



Wightwick Hall High School Maths Long Term Plan



2025-2026

Discoverers/Navigators/Pathfinders/Pioneers

Entry Level 1 Maths Curriculum						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Number Basic Four operations Sequences Units of Measure	Four Operations Fractions, Decimals & Approximation Money - recognising Monday - calculation	2D/3D Shape Properties Shape - Position Data Handling Time	Four Operations Percentages Sequences Measure Time	Four Operations Fractions & Decimals Money - recognizing	Time Measure Data Handling Money Shape Properties
Pre-Teaching Assessment Suggestions	Baseline check of number recognition to 20 Practical assessment of adding and subtracting single-digit numbers Identifying simple repeating patterns Recognising basic measuring equipment (ruler, scales, jug)	Practical addition/subtraction using concrete objects Check recognition of simple fractions ($\frac{1}{2}$, $\frac{1}{4}$) Matching coins to values Solving simple money-based calculation tasks with support	Identifying 2D shapes from a selection Matching 3D shapes to real objects Reading simple pictograms Recognising 'o'clock' on analogue clocks	Recall of addition/subtraction facts within 10 Identifying everyday percentages (0%, 50%, 100%) Continuing simple number sequences Recognising standard units (cm, m, g, kg)	Identifying fractions of shapes Reading and matching simple price tags Ordering coins by value	Telling time to the hour Sorting items by length/weight Reading simple block charts Recognising coins in real-life contexts
'Step On' Knowledge-Embedded literacy work and weekly class reading sessions.	Counting reliably to 20 Understanding "more", "less", "same" Using objects to add/subtract Recognising everyday units such as length and weight	Recognising halves and quarters in shapes Using coins to make small amounts Approximating which number is closest Understanding value in simple money situations	Naming common 2D and 3D shapes Understanding basic position (in, on, under, next to) Reading simple pictograms and tally charts Recognising 'o'clock' times	Solving simple addition/subtraction independently Identifying percentages in familiar contexts Completing simple number sequences Comparing lengths, weights, capacities Reading 'o'clock' and attempting half past	Recognising simple fractions of shapes Understanding coin values Counting coins to solve simple money problems	Telling the time to the hour Collecting data using tallies Sorting and describing shapes and objects



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'Extending up' Knowledge	<p>Adding/subtracting within 20</p> <p>Recognising odd/even numbers</p> <p>Measuring using standard units with some accuracy</p>	<p>Adding coins to make higher totals</p> <p>Comparing fractions ($\frac{1}{2}$ vs $\frac{1}{4}$)</p> <p>Rounding amounts to the nearest 10p</p>	<p>Describing shape properties (edges, vertices)</p> <p>Interpreting pictograms with a key</p> <p>Sequencing events using time vocabulary</p>	<p>Solving one-step word problems</p> <p>Identifying simple percentages of amounts (50% of 10, etc.)</p> <p>Reading half past on analogue clocks</p>	<p>Using coins to give simple change</p> <p>Recognising decimal tenths in practical contexts (e.g., metre sticks)</p>	<p>Telling time to half past</p> <p>Creating their own data charts</p> <p>Identifying 3D shapes in real-world environments</p>
Cross Curricular Links	<p>DT: Measuring ingredients and materials</p> <p>PE: Counting repetitions and sequences</p>	<p>PSHE: Understanding money, spending, choices</p> <p>Art: Fractions through shape-based pictures</p>	<p>Computing: Interpreting simple data sets</p> <p>Geography: Map symbols and position language</p>	<p>Science: Measuring simple quantities</p> <p>Food Tech: Timing and measuring ingredients</p>	<p>Enterprise: Pricing and selling items</p> <p>English: Following instructions involving numbers</p>	<p>Outdoor Learning: Collecting data outdoors</p> <p>Life Skills: Reading times for routines</p>
Careers in the Curriculum Opportunities	<p>Shop worker: Counting stock</p> <p>Builder: Measuring materials</p>	<p>Cashier: Recognising money</p> <p>Chef: Measuring ingredients and fractions in recipes</p>	<p>Designer: Using shapes</p> <p>Data assistant: Organising simple information</p>	<p>Warehouse worker: Using measures</p> <p>Retail: Understanding percentages in sales</p>	<p>Bank staff: Recognising coins and values</p> <p>Market stall worker: Handling money</p>	<p>Bus driver: Understanding timetables</p> <p>Surveyor: Collecting simple data outdoors</p>
LOtC Opportunities	<p>Shape and pattern hunt around the school</p> <p>Measuring natural items (leaves, sticks)</p>	<p>Visit to a local shop to identify coins and prices</p> <p>Outdoor number trail</p>	<p>Shape hunt using the playground equipment</p> <p>Collecting data about weather or classroom choices</p>	<p>Measuring distances outdoors</p> <p>Timing activities (how long to walk to the gate, etc.)</p>	<p>Money role-play market outdoors</p> <p>Fractions using outdoor materials (stones, sticks)</p>	<p>Data collection around the school (favourite places, traffic survey)</p> <p>Time-telling trail around the grounds</p>



