

Year 6 End of Year Expectations: Mathematics



Year 6 Mathematics				
Number and Place Value				
Number and Place Value	Addition, Subtraction, Multiplication and Division	Fractions, Decimals and Percentages	Ratio and Proportion	Algebra
<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. 	<ul style="list-style-type: none"> ❖ 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 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. ❖ 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. ❖ Identify common factors, common multiples and prime numbers. 	<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, writing the answer in its simplest form. [For example, $1/2 \times 1/2 = 1/8$]. ❖ Divide proper fractions by whole numbers. $1/3 \div 2 = 1/6$ ❖ Associate a fraction with division and calculate decimal fraction equivalents [for example, 0.375] for a simple fraction [e.g. $3/8$]. ❖ Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 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. 	<ul style="list-style-type: none"> ❖ Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts. ❖ Solve problems involving the calculation of percentages [for example, of measures, and such as 15% of 360] and 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 and grouping using knowledge of fractions and multiples. 	<ul style="list-style-type: none"> ❖ Use simple formulae. Generate and describe linear number sequences. ❖ Express missing number problems algebraically. ❖ Find pairs of numbers that satisfy an equation with two unknowns. ❖ Enumerate possibilities of combinations of two variables.

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	<ul style="list-style-type: none">❖ Use their knowledge of the order of operations to carry out calculations involving the four operations.❖ Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.	<ul style="list-style-type: none">❖ Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.		
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Year 6 Mathematics			
Geometry and Measures			
Measures	Geometry – Properties of Shapes	Geometry – Position and Movement	Statistics
<ul style="list-style-type: none"> ❖ Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places 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 vice versa, using decimal notation to up to three decimal places. ❖ Convert between miles and kilometres. ❖ Recognise that shapes with the same areas can have different perimeters and vice versa. ❖ 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 [for example, mm³ and km³]. 	<ul style="list-style-type: none"> ❖ Draw 2-D shapes using given dimensions and angles. ❖ Recognise, describe and build simple 3-D shapes, including making nets. ❖ Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons. ❖ Illustrate and name parts of circles, including radius, diameter and circumference and 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, and find missing angles. 	<ul style="list-style-type: none"> ❖ 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. 	<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