

Year 1/2 Maths' Pathway (WRM)

Place value (within 10)

Count to **ten**, forwards and backwards, beginning with 0 or 1, or from any given number.

Count, read and write numbers to **10** in numerals and words.

Given a number, identify one more or one less.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Read and write numbers to at least 100 in numerals and in words.

Recognise the place value of each digit in a two digit number (tens, ones).

Identify, represent and estimate numbers using different representations including the number line.

Compare and order numbers from 0 up to 100; use <, > and = signs.

Use place value and number facts to solve problems.

Count in steps of 2, 3 and 5 from 0, and in tens from any number, forward and backward.

Number: Addition and Subtraction (within 10)

Represent and use number bonds and related subtraction facts **within 10**.

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

Add and subtract one digit numbers to **10**, including zero.

Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations and missing number problems.

Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100.

Add and subtract numbers using concrete objects, pictorial representations, and mentally, including: a two digit number and ones; a two-digit number and tens; two two-digit numbers; adding three one-digit numbers.

Show that the addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot.

Solve problems with addition and subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures, applying their increasing knowledge of mental and written methods.

Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Geometry: Shape

Recognise and name common 2-D shapes, including: (for example, rectangles (including squares), circles and triangles)

Recognise and name common 3-D shapes, including: (for example, cuboids (including cubes), pyramids and spheres.)

Identify and describe the properties of 2-D shapes, including the number of sides and line symmetry in a vertical line.

Identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces.

Identify 2-D shapes on the surface of 3-D shapes, [for example, a circle on a cylinder and a triangle on a pyramid.]

Compare and sort common 2-D and 3-D shapes and everyday objects.

Count to **twenty**, forwards and backwards, beginning with 0 or 1, from any given number.

Count, read and write numbers to **20** in numerals and words.

Given a number, identify one more or one less.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Number: Place value (within 20)

Number: Addition and Subtraction (within 20)

Represent and use number bonds and related subtraction facts within 20.

Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.

Add and subtract one-digit and two-digit numbers to 20, including zero.

Solve one step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as $7 = \square - 9$.

Place value (within 50)

Count to **50** forwards and backwards, beginning with 0 or 1, or from any number.

Count, read and write numbers to **50** in numerals.

Given a number, identify one more or one less.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Count in multiples of twos, fives and tens.

Measurement : Length and Height

Measure and begin to record lengths and heights.

Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.

Compare and order lengths, mass, volume/capacity and record the results using >, < and =

Measurement: Weight and Volume

Measure and begin to record mass/weight, capacity and volume.

Compare, describe and solve practical problems for mass/weight, [for example, heavy/light, heavier than, lighter than]; capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.

Compare and order lengths, mass, volume/capacity and record the results using >, < and =

Number: Multiplication and Division

Count in multiples of twos, fives and tens.

Solve one step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods and multiplication and division facts, including problems in contexts.

Show that the multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.

Number: Fractions

Recognise, find and name a half as one of two equal parts of an object, shape or quantity.

Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity.

Compare, describe and solve practical problems for: lengths and heights (for example, long/short, longer/shorter, tall/short, double/half)

Compare, describe and solve practical problems for: mass/weight (for example, heavy/light, heavier than, lighter than); capacity and volume [for example, full/empty, more than, less than, half, half full, quarter]

Measurement : Money

Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value.

Find different combinations of coins that equal the same amounts of money.

Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

Recognise and know the value of different denominations of coins and notes.

Place value (within 100)

Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.

Count, read and write numbers to 100 in numerals.

Given a number, identify one more and one less.

Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than, most, least.

Geometry: Position and Direction

Describe position, direction and movement, including whole, half, quarter and three quarter turns

Use mathematical vocabulary to describe position, direction and movement including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

Order and arrange combinations of mathematical objects in patterns and sequences

Measurement: Time



Sequence events in chronological order using language [for example, before and after, next, first, today, yesterday, tomorrow, morning, afternoon and evening].

Recognise and use language relating to dates, including days of the week, weeks, months and years.

Tell the time to the hour and half past the hour and draw the hands on a clock face to show these times.

Compare, describe and solve practical problems for time [for example, quicker, slower, earlier, later]

Measure and begin to record time (hours, minutes, seconds)

Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.

Know the number of minutes in an hour and the number of hours in a day.

Compare and sequence intervals of time.

