

St. Margaret's C.E. Junior School Year 6 Maths Curriculum Overview



AUTUMN	SPRING	SUMMER
Number: place value *(PS) Introduce PS strategies • Numbers to 10,000, 100,000 & 1,000,000 (NPV 2) (R) • Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit (NPV 1) (NPV 2) (NPV 3) > Numbers to 1,000,000 > Numbers to 10,000,000 > Numbers to 10,000,000 > Numbers to 10,000,000 > Numbers to 10,000,000 > Read and write numbers to 10,000,000 > Powers of 10 > Number line to 10,000,000 (NPV 4) > Compare and order any integers • Round any numbers to 10, 100 & 1, 000 (NPV 3) (R) • Round any integers • Use negative numbers in context, and calculate intervals across zero (NPV 3) > Negative numbers • Solve number and practical problems that involve all of the above (NPV 3) *(PS) Testbase temperature problems	Ratio & proportion Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts (AS/MD 1) (AS/MD 3) Add or multiply? Use ratio language Introduction to the ratio symbol Ratio and fractions Solve problems involving similar shapes where the scale factor is known or can be found (MD 3) Scale drawing Use scale factors Similar shapes Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples (MD 3) Ratio problems Proportion problems Proportion problems Proportion problems Recipes	Geometry: properties of shape• Draw 2-D shapes using given dimensions and angles• Compare and classify geometric shapes based on their properties and sizes• Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles (G 1)• Measure and classify angles• Calculate angles• Vertically opposite angles• Angles in a triangle• Angles in a triangle – special cases• Angles in a quadrilateral• Angles in polygons• Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius• Circles• Recognise, describe and build simple 3-D shapes, including making nets (G 1)• Draw shapes accurately • Nets of 3-D shapes• Solve problems involving all of the above

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Number: four operations • Add & subtract whole nos with more than 4 digits (R) ▶ Add and subtract integers • Multi-step addition & subtraction problems (R) • Identify common factors, common multiples and prime numbers (R) ▶ Common factors ▶ Common multiples • Recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) (Year 5) *(PS) Testbase Carroll & Venn diagrams	Algebra • Use simple formulae • Generate and describe linear number sequences > 1-step function machines • Express missing number problems algebraically > 2-step function machines > Form expressions > Substitution > Form equations > Solve 1-step equations > Solve 2-step equations • Find pairs of numbers that satisfy an equation with two unknowns (AS/MD 4) • Enumerate possibilities of combinations of two variables > Find pairs of values > Solve problems with two unknowns	 <u>Geometry: property, position & direction</u> 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 The first quadrant Read and plot points in four quadrants Solve problems with coordinates Translations Reflections 	
Number: four operations > Rules of divisibility > Primes to 100 > Square and cube numbers > Multiply up to a 4-digit number by a 2-digit number • Multiply 4 digits by 1 digit, 2 digits (R) • Multiply 2 digits by 2 digits (R) • Multiply 3 digits by 2 digits (R) • Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication > Solve problems with multiplication (AS/MD 2) • Divide 4 digits by 1 digit (R) • Divide numbers up to 4 digits by a two-digit number using	Number: decimals • Decimals up to 2 decimal places (NPV 2) (R) • Understand thousandths (NPV 2) (R) • Identify the value of each digit in numbers given to 3 decimal places and multiply numbers by 10, 100 and 1,000 giving answers up to 3 decimal places (NPV 2) • Place value within 1 • Place value – integers and decimals • Solve problems which require answers to be rounded to specified degrees of accuracy • Round decimals • Add and subtract decimals • Multiply one-digit number with up to two decimal places by whole numbers (NPV 4) • Multiply by 10, 100 and 1,000 • Multiply decimals by integers	 Themed projects, consolidation and problem solving White Rose Bakery White Rose Tours White Rose Futures 	

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the formal written method of short division where appropriate, interpreting remainders according to context

