

**Roe Farm Primary School  
Year 6**

Autumn 1 <sup>st</sup> Half Term	Autumn 2 <sup>nd</sup> Half Term	Spring 1 <sup>st</sup> Half Term	Spring 2 <sup>nd</sup> Half Term	Summer 1 <sup>st</sup> Half Term	Summer 2 <sup>nd</sup> Half Term
<p><u><a href="#">Number and Place Value</a></u></p> <p><b><u>Chapter 1 – Numbers to 10 million</u></b></p> <p>To create and identify numbers to 10 000 000 to write in numerals and words numbers to 10 000 000.</p> <p>To construct and record numbers to 10 000 000; to recognise the value of digits to 10 000 000.</p> <p>To recognise and construct numbers to 10 000 000 using an abacus; to recognise the value of digits in numbers to 10 000 000 and write numbers using numerals and words.</p>	<p><u><a href="#">Fractions, Decimals and Percentages: Fractions</a></u></p> <p><b><u>Chapter 3 – Fractions</u></b></p> <p>To use concrete materials to simplify fractions; to recognise equivalence in fractions to 1/4.</p> <p>To simplify fractions using division and common factors; to represent fractions using concrete materials and pictorial representations.</p> <p>To compare fractions and place them in order from smallest to largest.</p> <p>To compare and order fractions by finding</p>	<p><u><a href="#">Measurement</a></u></p> <p><b><u>Chapter 5 – Measurements</u></b></p> <p>To convert units of time from minutes to hours; to represent time using 24-hour notation.</p> <p><u><a href="#">Word Problems</a></u></p> <p><b><u>Chapter 6 – Word Problems</u></b></p> <p>To use bar models to solve word problems involving the four operations.</p> <p>To use the bar model heuristic to solve word problems involving the four operations.</p>	<p><u><a href="#">Algebra</a></u></p> <p><b><u>Chapter 9 – Algebra</u></b></p> <p>To determine a pattern using concrete materials and pictorial representation; to use a table to identify a repeating pattern; to express a rule using a letter or symbol.</p> <p>To determine a pattern using concrete materials and pictorial representation; to use a table to identify a repeating pattern; to express the relationship between consecutive numbers in terms of a symbol or letter.</p> <p>To determine a pattern using concrete</p>	<p><u><a href="#">Statistics</a></u></p> <p><b><u>Chapter 14 – Graphs and Averages</u></b></p> <p>To calculate the average (mean) of sets of values.</p> <p>To calculate the mean.</p> <p>To solve problems involving the mean; to use the mean and the number of values to calculate the total; to use given information to find unknown values.</p> <p>To show information on graphs; to transfer information from a table to a pie chart.</p> <p>To read and interpret pie charts.</p>	<p><u><a href="#">Geometry – Properties and Shapes</a></u></p> <p><b><u>Chapter 12 – Geometry</u></b></p> <p>To name the parts of a circle; to calculate diameter and radius using parts of a circle.</p> <p>To solve problems involving angles in a circle.</p> <p>To draw quadrilaterals with specific side lengths and parallel lines; to find the perimeter of shapes and name trapeziums and parallelograms.</p> <p>To draw triangles using measurements and angles as the starting point; to use a</p>

<p>To compare numbers to 10 000 000 using place value.</p> <p>To compare and order numbers to 10 000 000; to create combinations of numbers using a fixed number of digits.</p> <p>To round numbers to 10 000 000 to the nearest million, hundred thousand and ten thousand.</p> <p>To round numbers to the nearest appropriate number up to and including millions; to determine when rounding is appropriate and to which value.</p> <p><u>Calculations</u></p> <p><b><u>Chapter 2 – Four Operations on Whole Numbers</u></b></p>	<p>common denominators.</p> <p>To compare and order fractions using common factors.</p> <p>Adding and subtracting fractions with different denominators; using pictorial representations to compare fractions and add/subtract.</p> <p>To add and subtract fractions of different denominators; to develop questions and word problems based on the information provided.</p> <p>To add and subtract fractions with different denominators.</p> <p>To add and subtract mixed numbers, including fractions with different denominators; to</p>	<p>To use the bar model heuristic to solve complex word problems involving time.</p> <p>To solve complex word problems using pictorial representation and the four operations.