Recognise, find, name and write fractions $\frac{1}{3}$, $\frac{1}{4}$, $\frac{2}{4}$ and $\frac{3}{4}$ of a length, shape, set of objects or quantity.

Write simple fractions for example, $\frac{1}{2}$ of 6 = 3 and recognise the equivalence of $\frac{2}{4}$ and $\frac{1}{2}$.

New vocabulary

Number	Pair
Zero, one, two, three to twenty, and beyond	Units, ones, tens
None	Ten more/less
Count (on/up/to/from/down)	Digit
Before, after	Numeral
More, less, many, few, fewer, least, fewest, smallest, greater, lesser	Figure(s)
Equal to, the same as	Compare
Odd, even	(In) order/a different order
	Size
	Value
	Between, halfway between
	Above, below

Number bonds, number line	how much more is...?
Add, more, plus, make, sum, total, altogether	Subtract, take away, minus
Inverse	How many fewer is...than...? , how much less is...?
Double, near double	
Half, halve	
Equals, is the same as (including equals sign)	
Difference between	
How many more to	

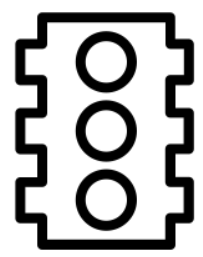
Odd, even	Array, row, column
Count in twos, threes, fives	Double, halve
Count in tens (forwards from/backwards from)	Share, share equally
How many times?	Group in pairs, threes, etc.
Lots of, groups of	Equal groups of
Once, twice, three times, five times	Divide, divided by, left, left over
Multiple of, times, multiply, multiply by	
Repeated addition	

Full, half full, empty	right, straight
Holds	Bottom, direction, pathway
Container	Today, yesterday, tomorrow
Weigh, weights, balances	Before, after
Heavy, heavier, heaviest, light, lighter, lightest	Next, last
Scales	Now, soon, early, late
Time	Quick, quicker, quickest, quickly, fast, faster, fastest, slow, slower, slowest, slowly
Days of the week: Monday, Tuesday, etc.	Old, older, oldest, new, newer, newest
Seasons: spring, summer, autumn, winter	Takes longer, takes less time
Day, week, month, year, weekend	How long ago?, how long will it take to...?, how long will it take to...?, how often?
Birthday, holiday	Always, never, often, sometimes, usually
Morning, afternoon, evening	Once, twice
	First, second, third, etc.

Position	Direction
Over, under, underneath, above, below, top, bottom, side	Journey
on, in, outside, inside	Left, right, up, down, forwards, backwards, sideways
around, in front, behind	Across
Front, back	Close, far, near
Before, after	Along, through
Beside, next to, Opposite	To, from, towards, away from
Apart	Movement
Between, middle, edge, centre	Slide, roll, turn, whole turn, half turn
Corner	Stretch, bend

Group, sort	Direction
Cube, cuboid, pyramid, sphere, cone, cylinder, circle, triangle, square	Left, right, up, down, forwards, backwards, sideways
Shape	Across
Flat, curved, straight, round	Close, far, near
Hollow, solid	Along, through
Corner (point, pointed)	To, from, towards, away from
Face, side, edge	Movement
Make, build, draw	Slide, roll, turn, whole turn, half turn
	Stretch, bend

Whole	Equal parts, four equal parts
One half, two halves	
A quarter, two quarters	



GD
EXS
WTS

Year 3/4 Maths' Pathway (WRM)

Place value

Identify, represent and estimate numbers using different representations.

Find 10 or 100 more or less than a given number

Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).

Compare and order numbers up to 1000

Read and write numbers up to 1000 in numerals and in words.

Solve number problems and practical problems involving these ideas.

Count from 0 in multiples of 4, 8, 50 and 100

Number: Addition and Subtraction

Add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens; a three digit number and hundreds.

Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.

Estimate the answer to a calculation and use inverse operations to check answers.

Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.

Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.

Estimate and use inverse operations to check answers to a calculation.

Solve addition and subtraction two step problems in contexts, deciding which operations and methods to use and why.

Count from 0 in multiples of 4, 8, 50 and 100

Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.

Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

Number: Multiplication and Division

Number: Multiplication and division

Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.

Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

Count in multiples of 6, 7, 9, 25 and 1000.

Find 1000 more or less than a given number.

