

My Targets		
I can...	Target	Date
Number – Place Value		
1. Read, write, order and compare numbers to at least 1 000 000.		
2. Recognise the place value of each digit up to 1 000 000.		
3. Count forwards/backwards in powers of 10 from any giving number up to 1 000 000.		
4. Understand negative numbers and count forwards and backwards through zero.		
5. Round any number up to 1 000 000 to the nearest 10, 100, 1 000, 10 000 and 100 000.		
6. Solve number and practical problems using all the above.		
7. Read Roman numerals to 1000 and recognise years written in Roman numerals.		
Number – Addition and Subtraction		
8. Add whole numbers using column addition with more than four-digits.		
9. Subtract whole numbers using column subtraction with more than four-digits.		
10. Add and subtract mentally with increasingly large numbers e.g. $12\,462 - 2300 =$		
11. Use rounding to check my calculations and determine accuracy.		
12. Solve + multi-step problems deciding which operation/method to use and why.		
13. Solve – multi-step problems deciding which operation/method to use and why.		
Number – Multiplication and Division		
14. Multiply and divide numbers mentally drawing upon known facts.		
15. Identify multiples and factors of numbers.		
16. Find all factor pairs of a number.		
17. Find common factors of two numbers.		
18. Know and use the vocabulary: prime number, prime factor and composite number.		
19. Recall prime numbers to 19.		
20. Establish whether a number up to 100 is prime		
21. Use short multiplication to multiply numbers up to four-digits by a one-digit number.		
22. Use long multiplication to multiply numbers up to four-digits by a two-digit number		
23. Use short division to divide numbers up to four-digits by a one-digit number and use appropriate remainders for the context.		
24. Multiply whole numbers and decimals by 10, 100 and 1000.		
25. Divide whole numbers and decimals by 10, 100 and 1000.		
26. Recognise and use square and cube numbers.		
27. Solve \times problems using factors/multiples, squares and cubes.		
28. Solve \div problems using factors/multiples, squares and cubes.		
29. Solve problems with the four operations and a combination of these.		
30. Solve \times and \div problems including scaling by simple fractions and ratio.		
Number – Fractions (including Decimals)		
31. Compare and order fractions whose denominators are multiples of the same number.		
32. Identify and write equivalent fractions, represented visually, including tenths/hundredths.		
33. Recognise and convert improper fractions and mixed numbers.		

34. Add and subtract fractions with multiples of the same denominator.		
35. Multiply proper fractions and mixed numbers with whole numbers using materials and diagrams.		
36. Read and write decimals as fractions.		
37. Recognise thousandths and relate to tenths, hundredths and decimal equivalents.		
38. Round two decimal places to the whole number and to one decimal place.		
39. Read, write, order and compare numbers up to 3 decimal places.		
40. Solve problems involving numbers up to 3 decimal places.		
41. Recognise the % sign and understand it relates to 'number of parts per 100'.		
42. Write percentages as a fraction with a denominator 100 and as a decimals.		
43. Solve problems knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{2}{5}$, $\frac{4}{5}$ and also those fractions with a denominators of a multiple of 10 and 25.		
Measurement		
44. Convert between different units of metric measures:		
45. lengths – mm/cm/m/km		
46. mass – g/kg		
47. volume/capacity – ml/L		
48. Understand and use approximate equivalents between metric and imperial units such as inches, pounds and pints.		
49. Measure and calculate the perimeter of composite shapes with right angles in cm and m.		
50. Calculate and compare the area of rectangles (including squares) using standard units, cm^2 and m^2 .		
51. Estimate the area of irregular shapes.		
52. Estimate volume (e.g. using 1cm^3 blocks) and capacity (e.g. using water).		
53. Solve problems involving converting between units of time.		
54. Use the four operations to solve problems involving measure using decimals, including scaling.		
55. Properties of Shape, Position and Direction		
56. Identify 3-D shapes, including cubes and other cuboids, from 2-D representations.		
57. Know that angles are measured in degrees.		
58. Estimate and compare acute, obtuse and reflex angles.		
59. Draw given angles and measure them in degrees.		
60. Identify:		
61. Angles at a point and one 1 whole turn = 360°		
62. Angles at a point on a straight line and $\frac{1}{2}$ a turn = 180°		
63. Other multiples of 90°		
64. Use the properties of a rectangle to find missing length and angles.		
65. Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.		
66. Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, knowing that the shape doesn't change.		
67. Statistics		
68. Solve comparison, sum and difference problems using information presented in a line graph.		
69. Complete, read and interpret information in tables, including timetables.		