



# Links to the Primary Mathematics Framework

## Song Resource Pack 3

Strand	Year Group	Objective Links	Song	Theme
1 Using and Applying Mathematics	Y3	Solve one-step and two-step problems involving numbers, money or measures, including time, choosing and carrying out appropriate calculations	13. The Change	Money/Change
			4. Honest Joe	Number Pairs to 100
			17. Quick Fire – Alpha Challenge	Recall of Facts
	Y4	Solve one-step and two-step problems involving numbers, money or measures, including time; choose and carry out appropriate calculations, using calculator methods where appropriate	13. The Change	Money/Change
			4. Honest Joe	Number Pairs to 100
			11. Salami Man	Fractions Totalling 1
18. Quick Fire – Beta Challenge			Recall of Facts	
2 Counting and understanding number	Y3	Round two-digit or three-digit numbers to the nearest 10 or 100	10. Rounding	Rounding to 10/100
	Y4	Partition, round and order four-digit whole numbers	10. Rounding	Rounding to 10/100
	Y5	Explain what each digit represents in whole numbers and decimals with up to two places, and partition, round and order these numbers	10. Rounding	Rounding to 10/100
	Y6	Round and order decimals with up to three places	10. Rounding	Rounding to 10/100
3 Knowing and using number facts	Y3	Derive and recall multiplication facts for the 2, 3, 4, 5, 6 and 10 times-tables and the corresponding division facts	2. Five Wars	5 Times Tables
			3. Get Your Bananas	4 Times Table
			8. Pizza	6 Times Table
			14. The Hat-Trick Song	3 Times Table
			17. Quick Fire – Alpha Challenge	Recall of Facts
			4. Honest Joe	Number Pairs to 100
	Y3	Derive and recall all addition and subtraction facts for each number to 20, sums and differences of multiples of 10 and number pairs that total 100	17. Quick Fire – Alpha Challenge	Recall of Facts
			2. Five Wars	5 Times Tables
	Y4	Derive and recall multiplication facts up to $10 \times 10$ , the corresponding division facts	3. Get Your Bananas	4 Times Table
			8. Pizza	6 Times Table
			14. The Hat-Trick Song	3 Times Table
			16. Wiggle	9 Times Table
			18. Quick Fire – Beta Challenge	Recall of Facts
			B1. Birthday Countdown	7 Times Table
B2. Octopus Takeover			8 Times Table	
Y4			Use knowledge of addition and subtraction facts and place value to derive sums and differences of pairs of multiples of 10, 100 or 1000	4. Honest Joe
	18. Quick Fire – Beta Challenge	Recall of Facts		

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		Identify pairs of fractions that total 1	<b>11. Salami Man</b>	Fractions Totalling 1
			<b>18. Quick Fire – Beta Challenge</b>	Recall of Facts
		Identify the doubles of two-digit numbers; use these to calculate doubles of multiples of 10 and 100 and derive the corresponding halves Derive and recall multiples of numbers to 10 up to the tenth multiple	<b>18. Quick Fire – Beta Challenge</b>	Recall of Facts
	Y5	Recall quickly multiplication facts up to $10 \times 10$ and use them to multiply pairs of multiples of 10 and 100; derive quickly corresponding division facts	<b>2. Five Wars</b>	5 Times Tables
			<b>3. Get Your Bananas</b>	4 Times Table
			<b>8. Pizza</b>	6 Times Table
			<b>14. The Hat-Trick Song</b>	3 Times Table
			<b>16. Wiggle</b>	9 Times Table
			<b>B1. Birthday Countdown</b>	7 Times Table
			<b>B2. Octopus Takeover</b>	8 Times Table
4 Calculating	Y3	Add or subtract mentally combinations of one-digit and two-digit numbers	<b>13. The Change</b>	Money/Change
			<b>17. Quick Fire – Alpha Challenge</b>	Recall of Facts
		Multiply one-digit and two-digit numbers by 10 or 100	<b>17. Quick Fire – Alpha Challenge</b>	Recall of Facts
	Y4	Add or subtract mentally pairs of two-digit whole numbers (e.g. $47 + 58$ , $91 - 35$ )	<b>13. The Change</b>	Money/Change
			<b>18. Quick Fire – Beta Challenge</b>	Recall of Facts
	Multiply and divide numbers to 1000 by 10 and then 100 (whole-number answers), Find fractions of numbers, quantities or shapes	<b>18. Quick Fire – Beta Challenge</b>	Recall of Facts	
5 Understanding shape	Y2	Recognise and use whole, half and quarter turns, both clockwise and anticlockwise; know that a right angle represents a quarter turn	<b>6. Mini Adventure</b>	Position and Movement
		Identify reflective symmetry in patterns and 2-D shapes and draw lines of symmetry in shapes	<b>7. Mirror Mirror</b>	Reflective Symmetry
	Y3	Read and record the vocabulary of position, direction and movement, using the four compass directions to describe movement about a grid	<b>1. Compass Rock</b>	Compass Points
		Read and record the vocabulary of position, direction and movement, using the four compass directions to describe movement about a grid Use a set-square to draw right angles and to identify right angles in 2-D shapes; compare angles with a right angle; recognise that a straight line is equivalent to two right angles	<b>6. Mini Adventure</b>	Position and Movement
		Draw and complete shapes with reflective symmetry; draw the reflection of a shape in a mirror line along one side	<b>7. Mirror Mirror</b>	Reflective Symmetry
		Relate 2-D shapes and 3-D solids to drawings of them; describe, visualise, classify, draw and make the shapes	<b>9. Polygon Memory Song</b>	2D Shape Names
		<b>15. Where's Polygon</b>	Mapping 2D Shapes	

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	Y4	Recognise horizontal and vertical lines; use the eight compass points to describe direction; describe and identify the position of a square on a grid of squares	<b>1. Compass Rock</b>	Compass Points
		Recognise horizontal and vertical lines; use the eight compass points to describe direction; describe and identify the position of a square on a grid of squares Know that angles are measured in degrees and that one whole turn is 360°; compare and order angles less than 180°	<b>6. Mini Adventure</b>	Position and Movement
		Draw polygons and classify them by identifying their properties,	<b>9. Polygon Memory Song</b>	2D Shape Names
			<b>15. Where's Polygon</b>	Mapping 2D Shapes
6 Measuring	Y3	Know the relationships between kilometres and metres, metres and centimetres, kilograms and grams, litres and millilitres	<b>5. Measurement Conversion</b>	Measures
		Calculate time intervals and find start or end times for a given time interval	<b>17. Quick Fire – Alpha Challenge</b>	Recall of Facts
			<b>17. Quick Fire – Alpha Challenge</b>	Recall of Facts
	Y4	Choose and use standard metric units and their abbreviations when estimating, measuring and recording length, weight and capacity; know the meaning of 'kilo', 'centi' and 'milli' and, where appropriate, use decimal notation to record measurements(e.g. 1.3 m or 0.6 kg)	<b>5. Measurement Conversion</b>	Measures
			<b>18. Quick Fire – Beta Challenge</b>	Recall of Facts
Calculate time intervals from clocks and timetables	<b>18. Quick Fire – Beta Challenge</b>	Recall of Facts		