## Mothe Makes Sense

## Maths Makes Sense

## 2

Medium-term plan

## Maths Makes Sense 2 Block 1

## End-of-block objectives

## Arithmetic 1

is Copy and calculate vertical additions and subtractions with up to 4-digit whole numbers (no 'tricky' columns)

$$
\begin{array}{r}
4321 \\
+\quad 245 \\
\hline 4566 \\
\hline
\end{array}
$$

is Copy and calculate addition, subtraction, multiplication and division Maths Stories with I-digit whole numbers, including zero, $\frac{1}{2}$ and $\frac{1}{4}$, e.g. $4-2+0+\frac{1}{2}+\frac{1}{2}=3$.

## Geometry

is Read information from grids to find the number of sticks, sides, lengths of sides and perimeter of closed shapes
is Identify a line of symmetry in 2D shapes
is Use the vocabulary 'line of symmetry' and 'not a line of symmetry'.

## Data and Measure

is Draw hands on a clock face to show the time to the quarter hour, e.g. quarter to six, five forty-five
is Read the time from an analogue clock to the quarter hour, saying it as o'clock or past/to the hour, e.g. quarter to six, and in hours and minutes, e.g. five forty-five
is Write the 12-hour time in figures, to the quarter hour, e.g. 5:45.

## Arithmetic 2

is Look at an embellished Real-Life Story involving addition, subtraction or multiplication and identify what the basic Real-Life Story is 'about', e.g. apples (I peeled one apple to make a pie. I peeled another two apples for the pie. My pie had three apples in it.)
放 Look at an embellished Real-Life Story involving addition, subtraction or multiplication and write the implied Maths Story, e.g. I + 2 = 3 (I peeled one apple to make a pie. I peeled another two apples for the pie. My pie had three apples in it.)

## Reasoning

is Know that the inverse of add is take away, and, for an addition Maths Story, write two related subtraction Maths Stories, e.g. for $3+2=5$, write $5-2=3$ and 5-3 = 2
is For an addition Maths Story, use the commutative law to write the related addition Maths Story, e.g. for $3+2=5$, write $2+3=5$
is For a multiplication Maths Story, use the commutative law to write the related multiplication Maths Story, e.g. for $2 \times 3=6$, write $3 \times 2=6$.

## Daily practice

is Practise writing vertical additions and subtractions with up to 4-digit whole numbers accurately
is Practise writing addition, subtraction, multiplication and division Maths Stories with I-digit whole numbers and zero, $\frac{1}{2}$ and $\frac{1}{4}$ accurately
is Practise adding or taking away 10 or 20 , and finding 10 or 20 more than or less than
is Order I- and 2-digit numbers on a number line.
is Chant the two, five and ten times tables from memory
is Recall multiplication facts for the two, five and ten times tables
is Copy and complete vertical additions and subtractions
is Copy and complete the Maths Story
in Draw short and long hands on clock faces
is Memorise the months of the year
is Memorise the number of days in each month
is Complete the questions on the ' $I$ can' pages in Progress Book 2A
is Discuss achievements in Progress Book 2A and fill in the chart

## Resources

## Maths Makes Sense Toolkit

is Whole cups, half cups, quarter cups, pupil tables, pupil whole, half and quarter cups, dm sticks, 0-११ Grid, place value cards, wooden stand

## Other

is Flipchart, lined exercise books, clock, I5-cm rulers, pencils, thin sticks, 2D cardboard, 3D shapes, scissors, colouring pencils

## Cross-curricular links

## Throughout the school day

is Data and Measure, Practice telling the time using analogue and digital clocks

## Throughout the school day

is Daily practice. Practice saying the $2 \times$, $5 \times$ and $10 \times$ tables

## Literacy

is Arithmetic. Look for any implied Maths Stories in story books.

