

**Term 1**

Week 1

- Unit 1**
- 1.1 Maths is everywhere
  - 1.2 Place value to hundred thousands
  - 1.3 Addition

Week 2

- Unit 2**
- 2.1 Subtraction
  - 2.2 Odd and even numbers
  - 2.3 Properties of odd and even numbers
  - 2.4 PS strategy: Finding smaller parts of a larger problem

Week 3

- Unit 3**
- 3.1 Place value and expanded notation
  - 3.2 Multiplication facts 2, 3, 5, 10
  - 3.3 Multiplication facts 4, 6, 8, 9
  - 3.4 PS strategy: Making an organised list

Week 4

- Unit 4**
- 4.1 Multiples using algorithms
  - 4.2 Collecting and organising data
  - 4.3 Multiplication using the area model
  - 4.4 Revision: Units 1–4

Week 5

**Unit 5** Investigation: Time of my life

Week 6

- Unit 6**
- 6.1 Modelling to solve problems
  - 6.2 Calculating with money
  - 6.3 Budgets
  - 6.4 PS strategy: Drawing a picture or diagram
  - 6.5 Assessment

Week 7

- Unit 7**
- 7.1 Reading graduated scales
  - 7.2 Measuring with litres and millilitres
  - 7.3 Converting litres and millilitres
  - 7.4 PS strategy: Working backwards

Week 8

- Unit 8**
- 8.1 Measuring with kilograms and grams
  - 8.2 Rounding to ten thousands
  - 8.3 Multiplication using the area model
  - 8.4 Revision: Units 6–8

Week 9

**Unit 9** Investigation: Plenty of pikelets

**Term 2**

- Unit 10**
- 10.1 Factors
  - 10.2 Line symmetry
  - 10.3 Symmetrical patterns
  - 10.4 PS strategy: Making a table or chart

- Unit 11**
- 11.1 Place value to tenths
  - 11.2 Tenths on a number line
  - 11.3 Measuring perimeter
  - 11.4 PS strategy: Acting out the problem

- Unit 12**
- 12.1 Calculating perimeter
  - 12.2 Area
  - 12.3 Area of irregular shapes
  - 12.4 Revision: Units 10–12

**Unit 13** Investigation: It's only natural

- Unit 14**
- 14.1 Describing possible outcomes
  - 14.2 Dependent and independent events
  - 14.3 Combining objects
  - 14.4 Assessment

- Unit 15**
- 15.1 Equivalent number sentences
  - 15.2 Addition
  - 15.3 Subtraction
  - 15.4 PS strategy: Guessing and checking

- Unit 16**
- 16.1 Picture graphs
  - 16.2 Multiplying and dividing by 10, 100, 1000
  - 16.3 Rounding using a target digit strategy
  - 16.4 PS strategy: Solving a simpler problem

- Unit 17**
- 17.1 Estimation strategies
  - 17.2 Grid references
  - 17.3 Maps, pathways and directions
  - 17.4 Revision: Units 14–17

**Unit 18** Investigation: Heritage hunt

**Term 3**

- Unit 19**
- 19.1 Addition
  - 19.2 Subtraction
  - 19.3 Column graphs
  - 19.4 PS strategy: Finding a pattern or using a rule

- Unit 20**
- 20.1 Picture graphs
  - 20.2 Comparing graphs
  - 20.3 Fractions on a number line
  - 20.4 Problem-solving practice

- Unit 21**
- 21.1 Equivalent fractions
  - 21.2 Angles
  - 21.3 Tessellation
  - 21.4 Revision: Units 19–21

**Unit 22** Investigation: Ripper rides

- Unit 23**
- 23.1 Turnarounds and friendly pairs
  - 23.2 Algorithms
  - 23.3 Fractions as division
  - 23.4 Assessment

- Unit 24**
- 24.1 Predicting possible outcomes
  - 24.2 Place value to hundredths
  - 24.3 Hundredths on a number line
  - 24.4 Problem-solving practice

- Unit 25**
- 25.1 Division facts 2, 3, 5, 10
  - 25.2 Division facts 4, 6, 8, 9
  - 25.3 Division
  - 25.4 Problem-solving practice

- Unit 26**
- 26.1 Place value and expanded notation
  - 26.2 Multiplication
  - 26.3 Inverse operations
  - 26.4 Revision: Units 23–26

**Unit 27** Investigation: Super sports stadium

**Term 4**

- Unit 28**
- 28.1 Addition and subtraction
  - 28.2 Division
  - 28.3 Mixed numerals
  - 28.4 Problem-solving practice

- Unit 29**
- 29.1 Mixed numerals and improper fractions
  - 29.2 Measuring with millimetres
  - 29.3 Millimetres, centimetres and metres
  - 29.4 Problem-solving practice

- Unit 30**
- 30.1 Quadrilaterals
  - 30.2 Combining shapes
  - 30.3 Converting units of time
  - 30.4 Revision: Units 28–30

**Unit 31** Investigation: Double trouble

- Unit 32**
- 32.1 Time (am and pm)
  - 32.2 Reading and interpreting timetables
  - 32.3 Time to the nearest minute
  - 32.4 Assessment

**Unit 33** Investigation: Movie marathon

**Unit 34** Maths puzzles and games

- Extra investigations**
- Investigation: Lengthy leaps
  - Investigation: Fraction fun
  - Investigation: Puzzling perimeters
  - Investigation: Angle art