- Short division
- Division using factors (AS/MD 2)
- 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
 - Introduction to long division
 - Long division with remainders
 - Solve problems with division (AS/MD 2)
 - Solve multi-step problems (AS/MD 2)
- Use their knowledge of the order of operations to carry out calculations involving the four operations
 - Order of operations
- Perform mental calculations, including with mixed operations and large numbers
 - Mental calculations and estimation
- Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy
 - Reason from known facts (AS/MD 2)
- Solve multi-step problems in context, involving addition, subtraction, multiplication and division, deciding which operations and methods to use and why (AS/MD 2)

- Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction
- Use written division methods in cases where the answer has up to two decimal places
 - Divide by 10, 100 and 1,000
 - Divide decimals by integers
 - Multiply and divide decimals in context

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Number: fractions A > Equivalent fractions and simplifying > Equivalent fractions on a number line • Use common factors to simplify fractions (F 1) • Use common multiples to express fractions in the same denomination (F 1) • Compare and order fractions, including fractions > 1 (F 2) (F 3) > Compare and order (denominator) > Compare and order (numerator) • Generate and describe linear number lines with fractions (F 1) • Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions (F 1) > Add and subtract simple fractions > Add and subtract any two fractions > Add and subtract any two fractions > Multiply simple pairs of proper fractions, writing the answer in its simplest form > Multiply fractions by integers > Multiply fractions by reactions > Divide a fraction by an integer > Divide any fraction by an integer	 Number – fractions (including decimals and percentages) Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts (MD 3) Decimal and fraction equivalents Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts Fractions as division Understand percentages Fractions to percentages Equivalent fractions, decimals and percentages Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and the use of percentages for comparison Percentage of an amount – one step Percentages – missing values Use written division methods in cases where the answer has up to two decimal places Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction 	

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Measurement: converting units	Measurement: perimeter, area & volume	
 Use, read, write and convert between standard units, 	 Recognise that shapes with the same areas can have 	
converting measurements of length, mass, volume and	different perimeters and vice versa (G 1)	
time from a smaller unit of measure to a larger unit, and	Shapes – same area	
vice versa, using decimal notation to up to three decimal	Area and perimeter	
places (NPV 4)	• Calculate the area of parallelograms and triangles (G 1)	
Metric measures	Area of a triangle – counting squares	
Convert metric measures	Area of a right-angled triangle	
 Calculate with metric measures Miles and kilometrics 	Area of any triangle	
Miles and kilometres	Area of a parallelogram	
 Imperial measures Solve meblems involving the coloulation and conversion 	Recognise when it is possible to use formulae for area	
Solve problems involving the calculation and conversion of units of measure, using desimal notation up to three	and volume of shapes	
desimal places where appropriate	Calculate, estimate and compare volume of cubes and sub-side using standard units including sub-	
• Convert between miles and kilometros	cubolds using standard units, including cubic	
Convert between miles and knometres *(DS) Drawing a table / drawing a diagram (graph)	centimetres (cm3) and cubic metres (m3), and	
(PS) Drawing a table/ drawing a diagram (graph)	extending to other units	
	Volume – counting cubes	
	<u>Statistics</u>	
	Calculate and interpret the mean as an average	
	 Interpret and present discrete and continuous data 	
	using appropriate graphical methods including bar	
	charts and time graphs (Year 4)	
	Line graphs	
	 Dual bar charts 	
	• Illustrate and name parts of circles, including radius,	

diameter and circumference and know that the diameter is twice the radius	
Read and interpret pie charts	
Pie charts with percentages	
Draw pie charts	
The mean	

White Rose Maths Hub & Power Maths schemes of learning are used to support medium term planning and as exemplification for maths objectives.

R- RECAP of previous objectives

> WRH Small Steps

Small steps can be combined into one lesson.

* (PS) PROBLEM SOLVING opportunities

DfE- Ready to progress criteria

NF- Number Facts NPV- Number & Place Value AS- Addition & Subtraction MD- Multiplication & Division F- Fractions G- Geometry

REMEMBER to complete pre & post learning assessments.

Only move on when the majority of pupils are secure in the objective.