Recognise the place value of each digit in a four digit number (thousands, hundreds, tens and ones)

Order and compare numbers beyond 1000

Identify, represent and estimate numbers using different representations.

Round any number to the nearest 10, 100 or 1000

Solve number and practical problems that involve all of the above and with increasingly large positive numbers.

Count backwards through zero to include negative numbers.

Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.

Statistics

Interpret and present data using bar charts, pictograms and tables.

Solve one-step and two-step questions [for example, "How many more?" and "How many fewer?"] using information presented in scaled bar charts and pictograms and tables.

Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.

Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Measurement: Money

Add and subtract amounts of money to give change, using both £ and p in practical contexts.

Estimate, compare and calculate different measures, including money in pounds and pence.

Solve simple measure and money problems involving fractions and decimals to two decimal places.

Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.

Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

Measurement : Length and Perimeter

Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).

Measure the perimeter of simple 2D shapes.

Measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres

Convert between different units of measure [for example, kilometre to metre]

Number: Fractions

Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10

Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.

Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.

Solve problems that involve all of the above.

Number: Fractions

Recognise and show, using diagrams, equivalent fractions with small denominators.

Compare and order unit fractions, and fractions with the same denominators.

Add and subtract fractions with the same denominator within one whole [for example, $\frac{2}{5} + \frac{1}{5} = \frac{3}{5}$]

Solve problems that involve all of the above.

Recognise and show, using diagrams, families of common equivalent fractions.

Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.

Solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number.

Add and subtract fractions with the same denominator.

Recall and use multiplication and division facts for multiplication tables up to 12×12 .

Count in multiples of 6, 7, 9, 25 and 1000

Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.

Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit; integer scaling problems and harder correspondence problems such as n objects are connected to m objects.

Measurement : Time

Geometry: Properties of shape

Recognise angles as a property of shape or a description of a turn.

Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle.

Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

Draw 2-D shapes and make 3-D shapes using modelling materials.

Recognise 3-D shapes in different orientations and describe them.

Identify acute and obtuse angles and compare and order angles up to two right angles by size.

Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.

Identify lines of symmetry in 2-D shapes presented in different orientations.

Complete a simple symmetric figure with respect to a specific line of symmetry.

Describe positions on a 2-D grid as coordinates in the first quadrant.

Plot specified points and draw sides to complete a given polygon.

Describe movements between positions as translations of a given unit to the left/ right and up/ down.

Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks.

Estimate and read time with increasing accuracy to the nearest minute.

Record and compare time in terms of seconds, minutes and hours.

Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight.

Know the number of seconds in a minute and the number of days in each month, year and leap year.

Compare durations of events [for example to calculate the time taken by particular events or tasks].

Convert between different units of measure [for example, kilometre to metre; hour to minute]

Read, write and convert time between analogue and digital 12- and 24-hour clocks.

Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.

Measurement: Mass and Capacity

Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).

Geometry: Position and direction

New vocabulary

<p>Numbers to one thousand</p>	<p>Column addition and subtraction</p>	<p>Product</p> <p>Multiples of four, eight, fifty and one hundred</p> <p>Scale up</p>	<p>Twelve-hour/twenty-four-hour clock</p> <p>Roman numerals I to XIII</p>	<p>Greater/less than ninety degrees</p> <p>Orientation (same orientation, different orientation)</p>
<p>Horizontal, vertical, perpendicular and parallel lines</p>	<p>Numerator, denominator</p> <p>Unit fraction, non-unit fraction</p> <p>Compare and order</p> <p>Tenths</p>	<p>Chart, bar chart, frequency table, Carroll diagram, Venn diagram</p> <p>Axis, axes</p> <p>Diagram</p>		

Year 5/6 Maths' Pathway (WRM)

Place value

Read, write, order and compare numbers up to 10,000,000 and determine the value of each digit.

Round any whole number to a required degree of accuracy.

Use negative numbers in context, and calculate intervals across zero.

Solve number and practical problems that involve all of the above.

Read Roman numerals to 1000 (M) and recognise years written in Roman numerals.

Add and subtract numbers mentally with increasingly large numbers.

Add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction). Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.

Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

Multiply multi-digit number up to 4 digits by a 2-digit number using the formal written method of long multiplication.

Divide numbers up to 4 digits by a 2-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding as appropriate for the context.

Divide numbers up to 4 digits by a 2-digit number using the formal written method of short division, interpreting remainders according to the context.

