B I C3	Understand the order that a calculation needs to be carried out, including using brackets. Round any whole number to a required degree of accuracy, e.g. nearest hundred, thousand, and use this to help solve problems.	1 20 20% 1 25 25% 25% 1 333 33.3% 1 50 50%	Match fractions to equivalent decimals and percentages in different contexts. Solve problems involving the calculation of percentages (eg. 15% of 360).	
-2 -1 0 1 2.	Use negative numbers in context and calculate intervals across zero.		Solve ratio and proportion problems using fractions.	
	Solve addition and subtraction multi-step problems in context.		Compare and order a set of fractions with different denominators.	
2. 4 3 x 7 1 7. 0 1	Multiply one-digit numbers with up to 2 dp by whole numbers.		Work out equivalent fractions and use this knowledge to add and subtract fractions.	
17 r 19 31 546 31↓ 236 217 19	Divide up to four digits by a 1 or 2-digit number using a formal written method of division. Interpret answer using a remainder, fraction or decimal (up to 2 dp).	Weight 1 tonne = 1000 kilograms 1 kilogram = 1000 grams 1 gram = 1000 milligrams	Use, read, write and convert between standard units, including using decimal notation up to 3 decimal places.	
NAME OF THE PROPERTY OF THE PR	Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.	$\begin{array}{c c} & & & \\ & & & \\$	Use simple formulae to solve basic algebra calculations.	
X 6 4 1 4 1 6 2 4 0	Multiply multi-digit numbers by a 2 digit number using the formal written method.		Interpret and construct pie charts and line graphs and use these to solve problems.	
	Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.	Mean - Average Add and divide by number of data	Calculate and interpret the mean as an average.	
triangle pentagon hexagon cube sphere rectangular prism	Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons.		Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.	