

## Year Six Spring Term Maths Overview

Week 1 (2 days)	Week 2	Week 3	Week 4	Week 5		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Position and Direction	Decimals	Fractions, decimals and percentages	Ratio and proportion			Algebra	Area	Statistics	Kilvrough	Properties of shape	

Unit	Lessons	Steps
Position and Direction	2	The first quadrant
		Four quadrants
		Translations
		Reflections
Decimals	4	Place Value within 1
		Place value – integers and decimals
		Round decimals
		Add and subtract decimals
		Multiply by 10, 100, 1000
		Divide by 10, 100, 1000
		Multiply decimals by integers
		Divide decimals by integers
Fractions, decimals & percentages	5	Decimal and fraction equivalents
		Fractions as division
		Understand percentages
		Fractions as percentages
		Equivalent fractions, decimals and percentages
		Order fractions, decimals and percentages
		Percentage of an amount – one step
		Percentage of an amount – multi-step
		Percentages – missing values
Ratio & Proportion	6	Add or multiply?
		Use ratio language
		Introduction to the ratio symbol
		Ratio and fractions
		Scale drawing
		Use scale factors
		Similar shapes
		Ratio problems
		Proportion problems
Algebra	4	1-step function machines
		2-step function machines

		Form expressions
		Substitution
		Formulae
		Form equations
		Solve 1-step equations
		Solve 2-step equations
		Find pairs of values
		Solve problems with two unknowns
Area	2	Shapes – same area
		Area and perimeter
		Area of a triangle – counting squares
		Area of a right-angled triangle
		Area of any triangle
		Area of any parallelogram
		Volume – counting cubes
		Volume of a cuboid
Statistics	5	Line graphs
		Dual bar charts
		Read and interpret pie charts
		Pie charts with percentages
		Draw pie charts
		The mean
Properties of Shape (combination of last year's Statistics and Properties of Shape)	8	Circles
		Measure with a protractor
		Introduce angles
		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