


Maths KS4/5 Entry Level Cover Page

	Pathway: 2/3/4	Key Stage: 4/5	Term: Autumn/ Spring/ Summer																		
<p>Learning Intention: Entry Levels provide opportunity for pupils to learn and consolidate basic and relevant numeracy skills. The subject content runs parallel with the KS2/3 Maths Programme of Study, in which pupils must submit assessments from eight components: 1) properties of number, 2) the four operations, 3) ratio, 4) money, 5) the calendar and time, 6) measures, 7) geometry, 8) statistics.</p>																					
Key knowledge that should be learned during this SoW	All (Entry Level 1)	Most (Entry Level 2)	Some (Entry Level 3)																		
Concept/ Knowledge and Key Skills:	<ul style="list-style-type: none"> ● Component 1 - properties of number <table border="1" style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr style="background-color: #d1c4e9;"> <th style="text-align: left; padding: 2px;">Outcomes</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">1.1 Count reliably up to 20 items</td> </tr> <tr> <td style="padding: 2px;">1.2 Read, write, order and compare numbers up to 20, including zero</td> </tr> <tr> <td style="padding: 2px;">1.3 Complete a number line up to 20</td> </tr> </tbody> </table> <ul style="list-style-type: none"> ● Component 2 - the four operations 	Outcomes	1.1 Count reliably up to 20 items	1.2 Read, write, order and compare numbers up to 20, including zero	1.3 Complete a number line up to 20	<ul style="list-style-type: none"> ● Component 1 - properties of number <table border="1" style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr style="background-color: #d1c4e9;"> <th style="text-align: left; padding: 2px;">Outcomes</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">2.1 Read, write, order and compare numbers up to 100</td> </tr> <tr> <td style="padding: 2px;">2.2 Recognise place value in two digit numbers</td> </tr> <tr> <td style="padding: 2px;">2.3 Count from 0 in steps of two, three and five</td> </tr> <tr> <td style="padding: 2px;">2.4 Round numbers less than 100 to the nearest 10</td> </tr> <tr> <td style="padding: 2px;">2.5 Understand and identify odd and even numbers</td> </tr> </tbody> </table> <ul style="list-style-type: none"> ● Component 2 - the four operations 	Outcomes	2.1 Read, write, order and compare numbers up to 100	2.2 Recognise place value in two digit numbers	2.3 Count from 0 in steps of two, three and five	2.4 Round numbers less than 100 to the nearest 10	2.5 Understand and identify odd and even numbers	<ul style="list-style-type: none"> ● Component 1 - properties of number <table border="1" style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <thead> <tr style="background-color: #d1c4e9;"> <th style="text-align: left; padding: 2px;">Outcomes</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">3.1 Read and write numbers up to 1,000</td> </tr> <tr> <td style="padding: 2px;">3.2 Order and compare numbers up to 1,000</td> </tr> <tr> <td style="padding: 2px;">3.3 Recognise place value in three digit numbers</td> </tr> <tr> <td style="padding: 2px;">3.4 Round numbers less than 1,000 to the nearest 10</td> </tr> <tr> <td style="padding: 2px;">3.5 Round numbers less than 1,000 to the nearest 100</td> </tr> <tr> <td style="padding: 2px;">3.6 Find 10 or 100 more or less than a given number</td> </tr> <tr> <td style="padding: 2px;">3.7 Recognise and use multiples of 2, 3, 4, 5, 8, 10, 50 and 100</td> </tr> </tbody> </table> <ul style="list-style-type: none"> ● Component 2 - the four operations 	Outcomes	3.1 Read and write numbers up to 1,000	3.2 Order and compare numbers up to 1,000	3.3 Recognise place value in three digit numbers	3.4 Round numbers less than 1,000 to the nearest 10	3.5 Round numbers less than 1,000 to the nearest 100	3.6 Find 10 or 100 more or less than a given number	3.7 Recognise and use multiples of 2, 3, 4, 5, 8, 10, 50 and 100
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Outcomes
1.1 Add two whole numbers with a total up to 20
1.2 Subtract one number up to 20 from another
1.3 Understand and use the + and - signs to solve simple number problems