## Key vocabulary

commutative law - context - difference between •embellished Real-Life Story • half past • inverse • line of symmetry • months of the year • o'clock • symmetry • quarter past • quarter to

## Maths Makes Sense 2 Block 2

## End-of-block objectives

## Arithmetic 1

is Copy and calculate vertical additions with up to 4 -digit whole numbers and a 'tricky' units column, using funny writing.

## Geometry

is Measure the length of sides of 2D shapes in millimetres, e.g. $\mathrm{AB}=45 \mathrm{~mm}$
is Draw and name diagonals of 2D shapes and measure them in millimetres, e.g. 'miss- one-corner, diagonal AB $=49 \mathrm{~mm}$
is Draw the symbol for a turn
is Recognise quarter turns in 2D shapes as right angles and draw the symbol for a right angle.

## Data and Measure

is Select and use measuring tools for length, to measure accurately in cm and in m
is Select and use measuring tools for mass, to measure accurately in g and in kg
in Select and use measuring tools for volume, to measure accurately in ml .

## Arithmetic 2

is Look at a Maths Story based on simple information from a grid, e.g.
I + $3=4$, and, for the Maths Story, say a basic Real-Life Story and say what the basic Real-Life Story is about, e.g. $(I+3=4)$ One pet add 3 pets equals four pets; the Real-Life Story is about pets

## Reasoning

is For a multiplication Maths Story, e.g. $3 \times 2=6$, use the inverse of 'multiply' to write two division Maths Stories, e.g. $6 \div 3=2$ and $6 \div 2=3$
is Write multiplication Maths Stories and division Maths Stories in a grid in preparation for long multiplication and division.
is Use times tables to complete a division Maths Stories, e.g. $18 \div 3=6$.

## Daily practice

is Practise addition facts selected at random
is Practise adding I-digit numbers to 8
is Practise adding I-digit numbers to 8, using a number line

动 Practise addition number pairs to 50 involving 8
is Add I-digit numbers to nine using cups
is Add I-digit whole numbers to nine
is Use a number line for addition strategies
is Order numbers and place them on a 0-११ grid
is Represent repeated addition and multiplication as arrays
is Practise number pairs with 2-digit totals
is Copy and complete vertical additions and subtractions
is Write 2-digit numbers in funny writing
is Copy and complete vertical additions with a tricky column
is Rapid practice of the two, five and ten times tables
is Chant the two times table in two ways
is Chant the ten times table in two ways
is Chant the five times table from memory
is Memorise multiplication facts
is Recognise a $£ 1$ coin as having the same value as 100 pence
is Read money amounts in pounds and pence, and identify the equivalent in pennies, as well as coins with the same value
is Measure lines in mm and record measurements
is Measure the length of sides in diagonals in mm
is Find explicit and implicit information on a grid
is Complete the questions on the 'I can' pages in Progress Book 2A
is Discuss achievements in Progress Book 2A and fill in the chart

## Resources

## Maths Makes Sense Toolkit

is Whole cups, place value cards, dm sticks, pupil whole cups

## Other

is Lined exercise books, flipchart and pen, pointer, squared paper
is $15-\mathrm{cm}$ ruler, two 50 p coins, one $£ 1$ coin, one hundred Ip coins in a clear bag, bag of one hundred Ip coins, bag of twenty Ip coins, $£ 1$ coin, 20p coin
is Little box made using PCM $13,5-\mathrm{ml}$ teaspoon, $10-\mathrm{ml}$ dessert spoon, 250-ml beaker, $6 \mathrm{I}-\mathrm{l}$ measuring jugs, 6 plastic cups, 6 funnels, 6 large bowls of water, six I-I transparent plastic containers of different shapes, each marked with three labelled lines - A at 800 ml , $B$ at 500 ml and C at 300 ml , six A4 stand-up cards marked with numbers I-6
is Resources listed on PCM 20

## Cross-curricular links

## Science, Design and Technology

is Data and Measure. Measure length in millimetres, mass in Kg and volume in millilitres. ICT
is Arithmetic. Use ICT to find Maths Stories from information in grids.

