



Year 6

Numeracy Term 1

Number:

PLACE VALUE

- Read, write and order whole numbers to 99,999 and appreciate the value of each digit
- Count forwards and backwards in different amounts within 99,999
- Approximate to nearest 10, 100, 1000

ADDITION/SUBTRACTION

- Calculate using written addition and subtraction within 99,999
- Estimate answers before calculating

MULTIPLICATION/DIVISION

- Continue to develop quick recall of all multiplication tables up to 12 x 12 and use to consolidate link between multiplication and division
- Multiply a 2 digit number by a 2 digit multiple of 10 e.g. 34 X30
- Multiply a 2 digit number by a teens number 34x13
- Multiply a 2 digit number by any 2 digit number
- Investigate patterns and relationships, e.g. use doubling and halving to solve multiplication calculations
- Multiply whole numbers by 100 and 1000, answers within 99,999
- Understand and use the term multiples
- Investigate divisibility rules for 2, 4, 5 and 10
- Divide a 2 digit/3 digit whole number by a single digit using a variety of methods.
- Consolidate the concept of remainders
- Understand the concept of remainders in real life situations and know when it is appropriate to round up or down
- Use the knowledge of multiplying whole numbers by 10 and 100 to explore division by 10 and 100

DECIMALS

- Consolidate place value to 1 decimal place and be able to count/on back in tenths from starting numbers
- Read, write and order 2dp numbers with particular reference to money and measure

MENTAL STRATEGIES

- Count orally in multiples of 3,4,6,7,8,9 fwds and bkwds
- Find doubles of any 2 digit numbers, bridging the ten, answers within 100 e.g. 23+48
- Add two 2 digit multiples of 10, bridging through the 100 e.g. 70+60
- Add a two digit multiple of 10 to a 2 digit number and vice versa, bridging through 100 e.g. 78+60, or 40+76



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Shape & Space:

2D SHAPE

- Consolidate knowledge of hexagon, pentagon, octagon and semi circle(sort and name, recognise and describe)
- Understand that 2D shapes can be regular and irregular
- Through discussion and practical activities make tessellations using single shapes
- Through discussion and practical activities make tessellations using multiple shapes
- Know which shapes tessellate

SYMMETRY

- Investigate lines of symmetry on a variety of 2D shapes.

CO-ORDINATES

- Continue to explore co-ordinates in the first quadrant; identify and plot co-ordinates. Extend co-ordinate work eg to find coordinates of an unknown point and specify (first quadrant)
- Draw a range of 2D shapes by joining coordinates.

Handling Data:

FREQUENCY CHARTS

- Construct frequency charts
- Be able to use tally method, bar gate convention when it is impossible to identify all the information required at one time, example - different total generated when throwing 2 dice

Measure:

LENGTH/PERIMETER

- Understand the kilometre as a unit for measuring longer distances.
- Convert between kilometres and metres and between metres and kilometres where there are whole or half kilometre answers.
- Calculate perimeters which involve inferring missing lengths.

WEIGHT

- Understand the metric tonne kilogram as a unit for weighing and comparing heavier objects.
- Convert between tonnes and kilograms and between kilogrammes and tonnes where there are whole or half tonne answers.

AREA

- Understand that a square metre is a square where each side is 1 m in length, and that it has an area of 1 m².
- Estimate and measure larger areas using m².



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VOLUME/CAPACITY

- Understand the concept of volume as a measure of how much space an object takes up.
- Understand conservation of volume.

TIME

- Understand 24 hour time system.
- Convert between 12 and 24 hour time system.