



Curriculum map

Year 6 Autumn Term

	Week 1-2 Block 1	Week 3-6 Block 2	Week 7-10 Block 3	Week 11-12 Block 4
	Place value	Number: Addition, Subtraction, Multiplication and Division including decimals	Fractions	Decimals and percentages
Small Steps	<ul style="list-style-type: none"> Numbers to ten million. Compare an order any number. Round any numbers. Three decimal places. Multiply by 10, 100 and 1,000. Divide by 10, 100 and 1,000. 	<ul style="list-style-type: none"> Add and subtract whole numbers. Multiply up to 4-digit by 1-digit number. Short division. Division using factors. Long division (1). Long division (2). Long division (3). Long division (4). Common factors. Common multiples. Primes. Squares and cubes. Order of operations. Mental calculations and estimation. Reasoning from known facts. 	<ul style="list-style-type: none"> Simplify fractions. Fractions on a number line. Compare & order (denominator). Compare & order (numerator). Add & subtract fractions (1). Add & subtract fractions (2). Adding fractions. Subtracting fractions. Mixed addition and subtraction. Multiply fractions by integers. Multiply fractions by fractions. Divide fractions by integers (1). Divide fractions by integers (2). Four rules with fractions. Fraction of an amount. Finding the whole. 	<ul style="list-style-type: none"> Fractions to percentages. Equivalent FDP. Percentage of an amount (1). Percentage of an amount (2). Percentages – missing values. Percentage increase and decrease. Order FDP
National curriculum links	<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. Solve number and practical <ul style="list-style-type: none"> problems that involve all of the <ul style="list-style-type: none"> above 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 	<ul style="list-style-type: none"> Solve addition and subtraction multi step problems in contexts, deciding which operations and methods to use and why. Multiply multi-digit number up to 4 digits by a 2-digit number using the formal written method of long multiplication. Divide numbers up to 4 digits by a 2-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding as <ul style="list-style-type: none"> appropriate for the context. Divide numbers up to 4 digits by a 2-digit number using the formal written method of short division, interpreting remainders according to the context. Perform mental calculations, including with mixed operations and large numbers. Identify common factors, common multiples and prime numbers. Use their knowledge of the order of operations to carry out calculations involving the four operations. Solve problems involving addition, subtraction, multiplication and division. Use estimation to check answers to calculations and determine in the context of a problem, an appropriate degree of accuracy 	<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 (e.g. $1/4 \times 1/2 = 1/8$). Divide proper fractions by whole numbers (e.g. $1/3 \div 2 = 1/6$). Associate a fraction with division to calculate decimal fraction equivalents (e.g. 0.375) for a simple fraction (e.g. 3/8). Identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000 where the answers are 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. Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. 	<ul style="list-style-type: none"> Solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison. Recall and use equivalences between simple fractions, decimals and percentages including in different contexts.



