


FORMAL ROADMAP – MATHS (TOPIC)




SHAPE AND SPACE, MEASURE




STATISTICS AND DATA HANDLING




- Identify and sort 2D and 3D shapes
- Weight, Volume, Length and Height (Measure and compare)
- Describe turns and positions
- Recognise and count coins
- Time to the hour and half past




- Create simple block diagrams




- Equivalent lengths and perimeter
- Right angles and compare angles
- Mass and Capacity (Measure and compare)
- 24-hour clock, telling time to hour and minute
- Counting, converting, add and subtract money




- Tally charts and Bar charts




- Perimeter of rectangles, area of compound and irregular shapes
- Angles on straight line and around point
- Position, reflection and translation
- Converting between metric and imperial units
- Volume compare and estimate




- Read and interpret different charts and two way tables, timetables




- Constructing, measuring and using geometric notation
- Developing geometric reasoning



- Working out averages including decimals
- Sets and probability



- 3D shapes - Surface areas, volumes, drawing shapes
- Locus, constructing lines, triangles
- Simple and compound interest, wages and taxes, exchange rates
- Angle problems with algebra, conjectures with angles and shapes



- Straight line graphs

STAGE 1

STAGE 2

STAGE 3

STAGE 4


STAGE 5

STAGE 6


STAGE 7

STAGE 8


STAGE 9




- Properties of 2D and 3D shapes, Symmetry, count vertices, faces and edges
- Describe movement and turns, patterns
- Find the amount, total, difference and change of money
- Measure, order and compare length and height
- Compare and measure in g and kg, ml and l
- Quarter past and quarter to, telling time to 5 minutes




- Make tally charts, draw and interpret pictograms, block diagrams




- Finding area by counting square and comparing area
- Perimeter of rectangles and add and subtract lengths
- Identify angles, triangles and quadrilaterals
- Draw and move shapes on a grid
- Ordering, estimating, four operations with money
- Converting analogue to digital




- Read, interpret and draw line graphs




- Perimeter and area of triangles and parallelogram, volume of cuboid
- Angles in triangles, quadrilateral, regular polygons, nets
- Translations and reflections of shapes
- Converting units metric and imperial and solving problems



- Read, interpret and draw pie charts and understand mean



- Ratio and Scale
- Convert between currencies, scale diagrams
- Lines, identify and draw parallel lines
- Angles in parallel lines and polygons
- Area of trapezia and circles



- Scatter diagrams and non-linear relationships
- Two way table, venn diagram, product rule
- Averages and frequency tables



EXIT PATHWAY
Following on from this pathway pupils will move on to Functional Skills Maths or GCSE Maths qualifications, where they will continue to refine their ability to apply all areas of the maths curriculum to a variety of real-world contexts. These skills are essential for engaging with everyday life and preparing for future employment.

The skills acquired through this pathway are highly transferable—enhancing performance across all curriculum areas and supporting pupils to engage confidently and independently in wider life. Ultimately, this supports our young people with autism in becoming successful, empowered, and self-reliant adults.