- Component 3 - ratio

Outcomes
1.1 Understand equality
1.2 Identify or show one half of a quantity up to 20
1.3 Work out half of an even number up to 20

- Component 4 - money

Outcomes
1.1 Recognise coins and notes up to £20
1.2 Exchange money up to 20p for an equivalent amount in other denominations
1.3 Add up to 20 coins

- Component 5 - Calendar and time

Outcomes
2.1 Add whole numbers with a total up to 100
2.2 Subtract one number up to 100 from another
2.3 Multiply using single digit whole numbers
2.4 Use and interpret +, -, × and = in real-life situations for solving problems
2.5 Recall and use multiplication facts for the 2, 5 and 10 multiplication tables

- Component 3 - ratio

Outcomes
2.1 Identify or show one third or one quarter of a quantity up to 24
2.2 Work out one third or one quarter of a number up to 24
2.3 Count in fractions of one half or one third or one quarter
2.4 Work out amounts two, three or four times the size of a given amount
2.5 Recognise the equivalence of $\frac{1}{2}$ and $\frac{2}{4}$

- Component 4 - money

Outcomes
3.1 Add and subtract using three digit numbers
3.2 Multiply a two digit whole number by a single digit whole number
3.3 Divide a two digit whole number by a single digit whole number
3.4 Use and interpret +, -, ×, ÷ and = in real-life situations for solving problems
3.5 Use inverse operations to find missing numbers
3.6 Estimate the answer to a calculation
3.7 Recall and use multiplication facts for the 3, 4 and 8 multiplication tables

- Component 3 - ratio

Outcomes
1.1 Know the days of the week and their order
1.2 Read the time to the hour or half hour on an analogue clock and draw the hands on a clock to show these times
1.3 Order familiar events

- Component 6 - Measure

Outcomes
1.1 Compare lengths, heights, weights and capacities
1.2 Give the length of a line drawn on a centimetre grid
1.3 Describe capacity in fractions

- Component 7 - Geometry

Outcomes
1.1 Recognise and name squares, rectangles, triangles, circles, and cubes
1.2 Compare and order a group of shapes or pictures or similar shapes of different size and recognise congruent shapes
1.3 Use and understand positional vocabulary

- Component 8 - Statistics

Outcomes
2.1 Appreciate the purchasing power of amounts of money (coins)
2.2 Convert from pence to pounds and vice versa
2.3 Make amounts of money up to £2 from given coins
2.4 Make amounts of money in multiples of £5 from £5, £10 and £20 notes
2.5 Calculate with amounts of money in pence up to £1 and whole pounds up to £100 and give change

- Component 5 - Calendar and time

Outcomes
2.1 Know the seasons and months and their order
2.2 Know that 1 week = 7 days; 1 day = 24 hours; 1 hour = 60 minutes; 1 minute = 60 seconds
2.3 Read the time displayed on an analogue or 12 hour digital clock in hours, half hours and quarter hours and draw the hands on a clock or the digital display to represent these times
2.4 Read the time to the nearest five minutes on an analogue clock, draw the hands on a clock to show the time, and read any time on a digital clock
2.5 Find the difference between two times given in hours, half hours and quarter hours.