Curriculum map

Year 6 Spring Term

	Week 1 Block 2	Week2 Block 2	Week 3 Block 2	Week 4 Block 3	Week 5-6 Block 4	Week 7 Block 5	Week 8-9	Week 10	Week 11
	Negative numbers/scales	Decimals	Shape Angles	Time	Measurement: Perimeter, Area and Volume	Algebra	Shape	Number: Ratio	Statistics
Small Steps	<ul style="list-style-type: none"> Negative numbers. 	<ul style="list-style-type: none"> Three decimal places. Multiply by 10, 100 and 1,000. Divide by 10, 100 and 1,000. Multiply decimals by integers. Divide decimals by integers. Division to solve problems. Decimals as fractions. Fractions to decimals (1). Fractions to decimals (2). 	<ul style="list-style-type: none"> Measure with a protractor. Introduce angles. Calculate angles. Vertically opposite angles. Angles in a triangle. Angles in a triangle – special cases. Angles in a triangle – missing angles. Angles in special quadrilaterals. Angles in regular polygons 	<ul style="list-style-type: none"> Hours, minutes and seconds. Years, months, weeks and days. Analogue to digital – 12 hour. Analogue to digital – 24 hour. 	<ul style="list-style-type: none"> Shapes – same area. Area and perimeter. Area of a triangle (1). Area of a triangle (2). Area of a triangle (3). Area of a parallelogram. Volume – counting cubes. Volume of a cuboid. 	<ul style="list-style-type: none"> Find a rule – one step. Find a rule – two step. Use an algebraic rule. Substitution. Formulae. Word problems. Solve simple one step equations. Solve two step equations. Find pairs of values. Enumerate possibilities. 	<ul style="list-style-type: none"> Draw shapes accurately. Nets of 3D shapes. Coordinates in the first quadrant. Coordinate in four quadrants. Translations. Reflections. 	<ul style="list-style-type: none"> Use ratio language. Ratio and fractions. Introducing the ratio symbol. Calculating ratio. Using scale factors. Calculating scale factors. Ratio and proportion problems. 	<ul style="list-style-type: none"> Read and interpret line graphs. Draw line graphs. Use line graphs to solve problems. Circles. Read and interpret pie charts. Pie charts with percentages. Draw pie charts. The mean.
National curriculum links	<ul style="list-style-type: none"> Use negative numbers in context, and calculate intervals across zero. 	<ul style="list-style-type: none"> 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. Multiply one-digit numbers with up to 2 decimal places by whole numbers. Use written division methods in cases where the answer has up to 2 decimal places. Solve problems which require answers to be rounded to specified degrees of accuracy. 	<ul style="list-style-type: none"> Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. Draw 2-D shapes using given dimensions and angles. 	<ul style="list-style-type: none"> 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 3 d.p. 	<ul style="list-style-type: none"> 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 cm³, m³ and extending to other units (mm³, km³) 	<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 	<ul style="list-style-type: none"> Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons 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"> 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 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"> Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. Interpret and construct pie charts and line graphs and use these to solve problems. Calculate the mean as an average.

Curriculum map



Year 6 Summer Term

	Week 1-2 Block 1	Week 3 Block 2	Week 4	Week Block 3	Week 6 Block 4	Week 7	Week 8-9	Week 10-12
	Geometry: Properties of Shapes)	Revision week	SATS	Algebra	Shape	Probability	Statistics	Shape
Small Steps	<ul style="list-style-type: none"> • Draw shapes accurately. • Nets of 3D shapes. Properties of circles	4 rules Problem solving		<ul style="list-style-type: none"> • Find a rule – one step. • Find a rule – two step. • Use an algebraic rule. • Substitution. • Formulae. • Word problems. • Solve simple one step equations. • Solve two step equations. • Find pairs of values. • Enumerate possibilities. 	<ul style="list-style-type: none"> • Draw shapes accurately. • Nets of 3D shapes. • Coordinates in the first quadrant. • Coordinate in four quadrants. • Translations. • Reflections. 		<ul style="list-style-type: none"> • Read and interpret line graphs. • Draw line graphs. • Use line graphs to solve problems. <ul style="list-style-type: none"> • Read and interpret pie charts. • Pie charts with percentages. • Draw pie charts. • The mean. 	<ul style="list-style-type: none"> • Draw shapes accurately. • Nets of 3D shapes.
National curriculum links	<ul style="list-style-type: none"> • Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons 			<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 	<ul style="list-style-type: none"> • Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons • 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 	Define experiment, outcome, event, probability and equally likely. Restate the formula for finding the probability of an event. Determine the outcomes and probabilities for experiments. Interact with die rolls and spinners to help predict the outcome of experiments. Distinguish between an event and an outcome for an experiment. Recognize the difference between outcomes that are equally likely and not equally likely to occur. Apply probability concepts to complete five interactive exercises.	<ul style="list-style-type: none"> • Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. • Interpret and construct pie charts and line graphs and use these to solve problems. • Calculate the mean as an average. 	<ul style="list-style-type: none"> • Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons