

Year 6 Maths				highlighted objectives → DfE Ready-to-Progress Criteria
Place Value	Key Vocabulary			
		<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 5px;">ten thousands (10,000s)</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 5px;">hundred thousands (100,000s)</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-right: 10px;">millions (1,000,000s)</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block;">ten million (10,000,000)</div>	<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 5px;">place value</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 5px;">estimate</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block;">rounding</div>	<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 5px;">partition</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; margin-bottom: 5px;">compare</div> <div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block;">negative</div>
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives	
To read and write numbers up to 10,000,000, determining the value of each digit	<ul style="list-style-type: none"> <li>I know the value of each digit in a given number</li> <li>I know to use a comma to separate the millions, thousands and hundreds in larger numbers</li> <li>I know that zero is sometimes used as a placeholder</li> </ul>	<ul style="list-style-type: none"> <li>I can represent numbers to 10,000,000 in different ways</li> <li>I can write numbers to 10,000,000 using both numerals and words</li> <li>I can partition numbers to 10,000,000 using standard partitioning (based on place value)</li> <li>I can partition numbers to 10,000,000 using non-standard partitioning</li> </ul>	Place value grids/place value counters  Bar models	
To compare and order numbers up to 10,000,000	<ul style="list-style-type: none"> <li>I know that ascending means going from smallest to greatest</li> <li>I know that descending means going from greatest to smallest</li> <li>I know what the symbols <math>&lt;</math>, <math>&gt;</math> and <math>=</math> mean</li> </ul>	<ul style="list-style-type: none"> <li>I can compare two numbers by looking at the place value columns from left to right</li> <li>I can order three or more three-digit numbers</li> <li>I can suggest a missing number that fulfils <math>&lt;</math> or <math>&gt;</math> statements (e.g. <math>304,530 &lt; \underline{\hspace{1cm}}?</math>)</li> </ul>	Place value grids/place value counters  Digit cards	
To round any whole number accurately to the nearest multiple of different powers of 10	<ul style="list-style-type: none"> <li>I know that rounding means saying which multiple of a given power of 10 a number is closest to</li> <li>I know that rounding is useful for estimating and simplifying calculations</li> <li>I know that when the digit to the right is 4 or less, we round down</li> <li>I know that when the digit to the right is 5 or higher, we round up</li> </ul>	<ul style="list-style-type: none"> <li>I can identify the multiple of 10, 100, 1000, 10,000, 100,000 or 1,000,000 before and after a given number</li> <li>I can round any number in different ways</li> <li>I can suggest possible numbers that would round to a given number (e.g. numbers that would round to 20,000 when rounding to the nearest 1000)</li> </ul>	Blank number lines	
To use negative numbers in context	<ul style="list-style-type: none"> <li>I know that numbers less than zero can be described as 'negative'</li> <li>I know that positive numbers are greater than negative numbers</li> <li>I know that, for example, -3 is greater than -10</li> </ul>	<ul style="list-style-type: none"> <li>I can count forwards and backwards through zero, including in different multiples</li> <li>I can order and compare sets of numbers which include negative integers</li> <li>I can find the difference between two integers, where one or both of the numbers are negative</li> <li>I can use negative numbers in context (e.g. temperature, elevators, bank balances)</li> </ul>	Vertical number lines (including negative numbers)	

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To calculate intervals on a numberline, including across zero, in order to find/estimate the position of numbers	<ul style="list-style-type: none"> <li>I know that the gaps on a number line are called intervals</li> <li>I know that not all number lines use the same intervals</li> <li>I know that estimating means having a sensible guess, and that my estimate may not be exactly the same as someone else's.</li> </ul>	<ul style="list-style-type: none"> <li>I can work out what intervals a number line is counting up in</li> <li>I can identify values on a numberline and mark given values, including negative values</li> <li>I can identify the midpoint between two intervals</li> <li>I can estimate the position of numbers on a number line</li> </ul>	Blank number lines (vertical or horizontal) and number lines with various intervals
To solve problems involving number and place value, including those with more than one step	<ul style="list-style-type: none"> <li>I know what it means to work systematically, and why this is important</li> <li>I know that some problems may have more than one possible answer</li> </ul>	<ul style="list-style-type: none"> <li>I can apply my knowledge of place values to solve problems</li> <li>I can solve problems with more than one step</li> </ul>	Various, depending on problem and skills/knowledge required
<b>Four Operations</b> (Addition, subtraction, multiplication and division)	<b>Key Vocabulary</b>		
