

## Key Objectives for Year Six in Maths

Number
<b>Number and Place Value</b>
Calculate intervals across zero
Use negative numbers in context
Round whole numbers to 10 000 000 to a required degree of accuracy
<b>Calculation</b>
Solve multi-step addition and subtraction problems in less familiar contexts, deciding which operations and methods to use and why
Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication
Divide numbers up to 4 digits by a two-digit whole number using the formal methods of short or long division, and interpret remainders as appropriate for the context as whole numbers, fractions or by rounding
Check answers to calculations with mixed operations and large numbers, choosing the most appropriate method, including estimation, and determining, in the context of a problem, an appropriate degree of accuracy
<b>Fractions, decimals and percentages</b>
Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts
Use written division methods in cases where the answer has up to two decimal places
Solve problems which require decimal answers to be rounded to specified degrees of accuracy
Measurement
Use, read and write standard units with up to three decimal places, including converting from smaller to larger units and vice versa
Geometry
Compare and classify geometric shapes based on increasingly complex geometric properties and sizes
Find unknown angles and lengths in triangles, quadrilaterals, and regular polygons
Draw and translate simple shapes on the coordinate plane, and reflect them in the axes
Statistics
Interpret data in pie charts
Solve problems using pie charts and line graphs
Calculate and interpret the mean as an average
Ratio and Proportion
Solve problems involving the calculation of percentages and the use of percentages for comparison
Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples
Algebra
Use simple formulae