

# Curriculum Outline Year 6

A Guide for Year 6 Math Curriculum



# YEAR 6

10-11 years

# **MODULE 1**



### **UNIT 1**

#### **NUMBER: PLACE VALUE**

- ➤ Numbers to 10,000
- ➤ Numbers to 100,000
- > Numbers to a million
- > Numbers to ten million
- > Compare and order any number
- > Round numbers to 10, 100 and 1,000
- > Round any number
- > Negative numbers

#### UNIT 2

#### **NUMBER: FOUR OPERATIONS**

- Add whole numbers with more than 4 digits
- Subtract whole numbers with more than 4 digits
- Inverse operations (addition and subtraction)
- Multi-step addition and subtraction problems
- > Add and subtract integers
- ➤ Multiply 4-digits by 1-digit
- Multiply 2-digits (area model)

#### UNIT 3

#### NUMBER: FRACTIONS

- > Equivalent fractions
- > Simplify fractions
- > Improper fractions to mixed numbers
- Mixed numbers to improper fractions
- > Fractions on a number line
- Compare and order (denominator)
- Compare and order (numerator)
- Add and subtract fractions (1)
- Add and subtract fractions (2)
- Add mixed numbers
- > Add fractions
- > Subtract mixed numbers
- > Subtract 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
- Fraction of an amount find the whole

#### UNIT 2

- Multiply 2-digits by 2-digits
- Multiply 3-digits by 2-digits
- Multiply up to a 4-digit number by 2-digit number
- ➤ Divide 4-digits by 1-digit
- > Divide with remainders
- > Short division
- > Division using factors
- > Long division (1)
- > Long division (2)
- > Long division (3)
- > Long division (4)
- > Factors
- > Common factors
- > Common multiples
- > Primes to 100
- > Squares and cubes
- > Order of operations
- Mental calculations and estimation
- > Reason from known facts

## **UNIT 4**

#### **GEOMETRY: POSITION & DIRECTION**

- > The first quadrant
- > Four quadrants
- Translations
- > Reflections

# **MODULE 2**



### **UNIT 1**

#### **NUMBER: DECIMALS**

- Decimals up to 2 decimal places
- > Understand thousandths
- > 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)

## **UNIT 2**

#### **NUMBER: PERCENTAGES**

- Understand percentages
- > Fractions to percentages
- > Equivalent FDP
- > Order FDP
- Percentage of an amount (1)
- > Percentage of an amount (2)
- Percentages missing values

#### UNIT 4

#### **MEASUREMENT: CONVERTING UNITS**

- Metric measures
- Convert metric measures
- Calculate with metric measures
- Miles and kilometres
- Imperial measures

#### UNIT 5

# MEASUREMENT: PERIMETER, AREA & VOLUME

- Shapes same area
- > Area and perimeter
- > Area of a triangle (1)
- > Area of a triangle (2)
- > Area of a triangle (3)
- Area of parallelogram
- ➤ What is volume?
- ➤ Volume counting cubes
- Volume of a cuboid

#### UNIT 3

#### **NUMBER: ALGEBRA**

- > Find a rule one step
- > Find a rule two step
- > Forming expressions
- > Substitution
- > Formulae
- > Forming equations
- > Solve simple one-step equations
- > Solve two-step equations
- > Find pairs of values
- > Enumerate possibilities

## UNIT 6

#### **NUMBER: RATIO**

- Using ratio language
- Ratio and fractions
- > Introducing the ratio symbol
- Calculating ratio
- Using scale factors
- Calculating scale factors
- > Ratio and proportion problems

# **MODULE 3**



## **UNIT 1**

#### **STATISTICS**

- 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

#### UNIT 2

#### **GEOMETRY: PROPERTIES OF SHAPE**

- Measure with a protractor
- > Draw lines and angles accurately
- > Introduce angles
- Angles on a straight line
- > Angles around a point
- > 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
- Draw shapes accurately
- Draw nets of 3-D shapes