

Year 6 maths overview 2019-2020 Highlighted is KPI

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	
Autumn	<p>Place value</p> <ul style="list-style-type: none"> -Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit -Round any whole number to a required degree of accuracy -Use negative numbers in context, and calculate intervals across zero -Solve number and practical problems that involve all of the above. 		<p>Number: Addition, subtraction, multiplication, division</p> <ul style="list-style-type: none"> -Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication -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 -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 -Perform mental calculations, including with mixed operations and large numbers -Identify common factors, common multiples and prime numbers use their knowledge of the order of operations to carry out calculations involving the four operations -Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why solve problems involving addition, subtraction, multiplication and division -Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy. 					<p>Fractions</p> <ul style="list-style-type: none"> -Use common factors to simplify fractions; use common multiples to express fractions in the same denomination -Compare and order fractions, including fractions > 1 -Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions -Multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, $4 \frac{1}{2} \times 2 \frac{1}{3} = 8 \frac{1}{3}$] - Divide proper fractions by whole numbers [for example, $3 \frac{1}{2} \div 2 = 6 \frac{1}{4}$] - Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $\frac{8}{3}$] - Solve problems which require answers to be rounded to specified degrees of accuracy 					<p>Geometry: Position and direction</p> <ul style="list-style-type: none"> -Describe positions on the full coordinate grid (all four quadrants) -Draw and translate simple shapes on the coordinate plane, and reflect them in the axes.

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Spring	<p>Number :Decimals</p> <ul style="list-style-type: none"> -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 -Multiply one-digit numbers with up to two decimal places by whole numbers -Use written division methods in cases where the answer has up to two decimal places 		<p>Number: Percentages</p> <ul style="list-style-type: none"> -Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. -Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison 		<p>Number: ratio</p> <p>Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts</p> <ul style="list-style-type: none"> - Solve problems involving similar shapes where the scale factor is known or can be found -Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples. 		<p>Measurement converting</p> <ul style="list-style-type: none"> -Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate -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 -Convert between miles and kilometres 		<p>Measurement: Perimeter, area and volume</p> <ul style="list-style-type: none"> -Recognise that shapes with the same areas can have different perimeters and vice versa - Recognise when it is possible to use formulae for area and volume of shapes - Calculate the area of parallelograms and triangles -Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units [for example, mm³ and km³]. 		<p>Number: Algebra</p> <ul style="list-style-type: none"> -Use simple formulae Generate and describe linear number sequences -Express missing number problems algebraically -Find pairs of numbers that satisfy an equation with two unknowns -Enumerate possibilities of combinations of two variables. 		

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Summer	Geometry: Properties of shape -Draw 2-D shapes using given dimensions and angles -Recognise, describe and build simple 3-D shapes, including making nets -Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons - Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius -Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles			Problem solving -Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why -Solve problems involving addition, subtraction, multiplication and division			Statistics -Interpret and construct pie charts and line graphs and use these to solve problems - Calculate and interpret the mean as an average.			Investigations Application of skills using rich maths tasks		