down their thoughts about how something works or what something is
Face (of a shape)	a flat surface on the outside of a 3D shape
Fraction	a numerical quantity representing a part or portion of something
Half	1 of the 2 equal parts of any number or thing
Mass	the amount of matter in an object
Measure	to find out how much of something there is, e.g. how long, how big or how heavy something is
Millimetre	a metric unit equal to 1 thousandth of a metre or 1 tenth of a centimetre
Multiplication fact	the result of multiplying 2 numbers together
Prism	a 3D object with 2 identical faces
Quarter	1 of 4 equal parts of any number, amount or thing
Reflection	a mirror image of a shape
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Sorting diagram	a way to visually organise concepts in mathematics by sorting them into groups
Symmetrical	when something has 2 similar halves which are mirror images of each other
Temperature	the measured amount of heat in a place or in the body
Timetable	a schedule that lists times when an event is going to take place
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items

Term 3 content map

Strand	Topic	Marks
CS: Counting and sequences	Using number facts – odd and even numbers	1
	Numerical sequences – term-to-term rule	2
FDPR: Fractions, decimals, percentages and ratios	Understanding fractions as operations	3
	Equivalent fractions	2
	Estimate, add and subtract fractions (same denominators)	2
	Comparing and ordering fractions (same denominators)	1
INT: Integers, powers and operations	Estimate, add and subtract integers	3
	Times tables	3
	Properties of multiplication	2
	Properties of division	1
	Estimate and divide 2-digit integers by 2, 3, 4 and 5	2
	Understanding the relationship between multiplication and division	1
	Order of operations	1
	Multiples of 2, 5 and 10	1
PV: Place value, ordering and rounding	Multiplying integers by 10	2
	Place value representations	1
	Comparing and ordering 3-digit numbers	2
	Rounding 3-digit numbers	1
GSP: Geometry, shape and position	Classifying 3D shapes	1
	Understanding regular shapes	2
	Understanding and calculating area	1
	Reflecting 2D shapes in mirror lines	1
TM: Time and measures	Interpreting currencies that use a decimal scale	1
	Adding and subtracting money	1
	Measuring time – days, weeks, months and years	1
	Understanding and converting between metric units	1
SP: Statistics and probability	Interpreting data	3
	Language of probability	1
	Probability experiments	1

Term 3 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

Addition	the mathematical operation of combining numbers together
Altogether	in total
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Division	a mathematical operation in which a number is split into equal parts or groups
Equivalent	equal in force, amount or value
Even number	a number that produces a whole number when divided by 2
Fraction	a numerical quantity representing a part or portion of something
Height	how tall something or someone is
Hexagon	a flat (2D) 6-sided shape
Likelihood	how likely or how possible it is that something will happen
Mirror line	the line in which a 2D shape can be reflected or which divides a shape into exactly 2 equal parts
Multiplication	adding the same number repeatedly
Odd number	a number that does not produce a whole number when divided by 2
Perimeter	the total length around the sides of a 2D shape; it can be calculated by adding up the lengths of all sides
Reflection	a mirror image of a shape
Regular pentagon	a 5-sided polygon shape with the sides of the same length and the angles of the same degree (108°)
Regular shape	a 2D shape with all sides of the same length and all angles of the same size
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use
Shade	to colour part of an object to make it look darker and different from the other parts
Square grid	a pattern made of squares which helps you visualise or calculate the size of a shape
Subtraction	taking away a number or an amount from another number or amount to get a new total
Table	a way of showing information with the help of columns and rows
Total	the result of adding 2 or more numbers, e.g. 2 + 3 makes 5 in total
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items

Year 4

Term 1 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting forwards and backwards from any number, including negatives	3
	Recognising odd and even numbers	1
	Numerical sequences – term-to-term rule	1
FDPR: Fractions, decimals, percentages and ratios	Understanding the relationship between parts and wholes	1
	Representing fractions as division	2
	Equivalent fractions	1
INT: Integers, powers and operations	Estimate, add and subtract integers	4
	Properties of multiplication and division	1
	Estimate, multiply and divide integers	2
	Complements of numbers – multiples of 10 and 100	1
	Multiples of 2, 5 and 10	1
	Times tables	5
PV: Place value, ordering and rounding	Place value in 2- and 3-digit numbers	2
	Composing and decomposing whole numbers	3
	Comparing and ordering numbers 0 to 20 – using symbols	1
	Rounding numbers to the nearest 10, 100, 1000	2
GSP: Geometry, shape and position	Compound shapes, area and perimeter calculations	1
	Tessellations	1
	Deriving formula for area and perimeter	1
	Investigating area	1
	Classifying and identifying 2D and 3D shapes	2
TM: Time and measures	Converting between units of time	1
	Converting between 12- and 24-hour clocks	2
	Interpreting a measurement scale	1
SP: Statistics and probability	Statistical enquiry	1
	Presenting categorical and discrete data	3

