Learning Objectives

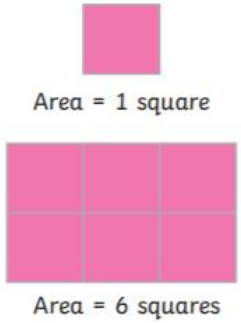
- I can convert between different units of measure
- I can measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- I can find the area of rectilinear shapes by counting squares
- I can estimate, compare and calculate different measures, including money in pounds and pence
- I can read, write and convert time between analogue and digital 12- and 24-hour clocks
- I can solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.
- I know that 100 pence make £1
- I can order values of money represented in the same format
- I can find totals of money when represented in different formats

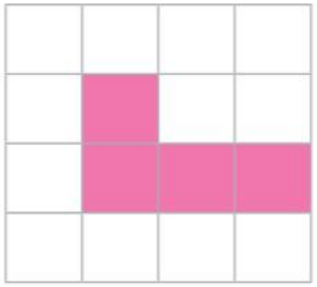
Area and Perimeter

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

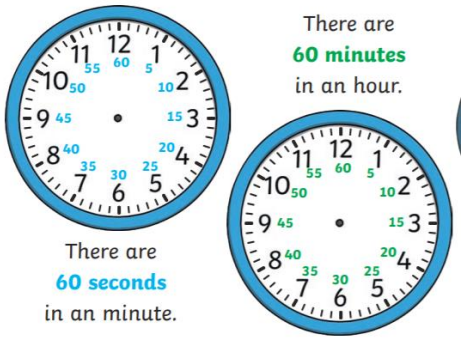
Perimeter is the total **distance** around the outside of a 2D shape.

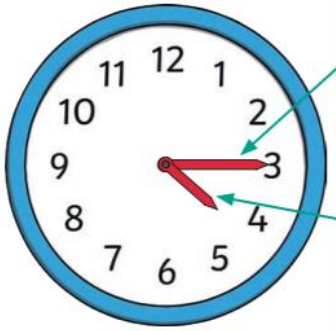
We can count **squares** to find the **area** of a **rectilinear** shape.





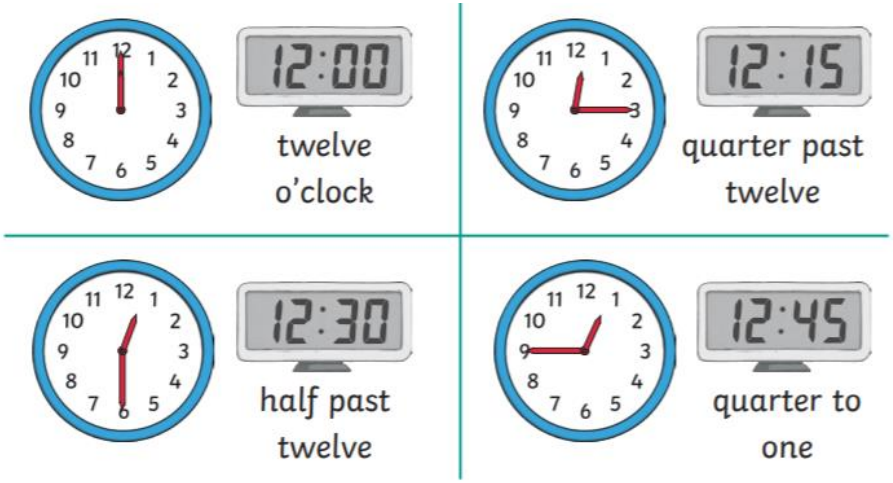
Time





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

Hour Hand
The short hand points to the hour. If this hand is pointing between the hours, it is the earlier hour of the two.



Key Vocabulary
Amount
Change
Combinations
Estimate
Decimal
Pence
Penny
Pounds
Round
Value
Convert
area
Perimeter
Measure
Rectilinear
Analogue
Digital

Money

UK Coins

							
£0.01 one penny coin	**£0.02** two pence coin	**£0.05** five pence coin	**£0.10** ten pence coin	**£0.20** twenty pence coin	**£0.50** fifty pence coin	**£1.00** one pound coin	**£2.00** two pound coin

UK Notes

			
£5 five pound note	**£10** ten pound note	**£20** twenty pound note	**£50** fifty pound note

£4.82 ☐ 428p

£4.82 = 482p

482p > 428p

£4.82 > 428p

Order and Compare

Order in ascending order:

516p	156p	£1.65	£6.51

£1.65 = 165p and £6.51 = 651p

156p, £1.65, 516p, £6.51

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
- 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