

Year 6– Maths 2023-24

Autumn Week:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Half Term	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14
Concept:	PiXL Assessments	Number: Place Value <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 Powers of 10 	Number: Addition, Subtraction Multiplication and Division <ul style="list-style-type: none"> order of operations solve multistep problems in contexts identify common factors, common multiples and prime numbers use estimation to check answers 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 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 Division using factors 		Number: Fractions: <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 divide proper fractions by whole numbers 	Number: Ratio: <ul style="list-style-type: none"> solve problems involving the relative sizes of two quantities using integer multiplication and division facts solve problems involving the calculation/ use of percentages for comparison solve problems involving similar shapes using scale factor solve problems involving unequal sharing and grouping using knowledge of fractions 	Measurement : Converting Units <ul style="list-style-type: none"> solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 d.p. 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 								

													and multiples	vice versa, using decimal notation to up to 3 d.p. convert between miles and kilometres
Representation:	Place value charts Counters Number lines Base ten Numicon			Bar model Part whole Number line Base ten Place value counters			Fraction walls Fraction tiles Number lines Bar model Numicon and pegs Gattegno charts				Counters Number lines Base ten Cuisenaire rods	Number lines Weights Scales Measuring cylinders Rulers		

Spring Week:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Half Term	Week 7	Week 8	Week 9	Week 10	Week 11
Concept:	Number: Algebra • use simple formulae • generate and describe linear number sequences		Number: Decimals : • identify the value of each digit in numbers given to three decimal places.		Number: Fractions, decimals, percentages				Perimeter, area, volume • recognise that shapes with the same areas can have		Statistics • Line graphs Interpretation of line graphs Two-way graphs Timetables	

	<ul style="list-style-type: none"> express missing number problems algebraically find pairs of numbers that satisfy an equation with two unknowns enumerate possibilities of combinations of two variables 	<ul style="list-style-type: none"> Round decimal up to 3 decimal places Add and subtract decimals Multiply and divide by 10, 100 and 1000. 	<ul style="list-style-type: none"> associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [for example, $\frac{3}{8}$] recall and use equivalences between simple fractions, decimals and percentages, including in different contexts 			<p>different perimeters and vice versa</p> <ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> interpret and construct pie charts and line graphs and use these to solve problems calculate and interpret the mean as an average <p>(Some areas of statistics to be integrated into other areas of the curriculum)</p>
Representations:	Cuisenaire rods Bar model Numicon Counters	Base ten Place value counters	Cuisenaire rods Bar model Numicon Counters Fraction walls Fraction plates		Cuisenaire rods Bar model Numicon Counters Fraction walls Fraction plates	Numicon Base 10 Cubes	Graphs Real life representations of data.

Summer Week:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Half Term	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week
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	<p>Shape:</p> <ul style="list-style-type: none"> draw 2-D shapes using given dimensions and angles compare and classify geometric shapes based on their properties and sizes illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius recognise, describe and build simple 3D shapes, including making nets find unknown angles in any triangles, quadrilaterals, and regular polygons recognise angles where they meet 	<p>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 coordinate plane and reflect them in the axes 	<p>Number: Revision week -</p> <p>Focus on number and calculation</p>	S	A	T	S	<p>Number:</p> <p>Place Value</p>	<p>Number</p> <p>Calculations</p> <p>Addition / subtraction / multiplication / division</p>	<p>Number</p> <p>Calculations</p> <p>Addition / subtraction / multiplication / division</p>	<p>Number</p> <p>Algebra</p>	<p>Geometry</p>	<p>Measurement</p>	<p>Statistics</p>
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	<p>point, are on a straight line, or are vertically opposite and find missing angles</p>													
<p>Representation:</p>	<p>Protractor, ruler, graph paper, compass, cubes, 3-d shapes</p>													