Term 1 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

2D shape	a plane figure that can be drawn on a flat surface, e.g. a square or a circle
3D shape	a solid figure in which you can see a length, width and height
Addition	the mathematical operation of combining numbers together
Area	the size of a flat surface
Bar chart	a diagram that uses bars to represent data
Bar model	a visual representation of problems or ideas that can be used for different mathematical operations
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Carroll diagram	a chart that sorts information (numbers, objects, etc.) into 4 categories based on yes/no questions or qualities
Chart	a type of diagram that organises and shows information in a simple way
Decrease	to make smaller or lesser; subtract from
Digits	numbers which are shown as numerical symbols, e.g. 0, 1, 2 and 3
Division	a mathematical operation in which a number is split into equal parts or groups
Equal	having the same (=) value or size
Equivalent	equal in force, amount or value
Even number	a number that produces a whole number when divided by 2
Fraction	a numerical quantity representing a part or portion of something
Multiple	a number that can be divided by another number to produce a whole number
Multiplication	adding the same number repeatedly
Number sentence	a mathematical expression that contains numbers and symbols (+, – and =)
Odd number	a number that does not produce a whole number when divided by 2
Parallel	lines that are at a constant or fixed distance from each other so that they never meet
Part–whole model	a visual representation that shows the relationship between the whole and its parts
Perimeter	the total length around the sides of a 2D shape; it can be calculated by adding up the lengths of all sides
Perpendicular	at a 90-degree angle
Place value	the value of a number decided by its position, for instance whether it is a one, a ten, a hundred, etc.
Polygon	a flat shape with 3 or more straight sides
Rectangle	a flat (2D) shape with 4 sides and 4 right angles, where opposite sides are equal
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Tally	a way of showing the number of things counted using straight lines
Tessellate	to fit together in a pattern with no spaces in between
Tick	a symbol often used to mean 'yes' or that something is correct (✓)
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items

Term 2 content map

Strand	Topic	Marks
CS: Counting and sequences	Adding and subtracting odd and even numbers	1
	Using shapes and letters to represent addition and subtraction	1
	Numerical sequences – term-to-term rule	2
FDPR: Fractions, decimals, percentages and ratios	Comparing and ordering unit fractions	1
	Representing fractions (including unit fractions) as division	2
	Equivalent fractions	2
	Estimate, add and subtract fractions (same denominator)	2
INT: Integers, powers and operations	Reading and writing whole number names up to 10,000	2
	Estimate, add and subtract integers	3
	Properties of multiplication and division	1
	Estimate, multiply and divide integers	5
	Understanding the relationship between multiples and factors	1
	Times tables	2
PV: Place value, ordering and rounding	Place value for larger numbers	1
	Composing and decomposing whole numbers	2
	Comparing and ordering positive and negative numbers	2
	Rounding to the nearest 10	2
GSP: Geometry shape and position	Understanding and classifying 2D shapes	2
	Understanding and classifying 3D shapes	2
	Lines of symmetry in 2D shapes and patterns	1
	Classifying angles	1
	Describing direction, position and movement	1
	Understanding and using coordinates	1
	Estimating and measuring perimeter and area of 2D shape	3
TM: Time and measures	Measuring time – days, weeks, months, years	2
SP: Statistics and probability	Presenting categorical and discrete data	2
	Interpreting data	1
	Describing probability	2

Term 2 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

At random	without method or conscious decision
Cent	a unit of money used in many countries; there are always 100 cents in 1 dollar
Certain	something that will definitely happen
Compass direction	north, south, east and west
Complete	an instruction to prompt learners to finish the calculation by adding the missing parts
Cost	the amount of money that you have to pay for something
Explain	an instruction to prompt learners to write down their thoughts about how something works or what something is
Fair spinner	a spinner where each possible outcome has the same likelihood of occurring
Heptagon	a 2D polygon with 7 sides and 7 angles
Impossible	not able to happen or be done
Increase	to make larger or greater; add to
Month	1 of the 12 parts of a year
Opposite	on the sides across from each other
Prism	a 3D object with 2 identical faces
Probability	how likely something is to happen
Rhombus	a flat, closed figure in which all 4 sides are equal in length and both pairs of opposite sides are parallel
Side	a surface of an object
Square grid	a pattern made of squares which helps you visualise or calculate the size of a shape
Sum to	add up to a specified total
Unlikely	not likely to be or happen; improbable

