

Ottershaw C of E Schools

Maths - Year 6



PLACE	VALUE		
Pupils should be taught to:			
* read, write, order & compare numbers up to 10 000 000 & determine the values of each digit			
* round any whole number to a required degree of accuracy			
* use negative numbers in context, & calculate intervals across zero			
* solve number & practical problems that involve all of the above.			
REASONING &	TEST %	TEACHER ASSESSMENT	
PROBLEM SOLVING		BEST FIT	
	Pupils should compare numbers up to and any whole number to ative numbers in contex number & practical problemes	compare numbers up to 10 000 000 & determine the value and any whole number to a required degree of accuracy sative numbers in context, & calculate intervals across zeroumber & practical problems that involve all of the above REASONING & TEST %	

ADDITION, SUBTRACTION, MULTIPLICATION & DIVISION

Pupils should be taught to:

- * multiply multi-digit numbers up to four digits by a two-digit whole number, using the formal written method of long multiplication
- * divide numbers up to four digits by a two-digit whole number, using the formal written method of long division, & interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context
- * divide numbers up to four 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 & large numbers
 - * identify common factors, common multiples & prime numbers
 - * use their knowledge of the order of operations to carry out calculations involving the four operations
 - * solve addition & subtraction multi-step problems in contexts, deciding which operations & methods to use & why

 * solve problems involving addition, subtraction, multiplication & division
 - * use estimation to check answers to calculations & determine, in the context of a problem, an appropriate degree of accuracy.

FLUENCY	REASONING & PROBLEM SOLVING	TEST %	TEACHER ASSESSMENT BEST FIT	

FRACTIONS (INCLUDING DECIMALS & %)

Pupils should be taught to:

- * use common factors to simplify fractions
- * use common multiples to express fractions in the same denomination
 - * compare & order fractions, including fractions > 1
- * add & subtract fractions with different denominators & mixed numbers, using the concept of equivalent fractions
 - * multiply simple pairs of proper fractions, writing the answer in its simplest form (e.g. $\frac{1}{2}$ x $\frac{1}{2}$ = 1/8)
 - * divide proper fractions by whole numbers (e.g. $1/3 \div 2 = 1/6$)
- * associate a fraction with division & calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8)
- * identify the value of each digit in numbers given to three decimal places & multiply & divide numbers by 10, 100 & 1 000, 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
 - * solve problems which require answers to be rounded to specified degrees of accuracy
 - * recall & use equivalences between simple fractions, decimals & percentages, including in different contexts.

FLUENCY	REASONING & PROBLEM SOLVING	TEST %	TEACHER ASSESSMENT BEST FIT

STATISTICS			
Pupils should be taught to:			
* interpret & construct pie charts & line graphs & use these to solve problems			
* calculate & interpret the mean as an average.			
FLUENCY	REASONING &	TEST %	TEACHER ASSESSMENT
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RATIO & PROPORTION

Pupils should be taught to:

- * solve problems involving the relative sizes of two quantities where missing values can be found using integer multiplication & division facts
 - * solve problems involving the calculation of percentages (e.g. of measures, & such as 15% of 360) & the use of percentages for comparison
 - * solve problems involving similar shapes where the scale factor is known or can be found
 - * solve problems involving unequal sharing & grouping using knowledge of fractions & multiples.

FLUENCY	PROBLEM SOLVING	IESI %	BEST FIT

ALGEBRA Pupils should be taught to: * use simple formulae * generate & describe linear number sequences

- * express missing number problems algebraically
- * find pairs of numbers that satisfy an equation with two unknowns
 - and pairs of numbers that satisfy an equation with two unknown

enumerate possibilities of combinations of two variables.				
FLUENCY	REASONING &	TEST %	TEACHER ASSESSMENT	
	PROBLEM SOLVING		BEST FIT	

MEASUREMENT

Pupils should be taught to:

- * solve problems involving the calculation & conversion of units of measure, using decimal notation up to three decimal places where appropriate
- * use, read, write & convert between standard units, converting measurements of length, mass, volume & time from a smaller unit of measure to a larger unit, & vice versa, using decimal notation to up to three decimal places
 - * convert between miles & kilometres
 - * recognise that shapes with the same areas can have different perimeters & vice versa
 - * recognise when it is possible to use formulae for area & volume of shapes
 - * calculate the area of parallelograms & triangles
 - * calculate, estimate & compare volume of cubes & cuboids using standard units, including cubic centimetres (cm³) & cubic metres (m³), & extending to other units (e.g. mm³ & km³).

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FLUENCY	REASONING &	TEST %	TEACHER ASSESSMENT
	PROBLEM SOLVING		BEST FIT

GEOMETRY

Pupils should be taught to:

- * draw 2-D shapes using given dimensions & angles
- * recognise, describe & build simple 3-D shapes, including making nets
- * compare & classify geometric shapes based on their properties & sizes, & find unknown angles in any triangles, quadrilaterals & regular polygons
- * illustrate & name parts of circles, including radius, diameter & circumference, & 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, & find missing angles
 - * describe positions on the full coordinate grid (all four quadrants)

 * draw & translate simple shapes on the coordinate plane, & reflect them in the axes.

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