</p> <p>To create and solve word problems that apply the bar model heuristic and working backwards as the main strategies.</p> <p>To create and solve complex word problems using the four operations.</p> <p><u>Fractions, Decimals and Percentages</u></p> <p><b><u>Chapter 7 – Percentages</u></b></p> <p>To find the percentage of a whole number using division and</p>	<p>materials and pictorial representation; to use a table to identify a pattern; to express unknown numbers in terms of a letter or symbol, including using a number before a letter for multiplication.</p> <p>To use a table to identify a pattern; to write algebraic expressions using each of the four operations.</p> <p>To use examples to identify rules; to write algebraic expressions using each of the four operations; to evaluate algebraic expressions including the use of inverse operations.</p> <p>To recognise patterns; to write algebraic expressions with two steps; to evaluate algebraic expressions with two steps.</p>	<p>To read and interpret pie charts; to use percentages in pie charts.</p> <p>To read and interpret pie charts; to use knowledge of angles to interpret pie charts.</p> <p>To read line graphs; to interpret the information in line graphs that show distance and time.</p> <p>To read and interpret line graphs; to answer questions about the information in line graphs.</p> <p><u>Number and Place Value:</u></p> <p><b><u>Chapter 15 – Negative Numbers</u></b></p> <p>To add and subtract negative numbers using a number line.</p>	<p>protractor to draw triangles using angles.</p> <p>To construct triangles using a protractor and ruler; to use ratio to determine the dimensions of a triangle.</p> <p>To construct the nets of 3-D shapes by identifying the faces and the 2-D shapes that construct them.</p> <p>To construct the nets of 3-D shapes by identifying the faces and the 2-D shapes that construct them.</p> <p><b><u>Chapter 13 – Position and Movement</u></b></p> <p>To describe reflection using a mirror line and the terms ‘object’ and ‘image’.</p> <p>To reposition objects so they can be</p>
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<p>To use multiple operations and create expressions from a picture; to use the order of operations to solve expressions.</p> <p>To create and solve expressions using the four operations.</p> <p>To multiply numbers by multiples of 10; to use number bonds as a key strategy in multiplication.</p> <p>To multiply 3- and 4-digit numbers by 2-digit numbers without regrouping or renaming; to use both number bonds and the column method as key strategies.</p> <p>To multiply 3- and 4-digit numbers by 2-digit numbers with regrouping and renaming; to use</p>	<p>subtract from the whole and add the remainder back on.</p> <p>To add and subtract fractions with different denominators; to add and subtract mixed numbers.</p> <p>To multiply fractions using pictorial representations and abstract methods.</p> <p>To determine if the commutative law applies to fractions; to multiply fractions using concrete materials and pictorial representations</p> <p>To use concrete materials to understand and solve the multiplication of fractions; to simplify equations using pattern blocks.</p> <p>To divide a fraction by a whole number; to</p>	<p>multiplication; to use bar modelling as a pictorial approach to calculating percentage.</p> <p>To find the percentage of a quantity; to use bar model diagrams to support the division and multiplication of numbers towards the percentage.</p> <p>To find the percentage change in an amount over time; to calculate the percentage change where the number gives rise to a decimal.</p> <p>To use percentage, bar models and fractions to compare amounts.</p> <p><b><u>Ratio and Proportion</u></b></p> <p><b><u>Chapter 8 – Ratio</u></b></p> <p>To use ratios and fractions to compare objects; to find the relationship between</p>	<p>To recognise patterns; to write and evaluate algebraic expressions with two steps; to write and use formulae.</p> <p>To use formulae to solve problems; to replace a letter/variable with a number then solve the equation; to use inverse operations to solve equations.</p> <p>To solve equations; to use equations to find unknown values.</p> <p><b><u>Measurement</u></b></p> <p><b><u>Chapter 10 – Area and Perimeter</u></b></p> <p>To find the area and perimeter of rectangles; to calculate perimeter using the known area and vice versa.