

FPA Overview - SUBJECT: Maths

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
1	<p>A Big Adventure</p> <p>Transform an area of our school to tell everyone about our Big Adventure</p>	<p>Comics Can...</p> <p>Challenge: Produce a comic book of heroes and villains from different times and places</p>	<p>Rumble in the Jungle</p> <p>Challenge: How can we produce a soundtrack for a Jungle tale?</p>		<p>Buckets and Spades</p> <p>Challenge: Can we bring the seaside to the city?</p>	
		<p>Number sentences using super heroes</p> <p>One step problems</p> <p>Measures – length- powers e.g. jump</p> <p>Mass – Power lifting</p> <p>Position and direction – superhero turns</p>	<p>Addition and subtraction – animals in the jungle</p> <p>Time – begin to look at times of day in the jungle and animals that come out at different times</p> <p>Time – quicker slower etc. – animal speeds</p>		<p>Solve problems using beach objects</p> <p>Fractions – Sand in buckets to make sandcastles</p> <p>Time – o clock and time at the beach</p> <p>Shape – Building sandcastles</p>	
2	<p>A Big Adventure</p> <p>Transform an area of our school to tell everyone about our Big Adventure</p>		<p>Dinosaur Stomp</p> <p>Challenge: How can we bring dinosaurs back to life creatively?</p>		<p>The Really Rural Show</p> <p>Challenge: How can we recreate the countryside in our city environment?</p>	
			<p>Solve number problems with fossils/dinosaurs/years</p> <p>Fractions – link to fossils/dinosaurs becoming extinct</p> <p>Comparing length weight – dinosaur factfiles</p> <p>Geometry – position direction and movement of dinosaurs fossils etc.</p> <p>Statistics – dinosaur numbers simple graphs/charts</p>		<p>Number problems on a farm – links to multiplication /division of animals etc. for the farmer.</p> <p>Fractions – splitting fields/crops etc.</p> <p>Money – costing produce on a farm and selling as part of challenge outcome</p> <p>Time – links to farming hours/day on a farm etc.</p> <p>Statistics – farm produce/animals/</p>	
3	<p>A Big Adventure</p> <p>Transform an area of our school to tell everyone about our Big Adventure</p>		<p>Sparks will Fly</p> <p>Challenge: How can we tell the story of fire creatively?</p>		<p>Around the World in 80 Beats</p> <p>Challenge: Compose an album of songs of the world</p>	
			<p>Number – estimation – people affected/helping etc.</p> <p>Solve number problems relating to people involved/houses destroyed etc.</p> <p>Measures – Distance destroyed, height of fireworks</p> <p>Roman Numerals</p> <p>Time – comparing duration of events, timings for firework displays and launching fireworks</p> <p>Perimeter – safe perimeter for fireworks, fire etc.</p>		<p>Problem solving – travelling to different countries</p> <p>Measures – distance to countries</p> <p>Time – timetables for planes/trains etc.</p> <p>Shape – cd cases and design/instruments</p> <p>Statistics – data about countries/musical beats/composers etc.</p>	

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4	<p align="center">A Big Adventure</p> <p>Transform an area of our school to tell everyone about our Big Adventure</p>	<p align="center">Toy Makers</p> <p>Challenge: Can you design and make a moving toy?</p>	<p align="center">Castle Attack!</p> <p>Challenge: How can you re-enact a Castle attack?</p>
		<p>Solving problems – toy manufacture/sales etc. Fractions, decimals and percentages – toy distribution/popularity Money – cost of toys to produce/sell Shape – 2d and 3d in toy design Statistics – researching favourite toys</p>	<p>Solving problems relating to battles/weapons/number of people etc. Fractions – links to armies and proportion of weapons Measure – weapons/castles Roman Numerals Time – time of battles/durations/ re-enactment timings Shape – links to 3d for castles and weapon modelling Perimeter – castles/moats/baileys etc. Coordinates – battle planning Position and directions – battles and battle planning</p>
5	<p align="center">A Big Adventure</p> <p>Transform an area of our school to tell everyone about our Big Adventure</p>	<p align="center">Food vs Man</p> <p>How can we run a healthy, Fairtrade tuck shop?</p>	<p align="center">Space Infinity</p> <p>Challenge: How can we produce a Space game?</p>
		<p>Solving problems relating to food/tuck shops/cooking etc. Fractions – recipes/distribution and cutting of foods Decimals and percentages – food popularity/sales Measurement – recipes and cooking Time – cooking/food expiration Statistics – research for tuck shop</p>	<p>Solving space problems – distance/time/gas in atmosphere etc. Fractions/decimals/percentages – facts about planets, proportion of gases, amount of water, temperature etc. Measures – distance of planets etc. Links to measure to develop own game model Shape – development of space game, use of angles Statistics – Space factfiles</p>
6	<p align="center">A Big Adventure</p> <p>Transform an area of our school to tell everyone about our Big Adventure</p>	<p align="center">Child's War</p> <p>Challenge: Recognise heroes of World Wars</p>	<p align="center">The Final Countdown</p> <p>Challenge: How can we set up an FPA events company?</p>

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		<p>Solving problems relating to war impact etc. Fractions/decimals/percentages – rations Ratio and proportion – rationing Measurement – time of key events/duration Length – distance travelled for battle/hide etc. Co-ordinates and position – links to countries and war areas Statistics – war facts and figures</p>	
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