

# Links to the Primary Mathematics Framework

## Song Resource Pack 4

Song	Theme	Year group	Strand	Objective Links
1 Awesome Average Team	Averages	Y5	7 Handling data	Find and interpret the mode of a set of data
		Y6	7 Handling data	Describe and interpret results and solutions to problems using the mode, range, median and mean
2 Birthday Countdown	7 Times-Table	Y4	3 Knowing and using number facts	Derive and recall multiplication facts up to $10 \times 10$ ,
		Y5	3 Knowing and using number facts	Recall quickly multiplication facts up to $10 \times 10$
3 Fraction House Rock	Equivalent Fractions	Y5	2 Counting and understanding number	Express a smaller whole number as a fraction of a larger one (e.g. recognise that 5 out of 8 is $\frac{5}{8}$ ); find equivalent fractions (e.g. $\frac{7}{10} = \frac{14}{20}$ , or $\frac{19}{10} = \frac{19}{10}$ ); relate fractions to their decimal representations.
		Y6	2 Counting and understanding number	Express a larger whole number as a fraction of a smaller one (e.g. recognise that 8 slices of a 5-slice pizza represents $\frac{8}{5}$ or $1\frac{3}{5}$ pizzas); simplify fractions by cancelling common factors; order a set of fractions by converting them to fractions with a common denominator
4 Groovy Man	Decimals, Fractions and Percentages	Y5	2 Counting and understanding number	Relate fractions to their decimal representations Understand percentage as the number of parts in every 100 and express tenths and hundredths as percentages
		Y6	2 Counting and understanding number	Find equivalent percentages, decimals and fractions
5 Jump	Multiplying and dividing by 10/100/1000	Y4	4 Calculating	Multiply and divide numbers to 1000 by 10 and then 100 (whole-number answers), understanding the effect; relate to scaling up or down
		Y5	4 Calculating	Use understanding of place value to multiply and divide whole numbers and decimals by 10, 100 or 1000
6 Measurement Rap	Metric and Imperial Units	Y6/7	6 Measuring	measure and calculate using imperial units still in everyday use; know their approximate metric values
7 Octopus Takeover	8 Times-Table	Y4	3 Knowing and using number facts	Derive and recall multiplication facts up to $10 \times 10$ ,
		Y5	3 Knowing and using number facts	Recall quickly multiplication facts up to $10 \times 10$
8 Prime Number TV	Prime Numbers	Y6	3 Knowing and using number facts	Recognise that prime numbers have only two factors and identify prime numbers less than 100; find the prime factors of two-digit numbers

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<b>9</b> Quadrilateral Army	Properties of Quadrilaterals	Y4	5 Understanding shape	Draw polygons and classify them by identifying their properties, including their line symmetry
		Y5	5 Understanding shape	Identify, visualise and describe properties of rectangles, triangles, regular polygons and 3-D solids; use knowledge of properties to draw 2-D shapes, and to identify and draw nets of 3-D shapes
		Y6	5 Understanding shape	Describe, identify and visualise parallel and perpendicular edges or faces; use these properties to classify 2-D shapes and 3-D solids
<b>10</b> Robotic Functioning Machine	Functions	Y5	1 Using and applying mathematics	Solve one-step and two-step problems involving whole numbers and decimals and all four operations, choosing and using appropriate calculation strategies, including calculator use
			3 Knowing and using number facts	Use knowledge of place value and addition and subtraction of two-digit numbers to derive sums and differences and doubles and halves of decimals (e.g. $6.5 \pm 2.7$ , half of 5.6, double 0.34) 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
		Y6	1 Using and applying mathematics	Solve multi-step problems, and problems involving fractions, decimals and percentages; choose and use appropriate calculation strategies at each stage, including calculator use
			3 Knowing and using number facts	Use knowledge of place value and multiplication facts to $10 \times 10$ to derive related multiplication and division facts involving decimals (e.g. $0.8 \times 7$ , $4.8 \div 6$ )
<b>11</b> Rock Anthem	Counting	Y5	2 Counting and understanding number	Count from any given number in whole-number and decimal steps, extending beyond zero when counting backwards; relate the numbers to their position on a number line
<b>12</b> Square Number Bashing	Square Numbers to 10	Y6	3 Knowing and using number facts	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10
<b>13</b> The Angle Detective	Angles	Y5	5 Understanding shape	Estimate, draw and measure acute and obtuse angles using an angle measurer or protractor to a suitable degree of accuracy; calculate angles in a straight line
		Y6	5 Understanding shape	Estimate angles, and use a protractor to measure and draw them, on their own and in shapes; calculate angles in a triangle or around a point
<b>14</b> The Rumble	Time Gaps	Y3	1 Using and applying mathematics	Solve one-step and two-step problems involving numbers, money or measures, including time, choosing and carrying out appropriate calculations
			6 Measuring	Calculate time intervals and find start or end times for a given time interval
			1 Using and applying mathematics	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
		Y4	6 Measuring	Calculate time intervals from clocks and timetables
			1 Using and applying mathematics	Solve one-step and two-step problems involving whole numbers and decimals and all four operations, choosing and using appropriate calculation strategies, including calculator use
		Y5	6 Measuring	Calculate time intervals

