

## Curriculum Outline

 Year 6A Guide for Year 6 Math Curriculum

## YEAR 6

## 10-11 years

| 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 whole numbers with more than 4 |
|  | $>$ digits |

## 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

GEOMETRY: POSITION \& DIRECTION
> The first quadrant
> Four quadrants
$>$ Translations
$>$ Reflections

| UNIT 1 | NUMBER: DECIMALS <br> $>$ Decimals up to 2 decimal places <br> $>$ Understand thousandths <br> $>$ Three decimal places <br> $>$ Multiply by 10, 100 and 1,000 <br> $>$ Divide by 10, 100 and 1,000 <br> > Multiply decimals by integers <br> $>$ Divide decimals by integers <br> $>$ Division to solve problems <br> $>$ Decimals as fractions <br> $>$ Fractions to decimals (1) <br> $>$ Fractions to decimals (2) |
| :---: | :---: |
| UNIT 2 | NUMBER: PERCENTAGES <br> $>$ Understand percentages <br> $>$ Fractions to percentages <br> $>$ Equivalent FDP <br> $>$ Order FDP <br> $>$ Percentage of an amount (1) <br> $>$ Percentage of an amount (2) <br> $>$ Percentages - missing values |

## UNIT 3 <br> 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 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 6
> Using ratio language
$>$ Ratio and fractions
$>$ Introducing the ratio symbol
$>$ Calculating ratio
$>$ Using scale factors
$>$ Calculating scale factors
$>$ Ratio and proportion problems

| 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
$>\quad$ 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