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Entry Level 2 Maths Curriculum						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Number Basic Four operations Sequences Units of Measure	Four Operations Fractions, Decimals & Approximation Money - recognising Monday - calculation	2D/3D Shape Properties Shape - Position Data Handling Time	Four Operations Percentages Sequences Measure Time	Four Operations Fractions & Decimals Money - recognizing	Time Measure Data Handling Money Shape Properties
Pre-Teaching Assessment Suggestions	Assess number recognition to 100 Check ability to count in 2s, 5s and 10s Identify understanding of place value (tens/ones) Practical assessment of using rulers and comparing lengths	Identify strategies for addition/subtraction using number lines Recognise basic fractions ($\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$) Identify decimal place value to one decimal place Check ability to recognise coins and notes up to £20	Identify 2D shape names and some properties Recognise common 3D objects Read simple data tables and pictograms Tell time to the nearest half hour	Quick-fire number fact recall (within 20) Know simple percentages (50%, 25%, 10%) in real-life contexts Continue number sequences involving steps of 2, 5 and 10 Read analogue clocks to half past and quarter past/quarter to	Add and subtract 2-digit numbers Compare and order simple decimals Recognise fractional parts in real-world scenarios (pizza, shapes) Identify coin combinations to make £1 and £2	Read and record times using analogue and digital clocks Compare weight, length and capacity using standard units Interpret block diagrams and tally charts Identify everyday 2D/3D shapes in the environment
'Step On' Knowledge-Embedded literacy work and weekly class reading sessions.	Understanding tens and ones Using number lines for addition and subtraction Identifying simple number patterns Measuring using cm, m, g, kg with increasing accuracy	Solving 2-digit addition and subtraction with support Recognising simple fractions of amounts Understanding decimal notation to one decimal place Using coins/notes to solve simple money problems	Naming and describing common 2D and 3D shapes Understanding positional language and simple coordinates Reading simple tables, pictograms and bar charts Telling time to the nearest half hour	Using mental strategies for addition/subtraction Identifying simple percentages in real-life contexts Completing number sequences to 100 Comparing and ordering standard measures Reading times in 15-minute intervals	Using multiplication as repeated addition Recognising simple decimal-fraction equivalence Adding coin values to find totals and simple change	Telling time using digital clocks Recording and interpreting data using tally charts Identifying shapes in environments and sorting by properties



