

Mathematics	Term 1 Cycle 1	Term 2 Cycle 1	Term 3 Cycle 1	Term 1 Cycle 2	Term 2 Cycle 2	Term 3 Cycle 2
<b>Year 6 Maths</b>						
<b>Number &amp; Place Value</b>						
<ul style="list-style-type: none"> <li>• read, write, order and compare numbers up to 10 000 000 and determine the value of each digit</li> </ul>						
<ul style="list-style-type: none"> <li>• round any whole number to a required degree of accuracy</li> </ul>						
<ul style="list-style-type: none"> <li>• use negative numbers in context, and calculate intervals across zero</li> </ul>						
<ul style="list-style-type: none"> <li>• solve number and practical problems that involve all of the above.</li> </ul>						
<b>Number Addition, Subtraction, Multiplication and Division</b>						
<ul style="list-style-type: none"> <li>• multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication</li> </ul>						
<ul style="list-style-type: none"> <li>• divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context</li> </ul>						
<ul style="list-style-type: none"> <li>• divide numbers up to 4 digits by a two-digit number using the formal written method of short division where appropriate, interpreting remainders according to the context</li> </ul>						
<ul style="list-style-type: none"> <li>• perform mental calculations, including with mixed operations and large numbers</li> </ul>						
<ul style="list-style-type: none"> <li>• identify common factors, common multiples and prime numbers</li> </ul>						
<ul style="list-style-type: none"> <li>• use their knowledge of the order of operations to carry out calculations involving the four operations</li> </ul>						
<ul style="list-style-type: none"> <li>• solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> </ul>						
<ul style="list-style-type: none"> <li>• solve problems involving addition, subtraction, multiplication and division</li> </ul>						

<ul style="list-style-type: none"> <li>use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy.</li> </ul>						
<b>Fractions</b>						
<ul style="list-style-type: none"> <li>use common factors to simplify fractions; use common multiples to express fractions in the same denomination</li> </ul>						
<ul style="list-style-type: none"> <li>compare and order fractions, including fractions <math>&gt; 1</math></li> </ul>						
<ul style="list-style-type: none"> <li>add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions</li> </ul>						
<ul style="list-style-type: none"> <li>multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, <math>\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}</math>]</li> </ul>						
<ul style="list-style-type: none"> <li>divide proper fractions by whole numbers [for example, <math>\frac{1}{3} \div 2 = \frac{1}{6}</math>]</li> </ul>						
<ul style="list-style-type: none"> <li>associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, <math>\frac{3}{8}</math>]</li> </ul>						
<ul style="list-style-type: none"> <li>identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places</li> </ul>						
<ul style="list-style-type: none"> <li>multiply one-digit numbers with up to two decimal places by whole numbers</li> </ul>						
<ul style="list-style-type: none"> <li>use written division methods in cases where the answer has up to two decimal places</li> </ul>						
<ul style="list-style-type: none"> <li>solve problems which require answers to be rounded to specified degrees of accuracy</li> </ul>						
<ul style="list-style-type: none"> <li>recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.</li> </ul>						
<b>Ratio and Proportion</b>						
<ul style="list-style-type: none"> <li>solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</li> </ul>						
<ul style="list-style-type: none"> <li>solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison</li> </ul>						

<ul style="list-style-type: none"> <li>• solve problems involving similar shapes where the scale factor is known or can be found</li> </ul>						
<ul style="list-style-type: none"> <li>• solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.</li> </ul>						
<b>Algebra</b>						
<ul style="list-style-type: none"> <li>• use simple formulae</li> </ul>						
<ul style="list-style-type: none"> <li>• generate and describe linear number sequences</li> </ul>						
<ul style="list-style-type: none"> <li>• express missing number problems algebraically</li> </ul>						
<ul style="list-style-type: none"> <li>• find pairs of numbers that satisfy an equation with two unknowns</li> </ul>						
<ul style="list-style-type: none"> <li>• enumerate possibilities of combinations of two variables.</li> </ul>						
<b>Measurement</b>						
<ul style="list-style-type: none"> <li>• solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate</li> </ul>						
<ul style="list-style-type: none"> <li>• use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places</li> </ul>						
<ul style="list-style-type: none"> <li>• convert between miles and kilometres</li> </ul>						
<ul style="list-style-type: none"> <li>• recognise that shapes with the same areas can have different perimeters and vice versa</li> </ul>						
<ul style="list-style-type: none"> <li>• recognise when it is possible to use formulae for area and volume of shapes</li> </ul>						
<ul style="list-style-type: none"> <li>• calculate the area of parallelograms and triangles</li> </ul>						
<ul style="list-style-type: none"> <li>• calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>), and extending to other units [for example, mm<sup>3</sup> and km<sup>3</sup>].</li> </ul>						
<b>Geometry</b>						
<ul style="list-style-type: none"> <li>• draw 2-D shapes using given dimensions and angles</li> </ul>						

<ul style="list-style-type: none"> <li>recognise, describe and build simple 3-D shapes, including making nets</li> </ul>						
<ul style="list-style-type: none"> <li>compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons</li> </ul>						
<ul style="list-style-type: none"> <li>illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius</li> </ul>						
<ul style="list-style-type: none"> <li>recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles.</li> </ul>						
<ul style="list-style-type: none"> <li>describe positions on the full coordinate grid (all four quadrants)</li> <li></li> </ul>						
<ul style="list-style-type: none"> <li>draw and translate simple shapes on the coordinate plane, and reflect them in the axes.</li> </ul>						
<b>Statistics</b>						
<ul style="list-style-type: none"> <li>interpret and construct pie charts and line graphs and use these to solve problems</li> </ul>						
<ul style="list-style-type: none"> <li>calculate and interpret the mean as an average.</li> </ul>						