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15 Times-Table Rock	Quick Recall of Tables	Y4	3 Knowing and using number facts	Derive and recall multiplication facts up to $10 \times 10$ ,
		Y5	3 Knowing and using number facts	Recall quickly multiplication facts up to $10 \times 10$
		Y6	3 Knowing and using number facts	Use knowledge of place value and multiplication facts to $10 \times 10$ to derive related multiplication and division facts involving decimals (e.g. $0.8 \times 7$ , $4.8 \div 6$ ) Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10
16 Triangle Brothers	Triangles	Y4	5 Understanding Shape	Draw polygons and classify them by identifying their properties, including their line symmetry
		Y5	5 Understanding Shape	Identify, visualise and describe properties of rectangles, triangles, regular polygons and 3-D solids; use knowledge of properties to draw 2-D shapes, and to identify and draw nets of 3-D shapes
17 Quick Fire – Delta Challenge	Quick recall of Facts – Year 5	Y5	1 Using and applying mathematics	Solve one-step and two-step problems involving whole numbers and decimals and all four operations, choosing and using appropriate calculation strategies, including calculator use
			3 Knowing and using number facts	Use knowledge of place value and addition and subtraction of two-digit numbers to derive sums and differences and doubles and halves of decimals (e.g. $6.5 \pm 2.7$ , half of 5.6, double 0.34) 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
			4 Calculating	Use understanding of place value to multiply and divide whole numbers and decimals by 10, 100 or 1000 Find fractions using division (e.g. $\frac{1}{100}$ of 5 kg), and percentages of numbers and quantities (e.g. 10%, 5% and 15% of £80)
			5 Understanding shape	Identify, visualise and describe properties of rectangles, triangles, regular polygons and 3-D solids;
			6 Measuring	Convert larger to smaller units using decimals to one place (e.g. change 2.6 kg to 2600 g)
18 Quick Fire – Omega Challenge	Quick recall of Facts – Year 6	Y6	1 Using and applying mathematics	Solve multi-step problems, and problems involving fractions, decimals and percentages; choose and use appropriate calculation strategies at each stage, including calculator use
			2 Counting and understanding number	Find the difference between a positive and a negative integer, or two negative integers, in context
			3 Knowing and using number facts	Use knowledge of place value and multiplication facts to $10 \times 10$ to derive related multiplication and division facts involving decimals (e.g. $0.8 \times 7$ , $4.8 \div 6$ ) Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10

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			4 Calculating	Calculate mentally with integers and decimals: $U.t \pm U.t$ , $TU \times U$ , $TU \div U$ , $U.t \times U$ , $U.t \div U$ Relate fractions to multiplication and division (e.g. $6 \div 2 = \frac{1}{2}$ of $6 = 6 \times \frac{1}{2}$ ); express a quotient as a fraction or decimal (e.g. $67 \div 5 = 13.4$ or $13\frac{2}{5}$ ); find fractions and percentages of whole-number quantities (e.g. $\frac{5}{8}$ of 96, 65% of £260)
			5 Understanding shape	Describe, identify and visualise parallel and perpendicular edges or faces; use these properties to classify 2-D shapes and 3-D solids
			6 Measuring	Select and use standard metric units of measure and convert between units using decimals to two places (e.g. change 2.75 litres to 2750 ml, or vice versa)
B1 Pizza	6 Times-Table	Y3	3 Knowing and using number facts	Derive and recall multiplication facts for the 2, 3, 4, 5, 6 and 10 times-tables and the corresponding division facts
		Y4	3 Knowing and using number facts	Derive and recall multiplication facts up to $10 \times 10$ ,
		Y5	3 Knowing and using number facts	Recall quickly multiplication facts up to $10 \times 10$
B2 Wiggle	9 Times-Table	Y4	3 Knowing and using number facts	Derive and recall multiplication facts up to $10 \times 10$ ,
		Y5	3 Knowing and using number facts	Recall quickly multiplication facts up to $10 \times 10$