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'Extending up' Knowledge	<p>Adding and subtracting 2-digit numbers independently</p> <p>Understanding place value to 1000 (where appropriate)</p> <p>Measuring using mixed units (cm/m, g/kg)</p>	<p>Solving simple two-step word problems</p> <p>Comparing fractions and decimals</p> <p>Rounding to the nearest 10</p> <p>Calculating totals and change up to £10</p>	<p>Identifying symmetry in shapes</p> <p>Describing shape properties in more detail (edges, vertices, faces)</p> <p>Drawing and interpreting simple bar charts</p> <p>Reading time to quarter to/past</p>	<p>Using percentages in money/real-life scenarios (10% off, 50% off)</p> <p>Working with 3-digit sequences</p> <p>Estimating and checking using inverse operations</p> <p>Reading time to 5-minute intervals</p>	<p>Solving money problems involving mixed coins and notes</p> <p>Comparing and ordering decimals</p> <p>Understanding fraction-decimal-percentage equivalence</p>	<p>Creating their own data collection and presenting findings</p> <p>Converting between 12-hour and 24-hour time</p> <p>Recognising nets of 3D shapes</p>
Cross Curricular Links	<p>PE: Timing activities and counting repetitions</p> <p>Science: Measuring lengths and distances</p> <p>Computing: Simple sequencing</p>	<p>PSHE: Money, budgeting and value</p> <p>Art: Fractions through shape design</p> <p>Food Tech: Measuring ingredients</p>	<p>Geography: Map reading and position</p> <p>Computing: Data handling and simple graphs</p> <p>DT: Recognising and using shapes in construction</p>	<p>Science: Measuring temperature and simple data recording</p> <p>PE: Timing events and calculating improvements</p> <p>Humanities: Using timelines</p>	<p>Enterprise: Handling money for simple sales</p> <p>English: Following multi-step instructions using number</p>	<p>Outdoor Learning: Data collection outdoors</p> <p>Life Skills: Reading timetables and schedules</p> <p>Art: Shape and pattern exploration outdoors</p>
Careers in the Curriculum Opportunities	<p>Builder: Measuring lengths and units</p> <p>Warehouse roles: Counting and organising stock</p>	<p>Retail: Recognising money and calculating totals</p> <p>Chef: Fractions, weighing, timing</p>	<p>Designer: Shape and pattern work</p> <p>Data roles: Organising simple information</p>	<p>Retail/Business: Percentages and sales</p> <p>Transport: Reading timetables and time intervals</p>	<p>Banking/Finance basics: Counting money and simple transactions</p> <p>Office admin: Sorting and organising numerical information</p>	<p>Public transport roles: Understanding time systems</p> <p>Surveyor/environmental roles: Collecting data outdoors</p>
LOtC Opportunities	<p>Outdoor measurement tasks (lengths, distances)</p>	<p>Real-life money exploration in a local shop</p>	<p>Shape identification walk</p> <p>Collecting simple data through surveys</p>	<p>Measuring time for walking/jogging routes</p>	<p>Running an outdoor mock 'shop' or market</p>	<p>Outdoor data collection (traffic, birds, weather)</p>



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	Number trail around the school	Outdoor fraction and shape hunt	(favourite playground areas)	Estimating and measuring outdoor objects	Using real-world shapes and objects in the environment	Time-telling trail using outdoor clocks or checkpoints
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Entry Level 3 Maths Curriculum						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Number Basic Four operations Sequences Units of Measure	Four Operations Fractions, Decimals & Approximation Money - recognising Monday - calculation	2D/3D Shape Properties Shape - Position Data Handling Time	Four Operations Percentages Sequences Measure Time	Four Operations Fractions & Decimals Money - recognizing	Time Measure Data Handling Money Shape Properties
Pre-Teaching Assessment Suggestions	Assess understanding of place value up to 1000 Check confidence with written and mental methods for + / - Identify ability to continue more complex sequences (2s, 5s, 10s, 25s, 50s) Assess ability to measure accurately using rulers, scales, jugs	Diagnostic check on multiplication/division facts (2, 5, 10) Assess recognition of FDP equivalences ($\frac{1}{2} = 0.5$, $\frac{1}{4} = 0.25$) Check ability to round to nearest 10 / 100 Practical money task: calculate totals and simple change	Identify understanding of angles (right angle, acute, obtuse) Check knowledge of coordinates in the first quadrant Reading and interpreting bar charts and pictograms Telling the time to the nearest 5 minutes	Assess competency with multiplication/division using written methods Check understanding of % equivalence and simple percentage problems Continue sequences with mixed steps (3s, 4s, 6s) Compare measures using appropriate units Read timetables (school day, bus, TV guide examples)	Solve multi-step calculations Compare and order fractions/decimals Calculate costings using catalogues/menus Create bills and calculate totals independently	Tell time using 12- and 24-hour formats Convert between common units (cm → m, g → kg, minutes → hours) Interpret and create data sets Identify shapes from nets Apply all skills in functional real-life scenarios
'Step On' Knowledge-Embedded literacy work and weekly class reading sessions.	Secure understanding of place value to 1000 Confident use of number lines and written +/- methods Identify and generate sequences with consistent steps Use rulers/scales with increasing accuracy	Perform multiplication/division using arrays or written methods Compare fractions and decimals Estimate and round numbers to nearest 10 or 100	Identify 2D/3D shape properties including angles Use coordinates in the first quadrant Interpret data using bar charts/tables Tell the time to the nearest 5 minutes	Solve one-step and two-step word problems Apply percentages to real-life problems (10%, 25%, 50%) Complete number sequences with larger steps Use standard measures confidently	Solve real-life money problems independently Understand and convert between FDP representations Compare costs and make financial decisions	Tell time using 24-hour notation Collect and interpret their own data Recognise nets of 3D shapes Apply maths skills in functional contexts