Term 3 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting forwards and backwards from any number, including negatives	1
	Understanding odd and even numbers	1
	Using shapes to represent addition and subtraction	1
	Recognising square numbers	2
FDPR: Fractions, decimals, percentages and ratios	Understanding unit fractions	1
	Equivalent fractions	1
	Estimate, add and subtract fractions (same denominators)	1
	Comparing and ordering fractions and percentages	2
INT: Integers, powers and operations	Estimate, add and subtract 3-digit whole numbers	2
	Properties of multiplication	2
	Times tables	3
	Estimate and multiply integers	3
	Estimate and divide integers	3
	Understanding the relationship between multiples and factors	1
	Divisibility rules and multiples of 2, 5, 10, 25, 50 and 100	2
	Reading and writing whole number names	1
PV: Place value, ordering and rounding	Understanding position and place value	2
	Rounding numbers to the nearest 10,000	2
	Dividing by 10	1
	Comparing and ordering positive and negative numbers	2
GSP: Geometry, shape and position	Properties of compound shapes	1
	3D shapes and nets	2
	Lines of symmetry in 2D shapes and patterns	1
	Classifying angles	1
	Describing position using coordinate notation	1
	Reflecting 2D shapes in mirror lines	1
	Measuring and deriving formula for perimeter and area	1
TM: Time and measures	Digital and analogue clocks	2
	Days of the week and months of the year	1
	Understanding measuring scales	1
SP: Statistics and probability	Presenting categorical and discrete data	1
	Interpreting data	1
	Language of probability	1
	Probability experiments	1

Term 3 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

12-hour time	a way of telling the time using numbers 1 to 12, with a.m. for morning and p.m. for afternoon and evening
24-hour time	a way of telling the time using numbers from 00 to 23, without a.m. or p.m.
3D shape	a solid figure in which you can see a length, width and height
Acute angle	an angle that measures greater than 0 degrees and less than 90 degrees
Addition	the mathematical operation of combining numbers together
Angle	a figure that is formed by 2 lines that share a common endpoint
Area	the size of a flat surface
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Carroll diagram	a chart that sorts information (numbers, objects, etc.) into 4 categories based on yes/no questions or qualities
Certain	something that will definitely happen
Coordinates	a pair of numbers that show the exact position of a point on a graph
Decrease	to make smaller or lesser; subtract from
Digits	numbers which are shown as numerical symbols, e.g. 0, 1, 2 and 3
Divisible	a number is divisible by another number if it can be divided by that number with no remainder or leftover
Division	a mathematical operation in which a number is split into equal parts or groups
Even number	a number that produces a whole number when divided by 2
Factor	a number that can be multiplied with another number to make a bigger number
Fraction	a numerical quantity representing a part or portion of something
Hexagonal prism	a solid (3D) shape with 2 hexagon (6-sided shape) ends and rectangles joining them
Hexagonal pyramid	a solid (3D) shape with a hexagon (6-sided shape) on the bottom (base) and 6 triangle sides that meet at a point at the top
Impossible	not able to happen or be done
Kite	a flat (2D) shape with 4 sides where 2 pairs of sides are equal and it has 1 line of symmetry
Length	how long something is, from end to end
Likely	something that will probably happen
Line of symmetry	a line that divides a shape into 2 identical halves
Mirror line	the line in which a 2D shape can be reflected or which divides a shape into exactly 2 equal parts
Mixed number	a number made up of a whole number and a fraction
Multiple	a number that can be divided by another number to produce a whole number

Multiplication	adding the same number repeatedly
Net of a 3D shape	a flat (2D) outline that you can fold up to make a solid 3D shape
Number sequence	a list of numbers that follow a rule or pattern
Numerator	the top number in a fraction that tells how many parts you have
Obtuse angle	an angle that measures greater than 90 degrees and less than 180 degrees
Octagon	a flat (2D) shape with 8 straight sides and 8 corners
Odd number	a number that does not produce a whole number when divided by 2
Parallelogram	a flat (2D) shape with 4 sides where opposite sides are equal and parallel
Pentagonal prism	a solid (3D) shape with 2 pentagon (5-sided shape) ends and rectangles joining them
Pentagonal pyramid	a solid (3D) shape with a pentagon (5-sided shape) on the bottom (base) and 5 triangle sides that meet at a point at the top
Place value	the value of a number decided by its position, for instance whether it is a one, a ten, a hundred, etc.
Rectangle	a flat (2D) shape with 4 sides and 4 right angles, where opposite sides are equal
Rectangular prism	a solid (3D) shape with 6 faces that are all rectangles
Right angle	an angle which measures exactly 90 degrees, like the corner of a square
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Shape	a form or an outline of an object which can have sides, curves or points
Square	a flat (2D) shape with 4 equal sides and 4 right angles
Square-based pyramid	a solid shape with a square on the bottom (base) and 4 triangle sides that meet at a point at the top
Temperature	the measured amount of heat in a place or in the body
Trapezium	a flat (2D) shape with 4 sides, where only 1 pair of sides is parallel
Triangle	a flat (2D) shape with 3 straight sides and 3 corners
Triangular prism	a 3D geometric shape with 2 identical triangular faces and 3 rectangular faces that join them
Triangular pyramid	a 3D geometric shape with 4 triangular faces all meeting at the vertices
Unlikely	not likely to be or happen; improbable
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items
Width	how wide something is, from side to side