## PSCHE

於 Progress Books, 'I can' pages. Practise turn-taking and listening skills when discussing achievements in Progress Books.

## Key vocabulary

analogue scales • capacity• diagonal • digital scales • explicit information•funny writing• implicit information•length • mass • millilitre • millimetre • 'miss-one-corner' diagonal • one quarter of a full turn • right angle (spike turned through a right angle) • side • the inverse of times is 'divided by' • tricky units column • volume

## Maths Makes Sense 2 Block 3

## End-of-block objectives

## Arithmetic 1

is Copy vertical subtractions with up to 4-digit whole numbers and a 'tricky' units column
is Calculate vertical subtractions with up to 4-digit whole numbers and a 'tricky' units column using 'funny counting'.

31
8345
$-3227$
5118

## Geometry

is Recognise and name 2D faces in 3D shapes
is Recognise and name 2D faces in pictures of 3D shapes
is Use the vocabulary side and corner for 2D faces
is Use the vocabulary edge and vertex for 3D shapes

## Data and Measure

is Answer 'How many?' and 'Difference between' questions about information presented in a grid or bar chart by recognising related addition and subtraction Maths Stories.

## Arithmetic 2

is Say and write an addition Maths Story to partition a 2-, 3- or 4-digit whole number, e.g. write $3246=3000+200$ $+40+6$, and say: Three thousand, two hundred and forty-six equals three thousand, add two hundred, add forty, add six
is Read and copy mixed numbers accurately, e.g. copy $1 \frac{3}{4}$ and read it as one and three quarters
is Read subtraction Maths Stories as 'difference between' stories

## Reasoning

is For a simple word problem involving all four operations write what the basic Real-Life Story is about, e.g. pencils
is For a simple word problem, identify the correct operations and write the addition, subtraction, multiplication or division Maths Story, e.g. $12+7-10=9$
is Answer the question in a simple word problem involving addition, subtraction, multiplication or division.

## Daily practice

is Practise and memorise addition facts selected at random
is Practise and memorise addition facts with a focus on doubling and the two times table
is Practise and memorise addition facts up to 20
is Practise addition number pairs to 20
is Memorise the two times table
is Memorise multiplication facts
is Complete addition and multiplication Maths Stories to 20
is Memorise the names and number of sides for 2D shapes
is Read information from calendars
is Read, spell and write number names 'zero' to 'ten', eleven to twenty

动 Copy a grid
is Write 2-digit whole numbers using funny counting
is Name 2D shapes and write the number of sides
is Copy a bar chart
is Copy and complete vertical subtractions with a 'tricky' column
is Copy mixed numbers
is Recognise repeated addition and multiplication as Same Value: Different Appearance
is Recognise repeated subtraction and division as Same Value: Different Appearance
is Estimate lengths in metres
is Measure and estimate lengths in centimetres
is Measure objects using non-standard units
is Complete the questions on the 'I can' pages in Progress Book 2B
is Discuss achievements in Progress Book 2B and fill in the chart.

## Resources

## Cross-curricular links

## Maths Makes Sense Toolkit

is 0-११ Grid, place value cards, wooden stand, whole, half and quarter cups, pupil tables, pupil whole, half and quarter cups

## Other

is Lined exercise books, flipchart, 3D shapes with flat faces (no spheres or cylinders); one I dm by I dm square of card; one I m by I dm by I dm cube made with card, models of 2D shapes, including a rectangle and a pentagon, model of a cube, $15-\mathrm{cm}$ rulers, pencils, colouring pencils, cm -squared exercise books, plain paper, $30-\mathrm{cm}$ ruler

## Science, Design and Technology

is Data and Measure. Measure length in millimetres.

## Art, Design and Technology

is Geometry. Make models using named 3D shapes.