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		Calculate totals and change in real-life contexts		Read simple timetables		
'Extending up' Knowledge	<p>Multiplying/dividing 2-digit numbers</p> <p>Completing sequences with mixed operations</p> <p>Measuring using mixed units (mm/cm, cm/m)</p>	<p>Solving multi-step FDP problems</p> <p>Rounding to nearest whole number, 0.5, or significant figure</p> <p>Working with money budgets and constraints</p>	<p>Calculating perimeter and simple area</p> <p>Plotting and interpreting coordinates</p> <p>Interpreting grouped data</p>	<p>Solving percentage problems involving increases/decreases</p> <p>Using inverse operations to check work</p> <p>Understanding and applying scale</p>	<p>Comparing FDP using inequality symbols</p> <p>Creating multi-step financial calculations (bills, discounts, totals)</p>	<p>Converting between a wide range of units</p> <p>Constructing bar charts independently</p> <p>Identifying 3D shapes from complex nets</p>
Cross Curricular Links	<p>DT: Precision measuring for projects</p> <p>Computing: Algorithms and sequences</p>	<p>PSHE: Budgeting, spending, saving</p> <p>Food Technology: Weights, fractions, timings</p>	<p>Geography: Coordinates and mapping</p> <p>Science: Recording data from experiments</p>	<p>PE: Timing events, calculating improvements</p> <p>Humanities: Reading timelines and historical sequences</p>	<p>Enterprise: Costing products for market stalls</p> <p>English: Numeracy within instruction texts</p>	<p>Outdoor learning data projects</p> <p>Life Skills: Reading transport timetables and shopping lists</p>
Careers in the Curriculum Opportunities	<p>Construction: Measurement and accuracy</p> <p>Warehousing: Stock counting and sequence work</p>	<p>Retail: Calculating totals, change, and discounts</p> <p>Catering: Fractions, decimals, timing</p>	<p>Engineering/Design: Shape and space understanding</p> <p>Data roles: Graph interpretation</p>	<p>Business/Shop roles: Percentage discounts and sales</p> <p>Transport: Time schedules, route planning</p>	<p>Finance: Budgets, comparing costs</p> <p>Admin: Data handling and organisation</p>	<p>Public Services: Reading timetables</p> <p>Surveying: Measuring and recording field data</p>
LOtC Opportunities	<p>Measuring distances around school</p> <p>Number and sequence trails</p>	<p>Visit to café/shop to calculate totals</p> <p>Fraction and shape trails</p>	<p>Coordinate tasks using playground maps</p> <p>Data collection around school (traffic, choices, weather)</p>	<p>Timing outdoor activities (laps, walking routes)</p> <p>Measuring objects and spaces outdoors</p>	<p>Real-life budgeting in outdoor market role-play</p> <p>Using outdoor shapes/objects for FDP comparisons</p>	<p>Collecting and analysing outdoor data</p> <p>Time-telling trail using checkpoints around school</p>