Year 5

Term 1 content map

Strand	Topic	Marks
CS: Counting and sequences	Using shapes to represent addition and subtraction	1
	Numerical sequences and patterns	3
	Counting forwards and backwards in steps of different sizes, including negatives	2
	Recognising odd and even numbers	1
FDPR: Fractions, decimals, percentages and ratios	Understanding the relationship between parts and wholes	1
	Proper fractions, decimal and percentage equivalences	3
	Comparing and ordering fractions	1
	Representing fractions (including unit fractions) as division	3
	Understanding what percentages represent	1
	Improper fractions and mixed numbers	1
	Estimate, add and subtract fractions (same denominators)	2
INT: Integers, powers and operations	Reading and writing whole number names – greater than 0 and less than 1000	1
	Properties of addition and subtraction	1
	Estimate, add and subtract 3-digit whole numbers and negative numbers	2
	Estimate, multiply and divide (3 digits × 1 digit)	6
	Times tables	3
	Divisibility rules and multiples of 2, 5 and 10	1
PV: Place value, ordering and rounding	Decimal place value – tenths and hundredths	2
	Multiply and divide integers by 10, 100 and 1000	3
	Composing and decomposing whole numbers	1
	Rounding 2- to 5-digit numbers	1
	Comparing and ordering numbers – using symbols	1
GSP: Geometry, shape and position	Measuring and calculating perimeter and area	1
	Classifying and identifying 2D and 3D shapes	1
	Types of angles and triangles and their properties	3
	Knowledge of symmetry	1

Strand	Topic	Marks
TM: Time and measures	Time intervals – hours, minutes, seconds, divisions of seconds	2
SP: Statistics and probability	Statistical enquiry	1
	Presenting categorical, discrete and continuous data	4
	Interpreting data	1

Term 1 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

Amount	how much of something there is
Angle	a figure that is formed by 2 lines that share a common endpoint
Area	the size of a flat surface
Block graph	a chart that uses blocks to represent data
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Category	a group of things that have something in common
Compare	say how something is similar or different in relation to another object or number
Decimal	a number that has a whole and a fractional part, e.g. 0.3
Digits	numbers which are shown as numerical symbols, e.g. 0, 1, 2 and 3
Division	a mathematical operation in which a number is split into equal parts or groups
Equivalent	equal in force, amount or value
Explain	an instruction to prompt learners to write down their thoughts about how something works or what something is
Face (of a shape)	a flat surface on the outside of a 3D shape
Fraction	a numerical quantity representing a part or portion of something
Frequency	how often something happens
Investigate	to study or research something in detail
Isosceles triangle	a triangle with 2 sides that are the exact same length and with 2 opposite angles that measure the same
Mixed number	a number made up of a whole number and a fraction
Multiplication	adding the same number repeatedly
Multiplication fact	the result of multiplying 2 numbers together
Number name	a word representing a number, e.g. one for 1 and two for 2
Percentage	a ratio or portion of a whole which is expressed as a number out of 100; it is shown by a % symbol
Relationship	how 2 things or ideas are connected
Represent	show
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Shade	to colour part of an object to make it look darker and different from the other parts
Square grid	a pattern made of squares which helps you visualise or calculate the size of a shape
Symmetrical	when something has 2 similar halves which are mirror images of each other

Tetrahedron	a 3D shape that has 4 triangular faces
Value	the numerical result or outcome of a calculation
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items
Vertex (plural: vertices)	a corner where 2 or more edges meet on a shape

Term 2 content map

Strand	Topic	Marks
CS: Counting and sequences	Using shapes and letters to represent addition and subtraction	2
	Numerical sequences and patterns	1
FDPR: Fractions, decimals, percentages and ratios	Converting between fractions and mixed numbers	1
	Representing fractions (including unit fractions) as division	3
	Estimate, add and subtract fractions (same denominators)	1
	Representing percentages	2
	Decimal and fractional sequences	2
	Estimate addition and subtraction of numbers with same decimal places	2
	Understanding ratios	1
INT: Integers, powers and operations	Using arithmetic laws	2
	Estimate, add and subtract with whole numbers and negative numbers	2
	Estimate, multiply and divide with up to 3-digit numbers	6
	Order of operations	2
PV: Place value, ordering and rounding	Place value up to 6-digit numbers	2
	Multiply and divide integers by 10, 100 and 1000	4
	Place value up to 4-digit numbers	2
GSP: Geometry, shape and position	Compound shapes, area and perimeter calculations	2
	Measuring and calculating perimeter and area	2
	Drawing and identifying 3D shapes in different orientations	1
	Angles on a straight line	2
	Knowledge of symmetry	1
	Understanding coordinates	1
	Using coordinates to make 2D shapes	2
TM: Time and measures	Different representations of time intervals	2
SP: Statistics and probability	Presenting categorical, discrete and continuous data	4
	Describing probability	1
	Probability experiments	2