ICT
is Data and Measure. Use ICT to present and examine information in grids.

## Key vocabulary

corner•cube • doubling • edge • face • invisible and • Make the impossible-possible! • mixed number • partition • repeated addition • repeated subtraction • side • vertex

## Maths Makes Sense 2 Block 4

## End-of-block objectives

## Arithmetic 1

is Analyse and work with word problems associated with simple Real-Life Stories, e.g. write the Maths Stories

## Geometry

is Judge whether there is a line of symmetry or not on a 2D shape
is Draw an arc to show turning through an angle and draw a right angle symbol to show turning through a right angle
is Name and label faces in 3D shapes

## Data and Measure

is Write a cm length in dm and cm , e.g. $17 \mathrm{~cm}=1 \mathrm{dm} 7 \mathrm{~cm}$, and a mm length in cm and mm , e.g. $28 \mathrm{~mm}=2 \mathrm{~cm} 8 \mathrm{~mm}$
is Answer word problems by writing the change from $£ 1$.

## Arithmetic 2

is Complete different types of number puzzle
is Continue a sequence of numbers or shapes and describe the connection between the steps, e.g. for the sequence I, 4, 7, 10 , identify that the next two steps are 13,16 , and that each step is three larger than the previous step.

## Reasoning

is Write what the basic Real-Life Story in a simple word problem involving addition, subtraction, multiplication or division is about, e.g. pencils
is Write the addition, subtraction, multiplication or division Maths Story from the word problem, e.g. $12+7-10=9$
放 Answer the question in a simple word problem involving addition, subtraction, multiplication or division, e.g. There are $I 2$ pencils in a box. Julia puts 7 more pencils in the box. Alan takes out IO pencils. How many pencils are left in the box? (9)
is Say whether a division Real Story is Type I, e.g. six cups, divided by two cups, equals three, or Type 2, e.g. six cups, divided by two, equals three cups.

## Daily practice

is Practise finding complements of five
is Practise finding complements of ten
is See ' 5 ' within other I-digit numbers
is See I-digit numbers within ten
is Add numbers to 10 up to a total of 20
is Practise calculation strategies for the four operations
is Practise the four operations
is Recognise fractions of a whole
is Find one third and two thirds of quantities
is Practise division with remainders
is Practise recognising Type I and Type 2 Real Stories for division
is Draw a Real Story pictureand a Maths Story diagram
is Find a line of symmetry
is Find the missing number needed to make 10
is Investigate a general statement about a missing number Maths Story
is Find the missing numbers to complete a sequence
is Find the missing numbers to complete a multiplication or division Maths Story
is Draw the correct symbol to show whether or not an angle is a right angle
is Use the signs $=$, $>$ or <
is Find the missing tens or units number to complete a Maths Story
is Find the total value of the coins
is Practise bigger than, smaller than and equals
in Find, name and shade half of an object
is Use the inverse of 'times' to find two division Maths Stories
is Complete the questions on the 'I can' pages in Progress Book 2B

放 Discuss achievements in Progress Book 2B and fill in the chart.

## Resources

## Maths Makes Sense Toolkit

is Whole cups, half cups, quarter cups, $\frac{1}{2}$ card, $\frac{1}{4}$ card, $\frac{3}{4}$ card, dm sticks (optional), pupil tables, pupil whole cups

## Other

is Lined exercise books, cm-squared exercise books, plain paper, $15-\mathrm{cm}$ ruler, flipchart, cube, cuboid, metre stick (optional), colouring pencils

## Cross-curricular links

## ICT

is Geometry. Use programmable devices to make right-angle turns.

## History, Geography

is Data and Measure. Use coins from different countries, and historical coins in word problems.