</p>	<p>To create number stories using negative numbers.</p> <p><b><u>Measurement</u></b></p> <p><b><u>Chapter 11 – Volume</u></b></p> <p>To find the volume of cubes and cuboids using concrete materials.</p> <p>To determine the formula for the volume of cubes and cuboids and apply it to calculate the volume of shapes.</p> <p>To estimate the volume of objects and spaces; to calculate the volume of boxes using the formula for volume of cubes and cuboids.</p> <p>To calculate the volume of boxes using the formula for volume of a cube; to expose common</p>	<p>reflected in the x and y axis as the mirror line.</p> <p>To use algebra to describe the positions of coordinates in relationship to one another.</p> <p>To represent translation and reflection using algebraic notation.</p> <p><b><u>Statistics</u></b></p> <p><b><u>Chapter 14 – Graphs and Averages</u></b></p> <p>To convert miles into kilometres and kilometres into miles.</p> <p>To read and interpret line graphs.</p>
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<p>number bonds and pattern recognition as key strategies for multiplication.</p> <p>To estimate products of multiplying 3- and 4-digit numbers by a 2-digit numbers; to use knowledge of multiplication to create specific products.</p> <p>To divide 3-digit numbers by 2-digit numbers using a variety of strategies; to use number bonds, long division and bar models to facilitate division by 2-digit numbers.</p> <p>To divide 4-digit numbers by 2-digit numbers; to use number bonds and long division as the key strategies.</p>	<p>use pictorial representation to divide whole numbers into fractions.</p> <p>To divide fractions by whole numbers using concrete materials and pictorial representations; to divide fractions when the numerator and divisor are not easily divisible.</p> <p>To divide fractions by a whole number; to use pictorial representations to support division.</p> <p><b><u>Chapter 4 – Decimals</u></b></p> <p>To read and write decimals to thousandths; to use concrete materials to represent decimals.</p> <p>To divide whole numbers by larger whole numbers; to use Base 10 materials to</p>	<p>ratios, percentages and fractions.</p> <p>To determine the ratio of a quantity using concrete materials; to simplify ratios using concrete materials in addition to division.</p> <p>To compare more than two quantities using the term 'ratio'; to use bar models to express ratios where there is more than one quantity.</p> <p>To compare quantity using both fractions and ratios; to use bar model diagrams to represent ratios.</p> <p>To compare quantities using bar models and common factors; to use multiplication and division to simplify ratios.</p> <p>To compare numbers using ratios; to make</p>	<p>To find and calculate the area of a parallelogram; to use concrete materials and prior understanding of area to construct a formula for the area.</p> <p>To use prior knowledge of area to determine and solve the area of a triangle; to use and apply the formula for the area of a rectangle to solve problems involving triangles.</p> <p>To calculate the area of a triangle using a formula; to calculate the area of a triangle in multiple ways.</p> <p>To use multiple methods to solve the area of a triangle.</p> <p>To find the area of a parallelogram using an understanding of triangles; to use</p>	<p>misconceptions in volume through a 3-box arrangement.</p> <p>To solve word problems involving the volume of cubes and cuboids; to apply the formula for the volume of a cube or cuboid.</p> <p style="text-align: center;"><u>SATs</u></p>	
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<p>To divide 4-digit numbers by 2-digit numbers using a variety of methods; to use number bonds, long and short division as key methods.</p> <p>To divide 3-digit numbers by 2-digit numbers giving rise to remainders; to use number bonds and long and short division as key strategies to solve division problems.</p> <p>To divide 4-digit numbers by 2-digit numbers giving rise to a remainder; to represent the remainder as part of a whole amount of money or decimal.</p> <p>To use the bar model heuristic to solve word problems involving multiplication and division.</p>	<p>represent tenths, hundredths and thousandths.</p> <p>To divide whole numbers that give rise to decimals; to calculate decimal fraction equivalents using long division.