



CLIC Term 3

## Counting

Saying Numbers	Completed
Reading Numbers	Completed
Place Value	<b>NEW</b> 5. I can partition a 3dp number
Mastery of Numbers	<b>NEW</b> 8. I can understand 3dp numbers
	<b>NEW</b> 9. I can understand 5, 6, 7, 8d numbers
Counting Skills	Completed
Actual Counting	Completed
Counting On	Completed
Counting Multiples	Completed
Count Along in 4 Ways	<b>NEW</b> 7. -1s / -2s / -5s / -25s   -25s
Counting Along Scales	<b>NEW</b> 6. I can find the gap between 2 negative numbers
Multiplying by 10	<b>NEW</b> 5. I can multiply whole numbers and decimals by 1000
Dividing by 10	<b>NEW</b> 5. I can divide whole numbers and decimals by 1000
Multiple-Factor-Prime	<b>NEW</b> 4. I understand prime numbers

## Calculation

### Addition

**NEW** 36. I can solve additions with 2dp

**NEW** 37. I can solve any additions with 2dp

**NEW** 38. I can solve additions with larger numbers

### Subtraction

**NEW** 34. I can subtract numbers with hundredths

**NEW** 35. I can subtract numbers with tenths

**NEW** 36. I can solve subtraction with large numbers

### Multiplication

16. I can show my understanding for  $2d \times 2d$

### Division

**NEW** 28. I can use a coin fact to find a division fact

**NEW** 29. I can use a coin fact to find a division fact (with remainders)

**NEW** 30. I can combine 2 or more Coin Facts to solve division

**NEW** 31. I can combine 2 or more Coin Facts to solve division (with remainders)

## Column Methods

### Addition - Column Methods

**NEW** 10. I can solve any  $5d + 5d$

### Subtraction - Column Methods

8. I can solve any  $5d - 5d$

### Multiplication - Column Methods

**NEW** 6. I can solve any  $4d \times 1d$

### Division - Column Methods

**NEW** 7. I can solve any  $4d \div 1d$  and interpret the context of the remainder

## SAFE Term 3

### Shape

#### Explore and Draw

24. I can recognise and draw diagonal lines

#### 2D Shapes

NEW

24. I can sort regular and irregular polygons by reasoning about their properties

NEW

25. I can find missing side lengths using shape properties

#### 3D Shapes

NEW

22. I can make a range of familiar 3D shapes given their net

NEW

23. I can match a net to a 3D shape, i.e. I know if it's the right net

#### Position and Direction

NEW

28. I can reflect a shape across a vertical line, then a horizontal line

NEW

29. I can reflect and translate shapes

### Amounts

#### Amounts of Distance

NEW

27. I can convert kilometres and metres in both directions and to 3dp

NEW

28. I know about imperial units for distance

#### Amounts of Mass

NEW

17. I can convert kilograms and grams in both directions and to 3dp

NEW

18. I know about imperial units for mass

#### Amounts of Money

NEW

16. I can use all of CLIC in the context of money

NEW

17. I can manage a simple budget

#### Amounts of Space

NEW

21. I understand that to measure area we need to count standard sized squares and that this has special notation

NEW

22. I can calculate areas using CLIC

NEW

23. I can convert litres and millilitres in both directions and to 3dp

NEW

24. I know about imperial units for capacity

NEW

25. I understand that to measure volume we need to count standard sized cubes and that this has special notation

**Amounts of Temperature**

- NEW** 26. I can estimate volume and capacity
- NEW** 12. I can find temperature differences (positive numbers)
- NEW** 13. I can find temperature differences (negative numbers)
- NEW** 14. I can find temperature differences between a positive and a negative number

**Amounts of Time**

- NEW** 28. I can calculate time gaps within an hour (1 min)
- NEW** 29. I can calculate time gaps across an hour (1 min)
- NEW** 30. I can calculate time gaps across several hours (1 min)
- NEW** 31. I can convert times and then calculate time gaps

**Amounts of Time: Telling the Time**

**Completed**

**Amounts of Turn**

- NEW** 25. I can use a protractor to measure a specified acute angle to the nearest  $2^{\circ}$
- NEW** 26. I can use a protractor to draw a specified obtuse angle to the nearest  $2^{\circ}$
- NEW** 27. I can use a protractor to measure a specified obtuse angle to the nearest  $2^{\circ}$
- NEW** 28. I can use a protractor to draw a specified reflex angle to the nearest  $2^{\circ}$
- NEW** 29. I can use a protractor to measure a specified reflex angle to the nearest  $2^{\circ}$
- NEW** 30. I can measure the 4 internal angles of quadrilaterals and explore the sum