	<div style="display: flex; justify-content: space-around; gap: 10px;"> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">column addition</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">remainder</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">brackets</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">factor</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">short division</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">long division</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">prime</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">composite</div> </div> <div style="display: flex; justify-content: space-around; gap: 10px; margin-top: 10px;"> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">common factor</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">common multiple</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">column multiplication</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">long multiplication</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">squared (x<sup>2</sup>)</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">cubed (x<sup>3</sup>)</div> </div> <div style="display: flex; justify-content: space-around; gap: 10px; margin-top: 10px;"> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">order of operations</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 10px;">inverse operation</div> </div>		
	<b>End of Year Objective</b>	<b>'I know' statements</b>	<b>'I can' statements</b>
To multiply numbers up to 4-digits by 2-digit numbers using formal written methods	<ul style="list-style-type: none"> <li>I know that the digits must be lined up correctly when using column methods</li> <li>I know to multiply the larger number by the ones first, then by the tens</li> </ul>	<ul style="list-style-type: none"> <li>I can set out calculations correctly when using column method</li> <li>I can multiply by 2-digit numbers</li> <li>I can use zero as a placeholder</li> </ul>	Place value counters
To divide numbers up to 4-digits by a 1-digit number using formal written methods (short division)	<ul style="list-style-type: none"> <li>I know that short division, also known as the bus stop method, can be used to divide larger numbers</li> </ul>	<ul style="list-style-type: none"> <li>I can set out calculations correctly when using short division</li> <li>I can exchange when appropriate</li> </ul>	Place value counters
To divide numbers up to 4-digits by a 2-digit number using formal written methods (long division)	<ul style="list-style-type: none"> <li>I know that long division works from left to right</li> <li>I know that long division involves repeated subtraction of known multiples to divide a larger amount</li> </ul>	<ul style="list-style-type: none"> <li>I can set out calculations correctly when using long division</li> <li>I can exchange when appropriate</li> <li>I can write a list of multiples first to support my division</li> <li>I can calculate using long division, including with remainders</li> </ul>	Place value counters

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<p>To multiply and divide numbers by 10, 100 and 1000, giving answers with up to three decimal places</p>	<ul style="list-style-type: none"> <li>• I know that multiplying by 10 makes a number '10 times the size', while dividing by 10 makes a number '10 times smaller'</li> <li>• I know that multiplying a number by 100 makes a number '100 times the size', while dividing by 100 makes a number '100 times smaller'</li> <li>• I know that multiplying by 100 is the same as multiplying by 10 and 10 again</li> <li>• I know that multiplying and dividing by 10 is not as simple as adding or removing zeros</li> <li>• I know that zero can be used as a placeholder</li> </ul>	<ul style="list-style-type: none"> <li>• I can multiply and divide by 10, including decimals</li> <li>• I can multiply and divide by 100, including decimals</li> <li>• I can multiply and divide by 1000, including decimals</li> <li>• I can explain mistakes when multiplying and dividing by 10, 100 and 1000</li> </ul>	<p>Place value grids</p>
<p>To complete division calculations where the answers have remainders, interpreting these remainders in various ways (e.g. fractions, rounding, decimals)</p>	<ul style="list-style-type: none"> <li>• I know that remainders are the amount left over after a division</li> <li>• I know that the remainder cannot be greater than or equal to the number I am dividing by</li> <li>• I know that remainders can be shown as either fractions or decimals</li> </ul>	<ul style="list-style-type: none"> <li>• I can calculate divisions, including those with remainders</li> <li>• I can interpret problems correctly, knowing when to give the whole answer, just the remainder, or round up or down</li> <li>• I can write remainders as a fraction or as a decimal</li> </ul>	<p>Place value counters</p>
<p>To carry out calculations involving all four operations in the correct order</p>	<ul style="list-style-type: none"> <li>• I know that, in calculations with more than one operation, certain operations have priority and should be done first</li> <li>• I know that calculations in brackets should always be done first</li> <li>• I know that multiplication and division have equal priority, and should be completed before additions and subtractions</li> </ul>	<ul style="list-style-type: none"> <li>• I can use the acronym 'BIDMAS' to help remember the order of operations</li> <li>• I can complete calculations with more than one operation</li> </ul>	
<p>To use checking strategies such as rounding, using the inverse and adjusting to determine levels of accuracy</p>	<ul style="list-style-type: none"> <li>• I know that estimating helps to get a quick idea of what the answer to a calculation is near to</li> <li>• I know whether the actual answer would be greater or less than my estimate</li> <li>• I know that addition and subtraction can be described as 'inverse operations', as can multiplication and division</li> <li>• I know that fact families contain related addition and subtraction facts (e.g. <math>2+3=5</math>, <math>3+2=5</math>, <math>5-3=2</math>, <math>5-2=3</math>)</li> </ul>	<ul style="list-style-type: none"> <li>• I can round numbers to the nearest 10, 100 or 1000</li> <li>• I can use estimation to decide if an answer is likely to be correct</li> <li>• I can use inverse calculations to ensure my calculations are accurate</li> <li>• I can use inverse calculations to solve missing number problems</li> </ul>	<p>Bar models (for inverse)</p>
