

Learning Objectives

- ❖ To convert between different units of measure [for example, kilometre to metre; hour to minute]
- ❖ To measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- ❖ To find the area of rectilinear shapes by counting squares
- ❖ To estimate, compare and calculate different measures, including money in pounds and pence
- ❖ To read, write and convert time between analogue and digital 12- and 24-hour clocks
- ❖ To solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
- ❖ To interpret and present data using bar charts, pictograms and tables
- ❖ To solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables

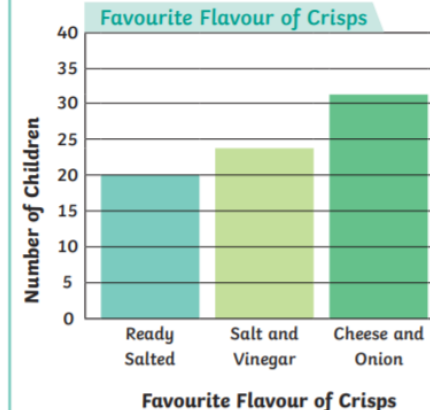
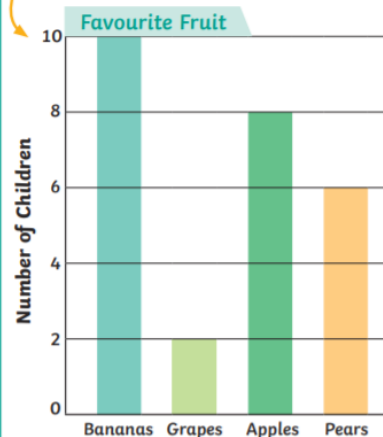
Bar Charts

Bars are used to show the data in each category. There must be a gap between each bar. Bar charts can have different scales.

vertical axis

The scale on this bar chart counts in twos.

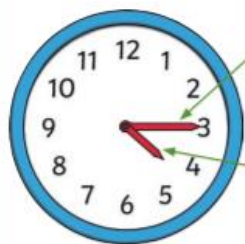
The scale on this bar chart counts in fives.



horizontal axis

The scale on the bar chart depends on the range of the data.

Analogue and Digital Clocks



Minute Hand
The long hand points to the minutes past or the minutes to the hour.

Hour Hand
The short hand points to the hour. If this hand is pointing between hours, it is either past the earlier hour or to the later hour.



12:00
twelve o'clock



12:15
quarter past twelve



12:30
half past twelve



12:45
quarter to one

There are 24 hours in a day.



Key Vocabulary

12-hour time
24-hour time
Roman numerals
Analogue
Digital
Hours
Minutes
Seconds
O'clock
Half past
Quarter past
Quarter to
Midday
Midnight
Noon

Metre (m)
Centimetre (cm)
Millimetre (mm)
Kilometre (km)
Height
Length
Width
Perimeter
Area
Rectilinear
Further/furthest
Higher/highest
Longer/longest
Shorter-shortest
Taller/tallest

km
m
cm
mm

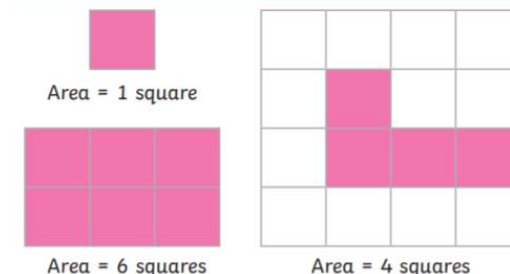
1 kilometre = 1000 metres
1 metre = 100 centimetres
1 centimetre = 10 millimetres

Area is the amount of space inside a 2D shape.

Perimeter is the total **distance** around the outside of a 2D shape.



We can count **squares** to find the **area** of a **rectilinear** shape.



A **rectilinear** figure is a 2D shape whose sides all meet at **right angles** (90°).

**What I Should Already Know:**

- How to measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- How to measure the perimeter of simple 2-D shapes
- How to add and subtract amounts of money to give change, using both £ and p in practical contexts
- How to tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- How to estimate and read time with increasing accuracy to the nearest minute;
- How to record and compare time in terms of seconds, minutes and hours
- How to use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight
- The number of seconds in a minute and the number of days in each month, year and leap year
- How to compare durations of events [for example to calculate the time taken by particular events or tasks].
- How to interpret and present data using bar charts, pictograms and tables
- How to solve one-step and two-step questions using information presented in scaled bar charts and pictograms and tables