# Fractions

## Fractions of a Whole

17. I can show a variety of equivalent fractions

## Fractions of a Set

13. I can go beyond my tables to find fractions of an amount

## Fractions: Counting

**NEW** 19. I can count in thousandths

**NEW** 20. I know that counting in hundredths is counting percentages

## Fractions: Learn Its

**NEW** 10. I know all of my percentage Learn Its

## Fractions: It's Nothing New

**NEW** 8. I can use Smile Multiplication for fractions

## Fractions: Calculation

**NEW** 13. I can convert fractions from/to mixed numbers ready for ordering... and order them

**NEW** 14. I can convert fractions from/to mixed numbers ready for calculating... and calculate with them

**NEW** 15. I can multiply proper fractions by whole numbers

**NEW** 16. I can multiply mixed numbers by whole numbers

**NEW** 17. I can see that percentages are proportions

## Percentages

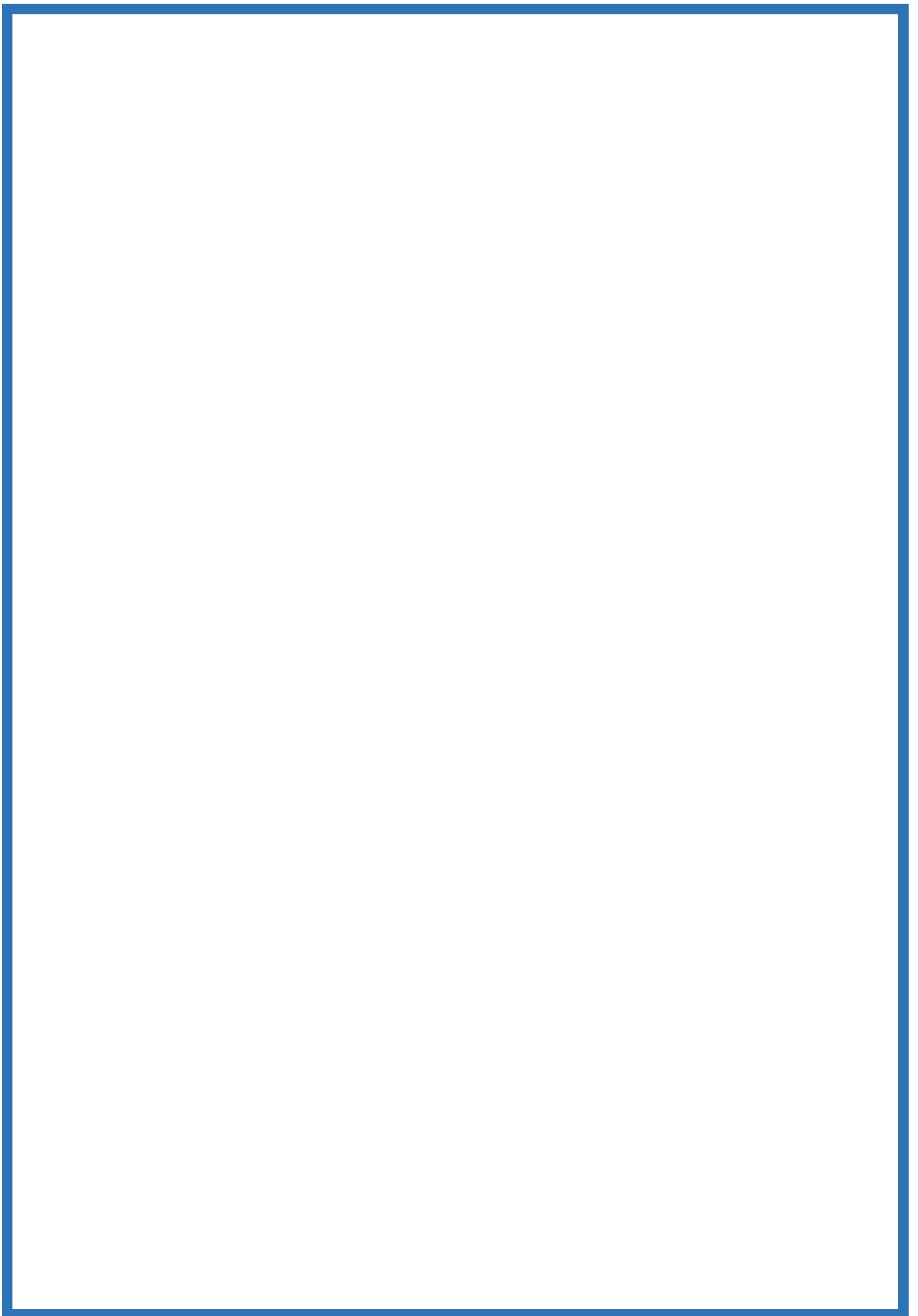
**NEW** 1. I know that counting in hundredths is counting percentages!

**NEW** 2. I can see that percentages are proportions

**NEW** 3. I know all of my percentage Learn Its

## Ratio

**NEW** 8. I can use my Coin Card to find a missing value in two steps



## Explaining Data

### Diagrams and Tables

NEW

25. I can read, use and calculate with a wide range of tables and timetables

### Bar Charts

11. I can draw a bar chart with continuous data

### Averages

Starts in a later term

### Line Graphs

6. I can use a line graph to answer a range of information questions

### Pie Charts

Starts in a later term

### Probability

NEW

1. I can describe familiar events using chance and likelihood

NEW

2. I can compare the likelihood of 2 familiar events

NEW

3. I understand that probability is about what might happen

NEW

4. I know when something is impossible or certain

NEW

5. I can see when 2 events are equally likely

NEW

6. I can recognise when an event has an even chance

NEW

7. I can show an even chance using numbers

## Dangerous Maths

### Pattern Spotting

NEW

15. I can predict other numbers in the sequence, away from the numbers given

NEW

16. I can spot patterns in sequences with decimals/ fractions/negative numbers

NEW

17. I can spot patterns where the gap is a fraction

### Algebra

NEW

12. I can solve equations with brackets

NEW

13. I can describe algebraically how to always solve  $1d \times 2d$

NEW

14. I can choose my own letter to represent an unknown number that is being multiplied

### Prove It!

NEW

5. I can Prove It! - 5