Art
is Arithmetic. Make collages, 3D work, prints and drawings using patterns and sequences

## Key vocabulary

changing sequence/pattern • instruction • question • remainder • repeating sequence/pattern • sequence • think about the word problem! - type I division real story • type 2 division real story

## Maths Makes Sense 2 Block 5

## End-of-block objectives

## Arithmetic 1

is Calculate answers to one-step word problems using addition, subtraction, multiplication or division, e.g. use addition to work out how far a tortoise walks altogether if it walks 8 m and then 5 m .

## Geometry

is Recognise 2D shapes and polygons and name individual polygons
is Recognise and copy the names of 'special' triangles and quadrilaterals, e.g. equilateral, isosceles and right-angled triangles, squares and rectangles.

## Data and Measure

is Understand information presented in a simple bar chart or pictogram, and use related language, e.g. title, label, bar, symbol
is Answer simple questions and word problems relating to bar charts and pictograms, e.g. Which fruit was the most popular?

## Arithmetic 2

is Complete a variety of number puzzles
is Find halves and quarters of numbers and objects

## Reasoning

is Select and use appropriate measuring tools to solve word problems involving measures
is Use the 'Think About the Word Problem!' steps to solve real-life measuring problems, e.g. identify instructions and questions

## Daily practice

is Add I-digit whole numbers cumulatively
is Add and subtract I-digit whole numbers cumulatively
is Multiply, add and subtract I-digit whole numbers cumulatively
is Multiply, add and subtract I-digit and 2-digit whole numbers cumulatively
is Solve simple addition and subtraction equations
is Solve simple multiplication and division equations
is Round up and down to the nearest 10
in Compare the mass of five parcels
is Estimate the answers to calculations
is Estimate the weight of objects and order them
is Read a word problem and find the Maths Story to answer it
is Find the polygons
is Find information in a pictogram
is Name different types of triangles
is Complete number puzzles
is Colour half of the squares in a grid
is Answer a word problem
is Estimate a number of objects
is Find three quarters of a set of objects
is Time and compare the duration of events
is Create and describe number patterns
is Complete the questions on the 'I can' pages in Progress Book 2C
is Discuss achievements in Progress Book 2C and fill in the chart.

## Resources

## Maths Makes Sense Toolkit

is Whole cups, half cups, quarter cups, pupil whole cups, pupil tables, place value cards, dm sticks, wooden stand

## Other

is Lined exercise books, cm-squared exercise books, flipchart, blank cards, beads or counters, container, five labelled parcels, weighing scales, timer
is A range of measuring equipment (for measuring distance, mass, volume, time and direction), circular card directional compass (I per group), metre rules, (2 per group) or reel tape (m), playground chalk, colouring pencils, A3 paper, cooker, digital or analogue kitchen scales (marked in 25 g divisions), timer, wooden spoons, forks, cups, mixing bowl, $5-\mathrm{ml}$ teaspoon, paper cake cases and bun tins, measuring jugs or cylinders (marked in 100-ml divisions), measuring cylinders (marked in $5-\mathrm{ml}$ or $10-\mathrm{ml}$ divisions), funnels, plastic cups, fruit-flavoured squash, playground chalk, metre rulers, reel tape (m), modelling clay, $30-\mathrm{cm}$ rulers, $15-\mathrm{cm}$ ruler, I-litre container (milk or water)

## Cross-curricular links

## PSCHE

is Progress Books,'I can' pages. Practise turntaking and listening skills when discussing achievements in Progress Books.

## Art, Geography

is Geometry. Use special triangles to make collages of the school and grounds.

## ICT

is Data and Measure. Use ICT present and examine information in bar charts and pictograms.

## Key vocabulary

equilateral triangle - isosceles triangle - pictogram • polygon • right-angled triangle $\cdot$ rounding up • rounding down

## Maths Makes Sense 2 Block 6

## End-of-block objectives

## Arithmetic 1

is Copy addition and subtraction Maths Stories with up to 4-digit whole numbers as vertical additions or subtractions (with or without a 'tricky' first column) and calculate answers.