Perform mental calculations, including with mixed operations and large numbers.

Identify common factors, common multiples and prime numbers. Use their knowledge of the order of operations to carry out calculations involving the four operations.

Solve problems involving addition, subtraction, multiplication and division.

Use estimation to check answers to calculations and determine in the context of a problem, an appropriate degree of accuracy.

Multiply and divide numbers mentally drawing upon known facts.

Multiply and divide whole numbers by 10, 100 and 1000.

Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.

Recognise and use square numbers and cube numbers and the notation for squared (2) and cubed (3).

Solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes.

Know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers.

Establish whether a number up to 100 is prime and recall prime numbers up to 19.

Statistics

Solve comparison, sum and difference problems using information presented in a line graph.

Complete, read and interpret information in tables including timetables.

Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.

Interpret and construct pie charts and line graphs and use these to solve problems.

Calculate the mean as an average.

Number: Fractions

Compare and order fractions whose denominators are multiples of the same number.

Identify, name and write equivalent fractions of a given fraction, represented visually including tenths and hundredths.

Recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements >1 as a mixed number [for example $\frac{2}{5} + \frac{4}{5} = 1\frac{2}{5}$].

Add and subtract fractions with the same denominator and denominators that are multiples of the same number.

Multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.

Read and write decimal numbers as fractions [for example $0.71 = \frac{71}{100}$].

Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.

Use common factors to simplify fractions; use common multiples to express fractions in the same denomination.

Compare and order fractions, including fractions >1 .

Generate and describe linear number sequences (with fractions).

Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions. Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example $\frac{1}{2} \times \frac{2}{3} = \frac{1}{3}$].

Divide proper fractions by whole numbers [for example $\frac{1}{2} \div 2 = \frac{1}{4}$].

Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example $\frac{3}{8}$].

Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

Measurement: Perimeter and area and volume

Measure and calculate the perimeter of composite rectilinear shapes in cm and m.

Calculate and compare the area of rectangles (including squares), and including using standard units, cm^2 , m^2 estimate the area of irregular shapes.

Recognise that shapes with the same areas can have different perimeters and vice versa.

Recognise when it is possible to use formulae for area and volume of shapes.

Calculate the area of parallelograms and triangles.

Calculate, estimate and compare volume of cubes and cuboids using standard units, including cm^3 , m^3 and extending to other units (mm^3 , km^3).

Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison.

Recall and use equivalences between simple fractions, decimals and percentages including in different contexts.

Number: Decimals and percentages

Read, write, order and compare numbers with up to three decimal places.

Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.

Round decimals with two decimal places to the nearest whole number and to one decimal place.

Solve problems involving number up to three decimal places.

Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal.

Solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$, $\frac{2}{5}$, $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25.

Solve problems involving number up to three decimal places.

Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.

Use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.

Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places.

Multiply one-digit numbers with up to 2 decimal places by whole numbers.

Use written division methods in cases where the answer has up to 2 decimal places.

Solve problems which require answers to be rounded to specified degrees of accuracy.

Geometry: Properties of shape

Identify 3D shapes, including cubes and other cuboids, from 2D representations.

Use the properties of rectangles to deduce related facts and find missing lengths and angles.

Distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.

Draw given angles, and measure them in degrees ($^{\circ}$).

Identify: angles at a point and one whole turn (total 360°); angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°); other multiples of 90° .

Draw 2-D shapes using given dimensions and angles.

Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons.

Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.

Geometry: Position and direction

Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed.

Describe positions on the full coordinate grid (all four quadrants).

Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.

Measuring: Converting units

Convert between different units of metric measure [for example, km and m; cm and m; cm and mm; g and kg; l and ml].

Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints.

Solve problems involving converting between units of time.

Number: Algebra

Use simple formulae.

Generate and describe linear number sequences.

Express missing number problems algebraically.

Find pairs of numbers that satisfy an equation with two unknowns.

Enumerate possibilities of combinations of two variables.

Number: Ratio

Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts.

Solve problems involving similar shapes where the scale factor is known or can be found.

Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.

New vocabulary

Powers of 10

Factor pairs

Composite numbers, prime number, prime factors, square number, cubed number

Formal written method

Volume

Imperial units, metric units

Reflex angle

Dimensions

Proper fractions, improper fractions, mixed numbers

Percentage

Half, quarter, fifth, two fifths, four fifths

Ratio, proportion