Term 2 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

Angle	a figure that is formed by 2 lines that share a common endpoint
Area	the size of a flat surface
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Category	a group of things that have something in common
Certain	something that will definitely happen
Coordinate grid	a grid with 2 number lines meeting in the middle; it is used to locate points and for graphing data
Decimal	a number that has a whole and a fractional part, e.g. 0.3
Division	a mathematical operation in which a number is split into equal parts or groups
Equivalent	equal in force, amount or value
Explain	an instruction to prompt learners to write down their thoughts about how something works or what something is
Fraction	a numerical quantity representing a part or portion of something
Frequency	how often something happens
Frequency diagram	a visual representation of data that shows how often different values occur in a set
Impossible	not able to happen or be done
Improper fraction	a fraction where the numerator (top number) is greater than or equal to the denominator (bottom number)
Multiplication	adding the same number repeatedly
Parallelogram	a flat (2D) shape with 4 sides where opposite sides are equal and parallel
Percentage	a ratio or portion of a whole which is expressed as a number out of 100; it is shown by a % symbol
Probability	how likely something is to happen
Proper fraction	a fraction where the numerator (top number) is less than the denominator (bottom number)
Ratio	a way to compare 2 quantities expressed in numbers, e.g. 2 : 3
Rectilinear shape	a shape formed by straight lines
Represent	show
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Shade	to colour part of an object to make it look darker and different from the other parts
Square grid	a pattern made of squares which helps you visualise or calculate the size of a shape
Unlikely	not likely to be or happen; improbable
Value	the numerical result or outcome of a calculation
Vertex (plural: vertices)	a corner where 2 or more edges meet on a shape

Term 3 content map

Strand	Topic	Marks
CS: Counting and sequences	Numerical sequences – term-to-term rule	1
	Using shapes and letters to represent addition and subtraction	2
	Numerical sequences and patterns – calculating terms in sequences	1
	Numerical sequences and patterns (including square and triangular numbers)	2
FDPR: Fractions, decimals, percentages and ratios	Representing percentages as fractions	3
	Proper fractions, decimal and percentage equivalences	1
	Estimate, add and subtract fractions (different denominators)	2
	Estimate, multiply and divide unit fractions by integers	2
	Estimate, add and subtract numbers with same decimal places	1
	Estimate, multiply and divide numbers with 1 decimal place by integers	1
	Understanding proportion	1
INT: Integers, powers and operations	Addition and subtraction of integers (including negative numbers)	3
	Order of operations	2
	Estimate and multiply integers	3
	Estimate and divide integers (3 digits × 1 digit)	3
	Prime and composite numbers	2
	Divisibility rules and multiples of 4 and 8	1
	Recognising square numbers	2
PV: Place value, ordering and rounding	Rounding to nearest 1 decimal place	2
GSP: Geometry, shape and position	Classifying triangles	1
	Nets of a cube	2
	Classifying angles	1
	Transformations – translations and reflections	3
	Angles on a straight line	1
TM: Time and measures	Converting between 12- and 24-hour clocks	1
	Understanding intervals of time	1
	Expressing time using decimals and mixed units	1
SP: Statistics and probability	Presenting categorical, discrete and continuous data	2
	Describing data – the mode and the median	1
	Interpreting data	5
	Probability experiments	1

Term 3 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

Acute angle	an angle that measures greater than 0 degrees and less than 90 degrees
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Carroll diagram	a chart that sorts information (numbers, objects, etc.) into 4 categories based on yes/no questions or qualities
Composite number	a positive number (= larger than 0) that can be divided by positive numbers other than 1 and itself
Coordinates	a pair of numbers that show the exact position of a point on a graph
Decrease	to make smaller or lesser; subtract from
Diagram	a simple drawing or visual that explains what something is, what parts something has or how something works
Dot plot	a graph that shows information with the help of dots along a number line
Equilateral triangle	a triangle in which all 3 sides have the same length and all 3 angles have the same measure
Equivalent	equal in force, amount or value
Face (of a shape)	a flat surface on the outside of a 3D shape
Fraction	a numerical quantity representing a part or portion of something
Increase	to make larger or greater; add to
Isosceles triangle	a triangle with 2 sides that are the exact same length and with 2 opposite angles that measure the same
Median	the middle value number in a set of numbers arranged from smallest to largest or from largest to smallest, e.g. 6 is the median in 2, 4, 6, 8, 10
Mode	the number that appears most often in a set of numbers, e.g. 5 is the mode in 2, 3, 5, 4, 5, 5, 6, 5
Multiplication	adding the same number repeatedly
Negative number	any number that is less than 0; these numbers are to the left from the 0 on a number line and have a minus (–) in front of them
Net of a cube	a 2D visual of a cube that shows all 6 faces of a cube; it can be cut out and folded into a shape of a 3D cube
Obtuse angle	an angle that measures greater than 90 degrees and less than 180 degrees
Percentage	a ratio or portion of a whole which is expressed as a number out of 100; it is shown by a % symbol
Positive number	any number that is greater than 0; these numbers are to the right from the 0 on a number line
Prime number	a number that can only be divided by 1 or by itself, e.g. 13 and 17
Right angle	an angle which measures exactly 90 degrees, like the corner of a square
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use

