

Long term numeracy plan - academic year 2025-2026

Class 5/6

Wc	Oral and mental	Topic
1.9.25		Number and Place Value
8.9.25		Addition and Subtraction, Algebra
15.9.25		Multiplication and Division, Ratio and proportion
22.9.25		Fractions, decimals and percentages
29.9.25		Measure
6.10.25		Geometry
13.10.25		Statistics
20.10.25		Statistics
3.11.25		Number and Place Value
10.11.25		Addition and Subtraction, Algebra
17.11.25		Multiplication and Division, Ratio and proportion
24.11.25		Fractions
1.12.25		Measure
8.12.25		Geometry
15.12.25		Statistics
5.1.26		Number and Place Value
12.1.26		Addition and Subtraction, Algebra
19.1.26		Multiplication and Division, Ratio and Proportion
26.1.26		Fractions
2.2.26		Measure
9.2.26		Geometry
23.2.26		Number and Place Value
2.3.26		Addition and Subtraction, Algebra
9.3.26		Multiplication and Division, Ratio and Proportion
16.3.26		Fractions
23.3.26		Measure
13.4.26		Number and Place Value
20.4.26		Addition and Subtraction, Algebra
27.4.26		Multiplication and Division, Ratio and Proportion
4.5.26		Fractions
11.5.26		Measure
18.5.26		
1.6.26		Number and Place Value
8.6.26		Addition and Subtraction, Algebra
15.6.26		Multiplication and Division, Ratio and proportion
22.6.26		Fractions

29.6.26		Measure
6.7.26		Geometry
14.7.26		Statistics

Notes:

Oral and Mental to follow objectives from previous week. OR times tables and 1 digit + and - fluency

Using and applying and problem solving/word problems/investigative maths objectives should be addressed every week. Could use 'Find out Friday'

See Maths policy for other necessities and agreed procedures when teaching maths

#### Resources and ideas:

Powermaths

Heinemann books

Abacus books

Squashy boxes

Hidden number fans.

outdoors

'work of art'

'just a minute'

'Grids' (or fluency work/precision teaching)

'odd one out'

'same and different'

Counting sticks

ITPs

Maths challenges for more able children.

Board games

Jigsaws

Numicon

Base 10

Measuring snakes

100 bead strings

Twinkl

Maths Packs and Primary Games