| Year 6 | Recall: <br> Children should be able to derive and recall | Mental calculation skills: <br> Working mentally, with jottings if needed, children should be able to | Mental methods or strategies: <br> Children should understand when to and be able to apply these strategies | GUIDANCE DOCUMENTS |
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| Mental Arithmetic KPIs Tables and known facts | Addition and Subtraction <br> - additionand subtraction facts for multiples of 10 to 1000 and decimal numbers with one decimal place,e.g. $650+\square=930, \square-1.4=$ 2.5 <br> - what must be added to a decimal withunits, tenths andhundredths to make the next whole number, e.g. $7.26+\square=8$ | Addition and Subtraction <br> - add or subtract pairs of decimals with units, tenths or hundredths, e.g. $0.7+3.38$ <br> - find doubles of decimals each with units and tenths, <br> e.g. 1.6+1.6 <br> - add near doubles of decimals,e.g. $2.5+2.6$ <br> - add or subtract a decimal with units and tenths, that is nearly a whole number, e.g. 4.3+2.9,6.5-3.8 | Addition and Subtraction <br> - count on or back in hundreds, tens, ones, tenths and hundredths <br> - use knowledge of place value and related calculations, e.g. $680+430,6.8+4.3$, $0.68+0.43$ can all be worked out using the related calculation $68+43$ <br> - use knowledge of place value and of doubles of fwo-digit whole numbers <br> - partition: double and adjust <br> - partition: add or subtract a whole number and adjust, e.9. $4.3+2.9=4.3$ $+3-0.1,6.5-3.8=6.5-4+0.2$ <br> - partition: count on or back in minutes and hours, bridging through 60 (analogue and digital times, 12-hour and 24-hour and digital times, 12-hour and 24-hour clock) | 1. Teaching Children to Calculate Mentally <br> 2. Written Calculation Policy <br> 3. Mental Calculation Policy <br> 4. NCETM Spines <br> 5. Ready to Progress Criteria |
|  | Multiplication and Division <br> - squares to $12 \times 12$ <br> - squares of the corresponding multiples of 10 <br> - prime numbers less than 100 <br> - equivalent fractions, decimals and percentages for hundredths, ${ }_{35}$ e.g. $35 \%$ is equivalent to 0.35 or ${ }^{35} 100$ | Multiplication and Division <br> - multiply pairs of two-digit and single-digit numbers, e.g. $28 \times 3$ <br> - divide a two-digit number by a single-digit number, e.g. $68 \div 4$ <br> - divide by 25 or 50 ,e.g. $480 \div 25,3200 \div 50$ <br> - double decimals with units and tenths,e.g. double 7.6, and find the corresponding halves, e.g. half of 15.2 <br> - multiply pairs of multiples of 10 and 100 ,e.g. $50 \times 30$, $600 \times 20$ <br> - divide multiples of 100 by a multiple of 10 or 100 (whole number answers), e.g. $600 \div 20,800 \div 400,2100 \div 300$ <br> - multiply and divide two-digit decimals such as $0.8 \times 7$, <br> $4.8 \div 6$ <br> - find $10 \%$ or multiples of $10 \%$, of whole numbers and quantities, e.g. $30 \%$ of $50 \mathrm{ml}, 40 \%$ of $£ 30,70 \%$ of 200 g <br> - simplify fractions by cancelling <br> - scale up and down using knownfacts, e.g. given that three oranges cost 24 p, find the cost of four oranges - identify numbers with odd andevennumbersoffactors and no factor pairs other than 1 and themselves | Multiplication and Division <br> - partition: use partitioning and the distributive law to divide tens and ones separately, e.g. $\begin{aligned} & 92 \div 4=(80+12) \div 4 \\ &=20+3=23 \end{aligned}$ <br> - form an equivalent calculation, e.g. to divide by 25 , divide by 100 , then multiply by 4; to divide by 50 , divide by 100 ,then double <br> - use knowledge of the equivalence between fractions and percentages and the relationship between fractions and division <br> - recognise how to scaleupor downusing multiplication and division, e.g. if three oranges cost 24 p : one orange costs $24 \div 3=8 p$ four oranges cost $8 \times 4=32 p$ <br> - Use knowledge of multiplication and division facts to identify factor pairs and numbers with only two factors |  |


| KPIs covered | Phase 1: <br> Place Value <br> - Read, write, order and compare numbers up to 10 000000 and determine the value of each digit. <br> - Round any whole number to a required degree of accuracy. <br> - Solve number and practical problems involving place value knowledge <br> - Use negative numbers in context and calculate intervals across zero <br> Addition and Subtraction <br> - Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why <br> Multiplication and Division <br> - Identify common factors, common multiplies and prime numbers <br> - Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication <br> - 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 <br> Calculation <br> - Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy <br> - Perform mental calculations, including with mixed operations and large numbers <br> - Solve problems involving, addition, subtraction, multiplications and division <br> Algebra <br> - Use simple formulae <br> Measure <br> - Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from smaller units of measure | Phase 2: <br> Algebra <br> - Express missing number problems algebraically and find numbers that satisfy number sentences <br> Fractions and Decimals <br> - Solve problems which require answers to be rounded to specified degrees of accuracy <br> - Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts <br> - Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions <br> - Compare and order fractions, including fractions $>1$ <br> - Use written division methods in cases where the answer has up to two decimal places <br> Ratio and proportions <br> - Solve problems involving the calculation of percentages (e.g. of measures) such as $15 \%$ of 360 and the use of percentages for comparison <br> Statistics <br> - Interpret and construct pie charts and line graphs and use these to solve problems <br> - Calculate and interpret the mean as an average <br> - Complete, read and interpret information in tables, including timetables. <br> - Solve comparison, sum and difference problems using information presented in a time graph | Phase 3: <br> Place Value <br> - Read Roman numerals to 1000 and recognise years written in Roman numerals Calculation <br> - Use their knowledge of the order of operations to carry out calculations involving four operations <br> Ratio and proportions <br> - Solve problems involving similar shapes where the scale factor is known or can be found <br> - Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples <br> Measure <br> - Estimate volume (e.g. using $1 \mathrm{~cm}^{3}$ blocks to build cubes and cuboids) and capacity (e.g. using water) <br> - Calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm2) and square metres (m2) and estimate the area of irregular shapes <br> - Solve problems involving converting between units of time <br> - Recognise that shapes with the same areas can have different perimeters <br> - Solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate <br> - Recognise when it is possible to use formulae for area and volume of shapes <br> Fractions and Decimals <br> - Multiply simple pairs of proper fractions, writing the answer in its simplest form <br> - Divide proper fractions by whole numbers <br> Geometry <br> - Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons <br> - Draw 2-D shapes using given dimensions and angles <br> - Use the properties of rectangles to deduce related facts and find missing lengths and angles <br> - Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles <br> - Draw given angles, and measure them in degrees ( ${ }^{\circ}$ ) <br> - Recognise describe and build simple 3-D shapes <br> - Describe positions on the full coordinates grid (all four quadrants) <br> - Draw and translate simple shapes on the coordinate plane, and reflect them in the axis |
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