



Year Six Maths Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	To work with numbers up to 10 000 000 and know what each digit represents. Y6:NP1	To round a whole number as requested (to the nearest 10 or 1000 or 100000). Y6:NP2 To understand and use negative numbers. Y6:NP3	To solve number and practical problems that involve large numbers, rounding and negative numbers. Y6:NP4 To multiply 4 digit numbers by a two-digit number using the written method of long multiplication. Y6:ASMD1	To divide 4 digit numbers by a two-digit number using the written method of long division - and tell you the remainder. Y6:ASMD2	To choose to divide 4 digit numbers by a two-digit number using the written method of short division if this is possible. Y6:ASMD3 To multiply, divide, add and subtract large numbers in my head. Y6:ASMD4	To identify common factors, common multiples and prime numbers. Y6:ASMD5
Term 2	To know that addition, subtraction, multiplication and division should be carried out in a specific order when looking at problems. Y6:ASMD6	To solve addition and subtraction multi-step problems, deciding where to add or subtract. Y6:ASMD7 To solve problems involving addition, subtraction, multiplication and division. Y6:ASMD8	To estimate my answer before I begin calculating. Y6:ASMD9 To use common factors to simplify fractions and use common multiples to express fractions in the same denomination. Y6:FD1	To add fractions with different denominators and mixed numbers. Y6:FD3	To subtract fractions with different denominators and mixed numbers. Y6:FD3 To multiply fractions. Y6:FD4	To divide proper fractions by whole numbers. Y6:FD5 To compare and order fractions, including fractions greater than 1. Y6:FD2
Term 3	To change a fraction into a decimal - for example, To change $\frac{3}{8}$ to 0.375 by	To solve problems which include rounding to a required accuracy such as	To find the percentage of an amount - such as finding 15 per cent of 360. Y6:R2	Use written division methods in cases where the answer has up to two decimal places. Y6:FD9	Solve problems about different units of measures with three decimal places. Y6:M1	To convert measurements of length, weight, volume and time up to three decimal places in length



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	<p>dividing 1 by 8 and multiplying by 3. Y6:FD6</p> <p>Know the decimal value, percentage and fraction of a range of values - such as 0.5, 50 per cent and $\frac{1}{2}$. Y6:FD11</p>	<p>the nearest 10, 100 or 10000. Y6:FD10</p> <p>To multiply and divide numbers by 10, 100 and 1000 and know what each digit means up to three decimal places. Y6:FD7</p>	<p>To multiply numbers such as 1.45 by a one digit number - for example 1.45×7. Y6:FD8</p>			<p>(for example $0.345\text{kg} = 345\text{g}$). Y6:M2</p>
Term 4	<p>Know that even though shapes may have the same area, the perimeter may be different - or a shapes with the same perimeter may have a different areas. Y6:M4</p> <p>To use a formulae for area and volume of shapes. Y6:M5</p>	<p>To calculate the area of parallelograms and triangles. Y6:M6</p> <p>To work with the volume of cubes and cuboids using cubic centimetres (cm^3) and cubic metres (m^3), and other units too such as mm^3 and km^3. Y6:M7</p>	<p>To convert between miles and kilometres. Y6:M3</p> <p>I know how to use simple formulae such as $n - 10 = 2$. Y6:A1</p>	<p>To create a sequence of numbers that follow a rule. Y6:A2</p> <p>To use a letter (such as n or x) to show a missing number - such as $10 - x = 5$. Y6:A3</p>	<p>To find pairs of numbers that satisfy an equation with two unknowns. Y6:A4</p> <p>To list possible answers to missing numbers such as listing the possible answers of a and b in $a + 6 = b - 10$ Y6:A5</p>	<p>To classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons. Y6:S3</p> <p>To work with angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles Y6:S5</p>
Term 5	<p>I accurately draw 2-D shapes using given dimensions and angles. Y6:S1</p> <p>To recognise, describe and build 3-D shapes, including making nets. Y6:S2</p>	<p>I know the parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. Y6:S4</p>	<p>To use the four quadrants in a coordinate grid. Y6:PD1</p> <p>To draw and translate shapes using coordinates or reflect a shape on the grid. Y6:PD2</p>	<p>To solve problems about relative sizes (ratio). Y6:R1</p> <p>To solve similar shape problems. Y6:R3</p>	<p>To solve problems about unequal sharing Y6:R4</p>	<p>To use and construct pie charts and line graphs and use these to solve problems. Y6:ST1</p> <p>To calculate the mean as an average. Y6:ST2</p>

