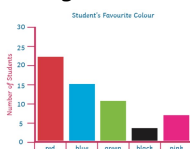


y4

Number

In Year 4 measurement, following White Rose Maths, pupils learn to convert between different units of measure, such as kilometers and meters, and grams and kilograms. They calculate perimeter and area of various shapes and solve problems involving time, including reading timetables and converting between units of time.



Statistics

In Year 4 geometry, following White Rose Maths, pupils explore the properties of 2D and 3D shapes, including identifying and comparing angles such as right, acute, and obtuse. They learn to measure and draw angles accurately and describe positions on a grid using coordinates in the first quadrant.

Measurement



In Year 4 statistics, following White Rose Maths, pupils learn to interpret and construct bar charts, pictograms, and tables. They use these to collect, organize, and present data, developing skills to answer questions and solve problems based on the information.

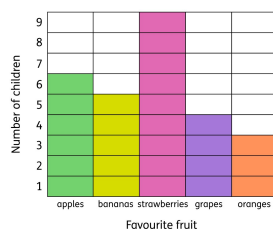
Geometry

y3

Number

In Year 3 measurement, following White Rose Maths, pupils learn to measure, compare, and add or subtract lengths, mass, and volume using standard units. They tell the time to the nearest minute, use both digital and analogue clocks, and solve problems involving time. Pupils also begin to measure the perimeter of simple 2D shapes and work with money, converting between pounds and pence and solving practical problems.

Measurement



Statistics

In Year 3 statistics, following White Rose Maths, pupils learn to interpret and present data using bar charts, pictograms, and tables. They collect and organise data, then use it to answer questions, including those involving comparison, sums, and differences.

In Year 3 geometry, following White Rose Maths, pupils identify and describe the properties of 2D and 3D shapes, including the number of sides, vertices, edges, and faces. They recognise angles as a property of shapes and identify right angles. Pupils also begin to understand and describe position and direction, including turns and using vocabulary such as clockwise and anti-clockwise.

Geometry

