

Links to the Primary Mathematics Framework

Song Resource Pack 4

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	14. The Rumble	Time Gaps		
	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	14. The Rumble	Time Gaps		
	Y5	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	10. Robotic Functioning Machine	Functions		
			14. The Rumble	Time Gaps		
			17. Quick Fire – Delta Challenge	Quick recall of Facts – Year 5		
	Y6	Solve multi-step problems, and problems involving fractions, decimals and percentages; choose and use appropriate calculation strategies at each stage, including calculator use	10. Robotic Functioning Machine	Functions		
18. Quick Fire – Omega Challenge			Quick recall of Facts – Year 6			
2 Counting and understanding number	Y5	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 $\frac{19}{10} = 1\frac{9}{10}$); relate fractions to their decimal representations	3. Fraction House Rock	Equivalent Fractions		
			4. Groovy Man	Decimals, Fractions and Percentages		
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	Y6	Understand percentage as the number of parts in every 100 and express tenths and hundredths as percentages	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	11. Rock Anthem	Counting	
				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	3. Fraction House Rock	Equivalent Fractions
					Find equivalent percentages, decimals and fractions	4. Groovy Man
Find the difference between a positive and a negative integer, or two negative integers, in context	18. Quick Fire – Omega Challenge	Quick recall of Facts – Year 6				
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	B1. Pizza	6 Times-Table		
	Y4	Derive and recall multiplication facts up to 10×10 ,	2. Birthday Countdown	7 Times-Table		
			7. Octopus Takeover	8 Times-Table		
			15. Times-Table Rock	Quick Recall of Tables		

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			B1. Pizza	6 Times-Table
			B2. Wiggle	9 Times-Table
	Y5	Recall quickly multiplication facts up to 10×10	2. Birthday Countdown	7 Times-Table
			7. Octopus Takeover	8 Times-Table
			10. Robotic Functioning Machine	Functions
			15. Times-Table Rock	Quick Recall of Tables
			B1. Pizza	6 Times-Table
			B2. Wiggle	9 Times-Table
	Y5	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 ± 2.7 , half of 5.6, double 0.34) Recall quickly multiplication facts up to 10×10 and use them to multiply pairs of multiples of 10 and 100; derive quickly corresponding division facts	10. Robotic Functioning Machine	Functions
			17. Quick Fire – Delta Challenge	Quick recall of Facts – Year 5
	Y6	Recognise that prime numbers have only two factors and identify prime numbers less than 100; find the prime factors of two-digit numbers	8. Prime Number TV	Prime Numbers
			10. Robotic Functioning Machine	Functions
		Use knowledge of place value and multiplication facts to 10×10 to derive related multiplication and division facts involving decimals (e.g. 0.8×7 , $4.8 \div 6$)	15. Times-Table Rock	Quick Recall of Tables
			18. Quick Fire – Omega Challenge	Quick recall of Facts – Year 6
Use knowledge of multiplication facts to derive quickly squares of numbers to 12×12 and the corresponding squares of multiples of 10		12. Square Number Bashing	Square Numbers to 10	
		15. Times-Table Rock	Quick Recall of Tables	
18. Quick Fire – Omega Challenge	Quick recall of Facts – Year 6			
4 Calculating	Y4	Multiply and divide numbers to 1000 by 10 and then 100 (whole-number answers), understanding the effect; relate to scaling up or down	5. Jump	Multiplying and dividing by 10/100/1000
	Y5	Use understanding of place value to multiply and divide whole numbers and decimals by 10, 100 or 1000	5. Jump	Multiplying and dividing by 10/100/1000
			17. Quick Fire – Delta Challenge	Quick recall of Facts – Year 5
	Y5	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)	17. Quick Fire – Delta Challenge	Quick recall of Facts – Year 5
Y6	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)	18. Quick Fire – Omega Challenge	Quick recall of Facts – Year 6	

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5 Understanding shape	Y4	Draw polygons and classify them by identifying their properties, including their line symmetry	9. Quadrilateral Army	Properties of Quadrilaterals
		Draw polygons and classify them by identifying their properties, including their line symmetry	16. Triangle Brothers	Triangles
	Y5	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	9. Quadrilateral Army	Properties of Quadrilaterals
			16. Triangle Brothers	Triangles
			17. Quick Fire – Delta Challenge	Quick recall of Facts – Year 5
	Y6	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	13. The Angle Detective	Angles
			9. Quadrilateral Army	Properties of Quadrilaterals
				18. Quick Fire – Omega Challenge
Y6	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	13. The Angle Detective	Angles	
6 Measuring	Y3	Calculate time intervals and find start or end times for a given time interval	14. The Rumble	Time Gaps
	Y4	Calculate time intervals from clocks and timetables	14. The Rumble	Time Gaps
	Y5	Calculate time intervals	14. The Rumble	Time Gaps
		Convert larger to smaller units using decimals to one place (e.g. change 2.6 kg to 2600 g)	17. Quick Fire – Delta Challenge	Quick recall of Facts – Year 5
	Y6	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)	18. Quick Fire – Omega Challenge	Quick recall of Facts – Year 6
	Y6/7	Measure and calculate using imperial units still in everyday use; know their approximate metric values	6. Measurement Rap	Metric and Imperial Units
7 Handling data	Y5	Find and interpret the mode of a set of data	1. Awesome Average Team	Averages
	Y6	Describe and interpret results and solutions to problems using the mode, range, median and mean	1. Awesome Average Team	Averages