</p> <p>To convert fractions into decimals using bar models and long division.</p> <p>To write fractions as decimals; to use long division as the key strategy for turning fractions into decimals.</p> <p>To multiply decimals by whole numbers using partitioning or the worded method to help find the solution.</p> <p>To multiply whole numbers that include a decimal by other whole numbers; to use</p>	<p>decisions about simplifying ratios using division.</p> <p>To solve word problems using a variety of heuristics including guess-and-check and bar models; to apply knowledge of ratios to word problems.</p> <p>To solve word problems using the bar model heuristic; to employ division and multiplication as primary strategies when solving word problems visually.</p> <p>To apply the guess-and-check and advanced bar model heuristic to ratio word problems.</p>	<p>concrete materials to find the area of a parallelogram.</p> <p><u><a href="#">Geometry – Properties and Shapes</a></u></p> <p><u><b>Chapter 12 – Geometry</b></u></p> <p>To investigate opposite angles; to use prior knowledge of angles to solve problems involving angles.</p> <p>To solve problems involving angles using the bar model heuristic; to solve problems involving angles without protractors.</p> <p>To determine and show the sum of the angles inside a triangle.</p> <p>To investigate and determine angles in quadrilaterals.</p>		
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<p>To solve word problems using division as the main strategy; to use pictorial representations to support word problems.</p> <p>To solve word problems involving multiple operations, including multiplication and division</p> <p>To find common multiples in real-life situations; to use common multiples in tandem with knowledge of time.</p> <p>To use common multiples to solve problems; to organise mathematical thinking into tables and lists.</p> <p>To find the largest common factor of 3-digit numbers; to use</p>	<p>partitioning and the worded method as key strategies.</p> <p>To multiply decimals by whole numbers, including regrouping and renaming.</p> <p>To multiply decimals by whole numbers using a variety of methods; to use the heuristic 'making a list' to help solve a problem.</p> <p>To divide decimals using number bonds and number discs as the key strategies.</p> <p>To divide decimals using bar models, number bonds and long division as key strategies, including regrouping and renaming.</p> <p>To multiply decimals by a 2-digit whole number using number</p>		<p>To use the knowledge of angles inside a triangle and a quadrilateral to solve problems involving angles in other shapes.</p> <p><b><u>Chapter 12 – Position and Movement</u></b></p> <p>To represent negative numbers on both vertical and horizontal number lines.</p> <p>To describe the positions of objects on a coordinate grid; to use x and y axes to determine the position of objects on a grid.</p> <p>To describe the position of points using coordinates on a grid.</p> <p>To draw polygons on a coordinate grid; to recognise polygons on a coordinate grid.</p>		
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<p>multiplication and division to find largest common factors.</p> <p>To find common factors using concrete materials.</p> <p>To use prime numbers to create other numbers; to explore prime numbers above 100.</p> <p>To explore prime numbers using concrete materials; to identify prime numbers using multiplication or division.</p>	<p>discs and the column method.</p> <p>To divide decimals by 2-digit numbers using number bonds and the worded method.</p> <p>To divide decimals by 2-digit whole numbers using number bonds and the worded method.</p> <p><u>Measurement</u></p> <p><b><u>Chapter 5 – Measurements</u></b></p> <p>To convert common measurements into metres, centimetres and millimetres.</p> <p>To convert units of measure into different units; to use knowledge of decimals and fractions to help convert units.</p>		<p>To describe the translation of shapes on a coordinate grid.</p>		
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	<p>To convert metres into kilometres as units of measure.</p> <p>To convert units of mass from grams to kilograms using decimals and fractions.</p> <p>To convert units of volume from millilitres to litres.</p>				
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