<p>To find and identify common factors and multiples of two or more given numbers</p>	<ul style="list-style-type: none"> <li>• I know that a multiple is a number that can be divided by a given number without any remainders</li> <li>• I know that, more simply, a multiple is any number that is in the times-table of a given number</li> <li>• I know that a number is a factor of another number if it divides the number without a remainder (e.g. 5 is a factor of 35)</li> <li>• I know that a common multiple is a multiple that is shared by two or more numbers</li> <li>• I know that a common factor is a factor that is shared by two or more numbers</li> </ul>	<ul style="list-style-type: none"> <li>• I can use arrays to demonstrate and derive multiples of a given number</li> <li>• I can work systematically to find all the factors or multiples of a given number</li> <li>• I can identify common multiples of two or more numbers</li> <li>• I can identify common factors of two or more numbers</li> </ul>	<p>Counters/cubes (for arrays)</p> <p>Cuisenaire rods</p> <p>Numicon</p>

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<p>To identify, calculate and use prime, square and cube numbers</p>	<ul style="list-style-type: none"> <li>I know that a prime number has exactly two factors, one and itself</li> <li>I know that numbers with more than two factors are known as composite numbers</li> <li>I know that one is a special case, and is neither a prime nor a composite number, as it has one factor</li> <li>I know that square numbers are the result of multiplying a number by itself</li> <li>I know that cube numbers are the result of multiplying a number by itself and then by itself again</li> </ul>	<ul style="list-style-type: none"> <li>I can recall prime numbers up to 19</li> <li>I can determine if a given number is prime, using my knowledge of multiplication</li> <li>I can recognise or calculate square and cube numbers up to <math>12^2</math> and <math>12^3</math></li> <li>I can complete calculations which include square or cube numbers</li> <li>I can reason about problems involving squares, cubes, primes and composites</li> </ul>	<p>Counters/cubes</p>
<p>To solve problems involving the four operations, including those with more than one step</p>	<ul style="list-style-type: none"> <li>I know that some problems include more than one step</li> <li>I know the importance of working systematically</li> </ul>	<ul style="list-style-type: none"> <li>I can represent worded problems as bar models</li> <li>I can identify the appropriate calculation for solving a problem</li> <li>I can work systematically to find all possible answers</li> </ul>	
<h3 style="text-align: center;">Fractions</h3>	<h3 style="margin: 0;">Key Vocabulary</h3>		
	<div style="display: flex; flex-wrap: wrap; justify-content: space-around; gap: 10px;"> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">numerator</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">denominator</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">integer</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">highest common factor</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">lowest common multiple (LCM)</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">common denominator</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">common factor</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">equivalent</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">compare</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">order</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">improper fraction</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">mixed number</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">simplify</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">simplest form</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">factor</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">whole number</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">convert</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px;">lowest common denominator</div> </div>		
<h3>End of Year Objective</h3>	<h3>'I know' statements</h3>	<h3>'I can' statements</h3>	<h3>Suggested manipulatives</h3>
<p>To use common factors to simplify fractions, and use common multiples to express fractions in the same denomination</p>	<ul style="list-style-type: none"> <li>I know that common factors are numbers that divide into two given numbers without a remainder</li> <li>I know that common multiples are numbers that are in the times-tables of two given numbers</li> <li>I know that we can simplify fractions by finding equivalent fractions with the smallest numerator and denominator possible</li> </ul>	<ul style="list-style-type: none"> <li>I can use common factors and multiples to find equivalent fractions</li> <li>I can put fractions into their simplest form</li> <li>I can explain how I know a fraction cannot be simplified further</li> </ul>	
<p>To compare and order fractions, including those greater than one</p>	<ul style="list-style-type: none"> <li>I know that, when numerators are the same, the greater the denominator the smaller the fraction</li> <li>I know that, if the denominator is the same, the greater the numerator the greater the fraction</li> <li>I know that, if the denominators are multiples of each other, we can find equivalent fractions first</li> </ul>	<ul style="list-style-type: none"> <li>I can compare fractions using inequality symbols (&lt;, &gt; and =)</li> <li>I can compare fractions with denominators that are multiples using inequality symbols (&lt;, &gt; and =)</li> <li>I can order three or more fractions</li> </ul>	<p>Bar models</p>

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To add and subtract fractions with different denominators (using knowledge of equivalent fractions)	<ul style="list-style-type: none"> <li>• I know that, when the denominators are the same, only the numerator changes</li> <li>• I know that, if the denominators are not the same, we need to find equivalent fractions before we calculate</li> </ul>	<ul style="list-style-type: none"> <li>• I can add and subtract fractions with the same denominator</li> <li>• I can add and subtract fractions with different denominators</li> <li>• I can add three or more fractions</li> <li>• I can, where appropriate, answer as mixed numbers</li> <li>• I can, where appropriate, simplify my answers</li> </ul>	Folded paper strips/bar models