- Component 6 - Measure

Outcomes
3.1 Identify or show unit fractions up to one tenth of a quantity up to 100
3.2 Work out unit fractions to one tenth of a number up to 100
3.3 Identify or show any number of thirds, quarters, fifths or tenths of a quantity
3.4 Work out any number of thirds, quarters, fifths or tenths of an amount
3.5 Recognise and identify equivalent fractions
3.6 Add and subtract fractions with the same denominator within one whole
3.7 Work out amounts 5, 8 or 10 times the size of a given amount

- Component 4 - money

Outcomes
3.1 Appreciate the purchasing power of amounts of money (notes)
3.2 Exchange notes for an equivalent value in coins
3.3 Use decimal notation for money
3.4 Interpret a calculator display
3.5 Solve real life problems involving what to buy and how to pay
3.6 Add amounts of money and give change
3.7 Carry out investigations involving money

- Component 5 - Calendar and

Outcomes
1.1 Sort and classify objects using a single criterion
1.2 Interpret and draw conclusions from a list or group of objects
1.3 Construct and interpret simple line graphs

Outcomes
2.1 Choose appropriate standard units of length, capacity and weight
2.2 Compare and order lengths, capacities and weights in the same units
2.3 Select a possible length, capacity or weight for a given item
2.4 Measure or draw a length using a ruler
2.5 Estimate the weight, capacity or length of given items

- Component 7 - Geometry

Outcomes
2.1 Recognise and name shapes including pentagons, hexagons and octagons and identify a right-angled triangle from a set of triangles
2.2 Recognise and name cuboids, pyramids and spheres
2.3 Describe the properties of 2D shapes, including straight and curved edges
2.4 Describe the properties of solids
2.5 Understand angle as a measure of turn

- Component 8 - Statistics

time

Outcomes
3.1 Solve problems involving time
3.2 Know that there are 365 days in a year, 366 days in a leap year, 12 months in a year and 52 full weeks in a year
3.3 Use a calendar and write the date correctly (day/month/year)
3.4 Tell and write the time from an analogue clock, including using Roman numerals from I to XII
3.5 Understand and use the 12-hour and 24-hour clock systems and convert from one system to the other
3.6 Convert between hours, minutes and seconds
3.7 Add up to three lengths of time given in minutes and hours

- Component 6 - Measure

Outcomes
2.1 Sort and classify objects using more than one criterion
2.2 Collect information by survey
2.3 Record results in lists, tally charts and tables
2.4 Construct and interpret pictograms where one picture represents one item
2.5 Interpret simple tables, diagrams, lists and graphs

Outcomes
3.1 Add lengths, capacities and weights and compare the total to another total or a requirement
3.2 Convert standard units of length, capacity and weight
3.3 Compare and order lengths, capacities and weights in different standard units
3.4 Measure the perimeter of a simple shape
3.5 Choose an appropriate measuring instrument
3.6 Read values from an appropriate scale
3.7 Read and compare temperature including temperature with negative values

- Component 7 - Geometry

Outcomes
3.1 Recognise and name prisms, cylinders and cones
3.2 Draw lines of symmetry on shapes or pictures
3.3 Recognise and draw nets of cubes and cuboids
3.4 Identify whether an angle is less or more than a right angle
3.5 Identify horizontal, vertical and parallel lines
3.6 Denote the position of a point on a grid by its coordinates or identify a point or item given its coordinates
3.7 Use North (N), East (E), South (S) and West (W) to give directions or position from a map

- Component 8 - Statistics

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<p>Language and/or communication skills:</p>	<ul style="list-style-type: none"> ● Number - place value, 10, 100, 1000's ● Four operations - add, subtract, times, divide, equals (other vocabulary to be used - see calculation guidance document) ● Money - pounds, pence, coins, notes, convert, change ● Calendar and time - seconds, minutes, hours, days, weeks, months, years, seasons ● Geometry - two dimensional, three dimensional, tessellation, symmetry, angles, turns ● Ratio and fractions - whole, half, quarter, three quarters, third... ● Measurement - length, weight, height, mass, volume, capacity ● Statistics - bar chart, line graph, tally chart, pictogram, carroll diagram 										
<p>Curricular Links</p>	<p>PSHCE - interacting with the public when making appointments, travelling on public transport, placing orders at</p>										

restaurants etc.

Food technology - finding and cooking recipes, costing and budgeting for them, shopping for ingredients etc.