

Y6 Maths Overview Autumn Term.

Week	Starter Ideas	Main focus of teaching and learning.	Outcomes
		<p>Place value and rounding off.</p> <ul style="list-style-type: none"> ● To read, write, order and compare numbers at least to 10,000,000 and determine the value of each digit. ● To round any whole number to a required degree of accuracy. ● To solve number problems and practical problems that involve all of the above. 	
		<p>Mental and written addition and subtraction of large numbers.</p> <ul style="list-style-type: none"> ● To perform mental calculations, including with mixed operations and large numbers. ● To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. 	
		<p>Multiples, factors and prime numbers.</p> <ul style="list-style-type: none"> ● To perform mental calculations, including with mixed operations and large numbers. ● To identify common factors, common multiples and prime numbers. ● To solve problems involving addition, subtraction, multiplication and division. 	
		<p>Written methods for multiplication and division: HTU \times TU and HTU \times U .</p> <ul style="list-style-type: none"> ● To multiply multi-digit numbers up to 4 digits by a two-digit whole number using the efficient written method of long multiplication. ● To divide numbers up to 4 digits by a two-digit whole number using the efficient written method of long division, and interpret remainders as whole number remainders, fractions or by rounding, as appropriate for 	

		<p>the context.</p> <ul style="list-style-type: none"> ● To solve problems involving addition, subtraction, multiplication and division. ● To use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy. 	
		<p>Circles and angles.</p> <ul style="list-style-type: none"> ● To illustrate and name parts of circles, including radius, diameter and circumference. ● To recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles. 	
		<p>Units of measure.</p> <ul style="list-style-type: none"> ● To solve problems involving the calculation and conversion of units of measure, using decimal notation to three decimal places where appropriate. ● To 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 three decimal places. ● To convert between miles and kilometres. 	
		<p>Written methods for multiplication and division.</p> <ul style="list-style-type: none"> ● To multiply multi-digit numbers up to 4 digits by a two-digit whole number using the efficient written method of long multiplication. ● To divide numbers up to 4 digits by a two-digit whole number using efficient written methods of long division and interpret remainders as whole numbers, remainders, fractions or by rounding as appropriate in the context. 	
		<p>Comparing, ordering and simplifying fractions .</p> <ul style="list-style-type: none"> ● To compare and order fractions, including fractions >1. ● To use common factors to simplify fractions; use common multiples to express fractions in the same 	

		denomination.	
		<p>Multiplying decimals by 10, 100 and 1000.</p> <ul style="list-style-type: none"> ● To identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100, 1000 where the answers are up to three decimal places. ● To solve problems which require answers to be rounded to specified degrees of accuracy. 	
		<p>Order of operations.</p> <ul style="list-style-type: none"> ● To perform mental calculations, including with mixed operations and large numbers. ● To use their knowledge of the order of operations to carry out calculations involving the four operations. ● To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. ● To solve problems involving addition, subtraction, multiplication and division. ● To use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy. 	
		<p>2D and 3D shapes.</p> <ul style="list-style-type: none"> ● To draw 2D shapes using given dimensions and angles. ● To compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals and regular polygons. ● To recognise, describe and build simple 3D shapes, including making nets. 	
		<p>Pie charts.</p> <ul style="list-style-type: none"> ● To interpret and construct pie charts and line graphs and use these to solve problems. 	
		Assess and Review.	