845
$845+154=\quad+\frac{154}{999}$
$544-325=\begin{array}{r}34^{\prime} 4 \\ -325 \\ \hline 219\end{array}$

## Geometry

is Recognise squares, rectangles, isosceles triangles and equilateral triangles in different orientations
is Recognise 3D shapes as 'polyhedra' or 'not polyhedra'
is Recognise prisms and pyramids
is Use nets to make 3D shapes and identify which nets make cubes

## Data and Measure

is Measure length in millimetres
is Record a measurement in mm , in cm and mm , in cm using a decimal point, and to the nearest $\mathrm{cm}, \mathrm{e} . \mathrm{g} .24 \mathrm{~mm}, 2 \mathrm{~cm} 4 \mathrm{~mm}$, 2.4 cm and 2 cm
is Read the time from an analogue clock for any five-minute interval, in hours and minutes, e.g. five forty, eleven thirty-five
is Write the I2-hour time for any fiveminute interval in figures, e.g. '5:40', ' $11: 35$ '
is Work out the time one hour after a 12-hour time, and record the new time in figures

## Arithmetic 2

is Use the vocabulary of place value, e.g. thousands, hundreds, tens and units
is Write the number shown on an abacus
is Sort odd and even numbers using Carroll and Venn diagrams

## Reasoning

is Use a multiplication Maths Story, e.g. $3 \times 4=12$, with Type I and Type 2 Real Stories, to write Maths Stories about thousand, e.g. $3000 \times 4=12000$ and $3 \times 4000=12000$; hundred, e.g. $300 \times 4=1200$ and $3 \times 400=1200$ and 'ty' e.g. $30 \times 4=\mathrm{I} 20$ and $3 \times 40=\mathrm{I} 20$
is Use the inverse of multiplication to complete division Maths Stories with I-digit, 2-digit, 3-digit and 4-digit whole numbers

## Daily practice

is Multiply two I-digit numbers using a calculator
is Recognise inequality
is Use symbols > and <
is Practise using a calculator with times tables
is Practise using a calculator for division
is Add I-digit and 2-digit numbers mentally
is Copy and calculate vertical additions and subtractions
is Measure in $\mathrm{mm}, \mathrm{cm}$ and mm , and to the nearest cm
is Estimate the size of objects and order them
is Put events in chronological order
is Write the 4-digit number shown on an abacus
in Tell the time on a clock face and in digits
is Estimate a number of objects
is Identify reflective symmetry in patterns
is Identify a symmetrical pattern on a chess board
is Identify time intervals that cross the hour
is Estimate the answers to calculations
is Time and compare the durations of events
is Write the time and the time one hour later
is Complete a Carroll diagram
is Complete the questions on the 'I can' pages in Progress Book 2C
is Discuss achievements in Progress Book 2C and fill in the chart.

## Resources

## Maths Makes Sense Toolkit

访 0-99 Grid

## Other

is Calculators, whiteboard calculator (optional), lined exercise books, flipchart, $15-\mathrm{cm}$ rulers, geared clock, A3 sheets of sugar paper (or non-white paper), scissors, glue, models of prisms, pyramids and any other polyhedra (any 3D shapes with flat faces), models of cones, spheres and cylinders and any other 3D shapes that are not polyhedra, colouring pencils

## Cross-curricular links

## Art, Design and Technology

is Geometry. Make models using shapes that are named 'polyhedra' and 'not polyhedra'.

## Science, Design and Technology

is Data and Measure. Measure length in centimetres and millimetres.

## Throughout the school day

is Data and Measure, Practice telling the time using analogue and digital clocks in five minute intervals.

## Speaking and listening

is Daily Practice. Practice mental addition of I- and 2-digit numbers (no tricky columns).

## Key vocabulary

abacus • approximate • Carroll diagram • horizontally • net • not odd • not even • polyhedra • polyhedron • prisms • pyramids • to the nearest centimetre • Venn diagram • vertically