Scalene triangle	a triangle in which all 3 sides have different lengths and all 3 angles have different measures
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Shade	to colour part of an object to make it look darker and different from the other parts
Square number	a number that is the result of multiplying an integer by itself
Symmetrical	when something has 2 similar halves which are mirror images of each other
Translate	moving a shape to another position without changing its size, shape or orientation
Triangular number	a number that can be represented as a triangular pattern, e.g. 10 (1 dot + 2 dots + 3 dots + 4 dots)
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items
Waffle diagram	a square grid which has a certain number of small squares; these can be coloured in order to show percentages or proportions

Year 6

Term 1 content map

Strand	Topic	Marks
CS: Counting and sequences	Using shapes and letters to represent addition and subtraction	2
	Numerical sequences and patterns (including square and triangular numbers)	3
FDPR: Fractions, decimals, percentages and ratios	Understanding the relationship between parts and wholes in percentages	1
	Equivalent fractions	2
	Representing fractions (including improper fractions) as division	2
	Proper fractions, decimal and percentage equivalences	3
	Improper fractions and mixed numbers	1
	Estimate, add and subtract fractions (same denominators)	1
	Estimate, multiply and divide unit fractions by integers	1
INT: Integers, powers and operations	Arithmetic properties and laws	2
	Estimate, add and subtract 3-digit whole numbers and negative numbers	2
	Estimation and multiply (5 digits × 2 digits)	4
	Estimation and divide (4 digits × 1 digit)	2
	Recognising square numbers	1
	Prime and composite numbers	1
	Common multiples and common factors	1
	Order of operations	1
PV: Place value, ordering and rounding	Composing and decomposing whole numbers and decimals	2
	Decimal place value – tenths, hundredths and thousandths	1
	Multiply and divide integers by 10, 100 and 1000	4
GSP: Geometry, shape and position	Using perimeter to calculate area in quadrilaterals	1
	Compound shapes, area and perimeter calculations	1
	Types of triangles and their features	1
	Types of angles and quadrilaterals and their properties	2
	Drawing, estimating and measuring angles	2
	Calculating angles in a triangle	1
	Relationship between 2D shapes and their coordinates on a plane	1

Strand	Topic	Marks
TM: Time and measures	Time intervals – hours, minutes, seconds, divisions of seconds	1
	Expressing time intervals as decimals	1
SP: Statistics and probability	Statistical enquiry	1
	Presenting categorical, discrete and continuous data	4
	Language of probability	2

Term 1 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

2D shape	a plane figure that can be drawn on a flat surface, e.g. a square or a circle
3D shape	a solid figure in which you can see a length, width and height
Acute angle	an angle that measures greater than 0 degrees and less than 90 degrees
Area	the size of a flat surface
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Carroll diagram	a chart that sorts information (numbers, objects, etc.) into 4 categories based on yes/no questions or qualities
Common denominator	a number that can be divided exactly by all the denominators in a group of fractions
Composite number	a positive number (= larger than 0) that can be divided by positive numbers other than 1 and itself
Coordinate grid	a grid with 2 number lines meeting in the middle; it is used to locate points and for graphing data
Coordinates	a pair of numbers that show the exact position of a point on a graph
Equilateral triangle	a triangle in which all 3 sides have the same length and all 3 angles have the same measure
Equivalent	equal in force, amount or value
Even number	a number that produces a whole number when divided by 2
Improper fraction	a fraction where the numerator (top number) is greater than or equal to the denominator (bottom number)
Irregular shape	a shape where sides and angles are not all equal in length
Isosceles triangle	a triangle with 2 sides that are the exact same length and with 2 opposite angles that measure the same
Kite	a flat (2D) shape with 4 sides where 2 pairs of sides are equal and it has 1 line of symmetry
Line of symmetry	a line that divides a shape into 2 identical halves
Mixed number	a number made up of a whole number and a fraction
Multiple	a number that can be divided by another number to produce a whole number
Multiplication	adding the same number repeatedly
Obtuse angle	an angle that measures greater than 90 degrees and less than 180 degrees
Odd number	a number that does not produce a whole number when divided by 2
Parallel	lines that are at a constant or fixed distance from each other so that they never meet
Parallelogram	a flat (2D) shape with 4 sides where opposite sides are equal and parallel
Percentage	a ratio or portion of a whole which is expressed as a number out of 100; it is shown by a % symbol

Perimeter	the total length around the side of a 2D shape; it can be calculated by adding up the lengths of all side
Place value	the value of a number decided by its position, for instance whether it is a one, a ten, a hundred, etc.
Prime number	a number that can only be divided by 1 or by itself, e.g. 13 and 17
Probability	how likely something is to happen
Quadrilateral	a flat shape with 4 straight sides
Rectangle	a flat (2D) shape with 4 sides and 4 right angles, where opposite sides are equal
Regular shape	a 2D shape with all sides of the same length and all angles of the same size
Right angle	an angle which measures exactly 90 degrees, like the corner of a square
Scalene triangle	a triangle in which all 3 sides have different lengths and all 3 angles have different measures
Scatter graph	a visual representation of data using dots to show the relationship between 2 variables
Square	a flat (2D) shape with 4 equal sides and 4 right angles
Square number	a number that is the result of multiplying an integer by itself
Subtraction	taking away a number or an amount from another number or amount to get a new total
Temperature	the measured amount of heat in a place or in the body
Tick	a symbol often used to mean 'yes' or that something is correct (✓)
Triangle	a flat (2D) shape with 3 straight sides and 3 corners
Triangular number	a number that can be represented as a triangular pattern, e.g. 10 (1 dot + 2 dots + 3 dots + 4 dots)
Variables	a number, amount or situation that can change
Venn diagram	a diagram which uses overlapping circles to show the logical relationships between 2 or more items
Vertex (plural: vertices)	a corner where 2 or more edges meet on a shape
Whole number	a number, such as 1, 3 or 17, that has no fractions and no digits after the decimal point

Term 2 content map

Strand	Topic	Marks
CS: Counting and sequences	Numerical sequences and patterns (including square and triangular numbers)	3
	Using shapes and letters to represent addition and subtraction	1
FDPR: Fractions, decimals, percentages and ratios	Comparing and ordering fractions, decimals and percentages	1
	Addition and subtraction of proper fractions	1
	Proper fractions, decimal and percentage equivalences	2
	Representing percentages as shapes	2
	Estimate addition and subtraction of decimals with different place values	2
	Estimate, multiply and divide proper fractions by integers	3
	Equivalent ratios	2
	Understanding ratios	1
INT: Integers, powers and operations	Addition and subtraction of 3-digit whole numbers (including negative numbers)	2
	Multiplication (5 digits × 2 digits)	2
	Division (4 digits × 1 digit)	2
	Common multiples and common factors	3
	Order of operations	3
PV: Place value, ordering and rounding	Decimal place value – tenths, hundredths and thousandths	1
	Multiply and divide integers and decimals by 10, 100 and 1000	2
	Rounding to nearest tenth or whole number	2
GSP: Geometry, shape and position	Understanding and classifying quadrilaterals	2
	Classifying angles	1
	Calculating angles in a triangle	1
	3D shapes and nets	2
	Reading coordinates	1
	Using coordinates to make 2D shapes	1
	Transformations – translations and reflections	3
TM: Time and measures	Different representations of time intervals	1
	Capacity and volume	1

Strand	Topic	Marks
SP: Statistics and probability	Presenting categorical and discrete data	2
	Interpreting categorical and discrete data	3
	Language of probability	1
	Probability experiments	1

Term 2 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

Acute angle	an angle that measures greater than 0 degrees and less than 90 degrees
At random	without method or conscious decision
Brackets	a pair of symbols ( ) used to group a calculation that should be performed first
Capacity	the amount that can be held in a particular space
Centimetre cubes	cubes with 1-centimetre edges
Certain	something that will definitely happen
Cuboid	a solid shape with 6 rectangular faces, 12 edges and 8 corners
Degree	a unit for measuring angles and temperature
Equipment	things made, or used, for a particular activity
Explain	an instruction to prompt learners to write down their thoughts about how something works or what something is
Fair spinner	a spinner where each possible outcome has the same likelihood of occurring
Frequency diagram	a visual representation of data that shows how often different values occur in a set
Impossible	not able to happen or be done
Litre	the basic unit of capacity (L or *l*)
Measuring jug	a container used to measure liquids
Minute	a unit of time equal to 60 seconds
Net of a prism	the 2D sketch of a prism
Obtuse angle	an angle that measures greater than 90 degrees and less than 180 degrees
Prism	a 3D object with 2 identical faces
Probability	how likely something is to happen
Pyramid	a 3D geometric shape with a polygonal base and triangular faces that meet at a point
Quadrilateral	a flat shape with 4 straight sides
Reflex angle	an angle that measures greater than 180 degrees but less than 360 degrees
Right angle	an angle which measures exactly 90 degrees, like the corner of a square
Rotated	turned around
Scales	a tool we use to find out how heavy something is
Second	a unit of time equal to 1 of the 60 equal parts of a minute
Side	a surface of an object
Square grid	a pattern made of squares which helps you visualise or calculate the size of a shape

Tape measure	a long strip used to measure length
Tetrahedron	a 3D shape that has 4 triangular faces
Thermometer	an instrument for measuring temperature
Translate	moving a shape to another position without changing its size, shape or orientation
Trapezium	a flat (2D) shape with 4 sides, where only 1 pair of sides is parallel
Triangular pyramid	a 3D geometric shape with 4 triangular faces all meeting at the vertices
Unlikely	not likely to be or happen; improbable
Vertex (plural: vertices)	a corner where 2 or more edges meet on a shape

Term 3 content map

Strand	Topic	Marks
CS: Counting and sequences	Counting forwards and backwards from any number, including negatives, fractions and decimals	1
	Completing numerical sequences with negative numbers	1
	Numerical sequences – term-to-term rule	2
FDPR: Fractions, decimals, percentages and ratios	Simplifying fractions	2
	Estimate addition and subtraction of fractions (different denominators)	2
	Estimate, multiply and divide proper fractions by integers	2
	Calculations with percentages	1
	Comparing and ordering fractions, decimals and percentages	2
	Estimate addition and subtraction of decimals with different place value	1
	Estimate, multiply and divide whole numbers by decimals	3
	Understanding direct proportion	1
	Equivalent ratios	1
INT: Integers, powers and operations	Estimate, add and subtract integers	2
	Order of operations	1
	Estimate, multiply and divide integers	4
	Recognising square and cube numbers	2
PV: Place value, ordering and rounding	Decimal place value – tenths, hundredths and thousandths	2
	Multiply and divide integers and decimals by 10, 100 and 1000	2
	Composing and decomposing whole numbers and decimals	2
	Rounding to nearest tenth or whole number	2
GSP: Geometry, shape and position	Classifying 2D shapes	1
	Parts of a circle	1
	Calculating area	1
	Understanding and calculating surface area	2
	Rotational symmetry	2
	Reading and plotting coordinates in all 4 quadrants	2
	Reflecting 2D shapes in mirror lines	1
	Angles on a straight line	2
TM: Time and measures	Converting between units of time using decimals and mixed units	1
SP: Statistics and probability	Interpreting categorical and discrete data	3
	Mutually exclusive events	1
	Probability experiments	1
	Problem solving with the mean	1

Term 3 glossary of keywords

For this year, these keywords can be clarified through examples and task demonstration as well as definitions.

Addition	the mathematical operation of combining numbers together
Angle	a figure that is formed by 2 lines that share a common endpoint
Area	the size of a flat surface
Calculate	finding out a new total by adding, subtracting, multiplying and/or dividing numbers
Centre	the middle point of a shape or object
Certain	something that will definitely happen
Circumference	the distance all the way around the edge of a circle
Coordinate grid	a grid with 2 number lines meeting in the middle; it is used to locate points and for graphing data
Cube	a solid shape with 6 equal square faces, 12 edges and 8 corners
Cuboid	a solid shape with 6 rectangular faces, 12 edges and 8 corners
Diameter	a line that goes straight across a circle through the middle
Direct proportion	when a number gets bigger, the other number also gets bigger at the same rate
Division	a mathematical operation in which a number is split into equal parts or groups
Equal	having the same (=) value or size
Fraction	a numerical quantity representing a part or portion of something
Identical	exactly the same
Increase	to make larger or greater; add to
Isosceles triangle	a triangle with 2 sides that are the exact same length and with 2 opposite angles that measure the same
Kite	a flat (2D) shape with 4 sides where 2 pairs of sides are equal and it has 1 line of symmetry
Mean	the average of a group of numbers; you find it by adding all the numbers and then dividing by how many numbers there are
Mirror line	the line in which a 2D shape can be reflected or which divides a shape into exactly 2 equal parts
Multiplication	adding the same number repeatedly
Mutually exclusive	when 2 things cannot happen at the same time
Net of a 3D shape	a flat (2D) outline that you can fold up to make a solid 3D shape
Number sequence	a list of numbers that follow a rule or pattern
Order of rotation	the number of times a shape looks the same when it turns all the way around (360°)

Parallel	lines that are at a constant or fixed distance from each other so that they never meet
Place-value table	a chart that shows the value of each digit in a number
Radius	a line from the centre of a circle to any point on its edge
Ratio	a way to compare 2 quantities expressed in numbers, e.g. 2 : 3
Rectangle	a flat (2D) shape with 4 sides and 4 right angles, where opposite sides are equal
Regular hexagon	a hexagon where all 6 sides and all 6 angles are the same
Rhombus	a flat, closed figure in which all 4 sides are equal in length and both pairs of opposite sides are parallel
Round (a number)	a way of simplifying a number to the nearest 10, 100 or another place to make it easier to use
Sequence	a particular order of events, objects or numbers in which some objects, events or numbers may be repeated
Square	a flat (2D) shape with 4 equal sides and 4 right angles
Subtraction	taking away a number or an amount from another number or amount to get a new total
Sum	the answer you get when you add numbers together
Surface area	the total area of all the outside 2D faces of a 3D shape
Trapezium	a flat (2D) shape with 4 sides, where only 1 pair of sides is parallel
Triangle	a flat (2D) shape with 3 straight sides and 3 corners
Vertex (plural: vertices)	a corner where 2 or more edges meet on a shape