To add and subtract mixed numbers with different denominators (using knowledge of equivalent fractions)	<ul style="list-style-type: none"> <li>• I know that wholes and fractions can be combined to form mixed numbers</li> <li>• I know that, if the denominators are not the same, we need to find equivalent fractions before we calculate</li> </ul>	<ul style="list-style-type: none"> <li>• I can add and subtract mixed numbers by looking first at the wholes, then at the fractions</li> <li>• I can add and subtract mixed numbers by first converting to improper fractions</li> <li>• I can break the whole in order to support subtraction</li> <li>• I can consider when each method is most efficient</li> </ul>	Bar models
To multiply any fraction by a whole number or by another fraction	<ul style="list-style-type: none"> <li>• I know that multiplication can be seen as repeated addition</li> <li>• I know that, when multiplying a fraction by an integer, the numerator changes but the denominator does not</li> <li>• I know that, when multiplying fractions, we multiply the numerators together and the denominators together</li> </ul>	<ul style="list-style-type: none"> <li>• I can multiply fractions by an integer</li> <li>• I can multiply two fractions</li> <li>• I can write my answer as a mixed number where appropriate</li> <li>• I can simplify my answer where appropriate</li> <li>• I can use fractions as operators</li> </ul>	
To divide a proper fraction by a whole number	<ul style="list-style-type: none"> <li>• I know that, when the numerator is a multiple of the integer, the numerator changes but the denominator stays the same</li> <li>• I know that, when the numerator is not a multiple of the integer, we can divide fractions by multiplying the denominator by the integer</li> </ul>	<ul style="list-style-type: none"> <li>• I can divide fractions where the numerator is a multiple of the integer</li> <li>• I can divide any fraction by any integer</li> </ul>	Cuisenaire rods Bar models
To solve problems involving adding, subtracting, multiplying or dividing fractions, including those with more than one step	<ul style="list-style-type: none"> <li>• I know that some problems include more than one step</li> <li>• I know the importance of working systematically</li> </ul>	<ul style="list-style-type: none"> <li>• I can represent worded problems as bar models</li> <li>• I can identify the appropriate calculation for solving a problem</li> <li>• I can work systematically to find all possible answers</li> </ul>	

Decimals and Percentages	Key Vocabulary			
	<div style="display: flex; flex-wrap: wrap; justify-content: space-around; text-align: center;"> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">multiply</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">divide</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">decimal</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">decimal place (dp)</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">simplify</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">per cent (%)</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">percentage</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">parts</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">whole</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">recurring decimal</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">placeholder</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">place value</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">decimal</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">fraction</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">divide</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">share</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">multiply</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">tenths</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">hundredths</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">thousandths</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">products</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">convert</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">compare</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">order</div> <div style="border: 1px solid black; border-radius: 10px; padding: 2px 10px; margin: 2px;">equivalent fraction</div> </div>			
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives	
To read and write numbers up to three decimal places, <b>determining the value of each digit</b>	<ul style="list-style-type: none"> <li>I know that 0.1 = one tenth</li> <li>I know that 0.01 = one hundredth</li> <li>I know that 0.001 = one thousandth</li> <li>I know that there are ten thousandths in one hundredth, and ten hundredths in one tenth</li> </ul>	<ul style="list-style-type: none"> <li>I can represent decimal numbers</li> <li>I can state the value of each digit in a number with decimals</li> <li>I can partition numbers using standard and non-standard partitioning</li> </ul>	Place value grids/place value counters  Part whole models	
To multiply one-digit numbers with up to two decimal places by a whole number.	<ul style="list-style-type: none"> <li>I know that we can use column multiplication to multiply more complex numbers</li> <li>I know times tables up to 12x12</li> </ul>	<ul style="list-style-type: none"> <li>I can use related multiplication facts to multiply decimals by whole numbers (e.g. <math>5 \times 5 = 25</math> so <math>0.5 \times 5 = 2.5</math>)</li> <li>I can use column methods to multiply decimal numbers by integers</li> </ul>	Place value counters	
To recall and use equivalences between simple fractions, decimals and percentages	<ul style="list-style-type: none"> <li>I know that <math>\frac{1}{4} = 0.25 = 25\%</math></li> <li>I know that <math>\frac{1}{2} = 0.5 = 50\%</math></li> <li>I know that <math>\frac{3}{4} = 0.75 = 75\%</math></li> <li>I know that <math>\frac{1}{5} = 0.2 = 20\%</math></li> </ul>	<ul style="list-style-type: none"> <li>I can recall conversions for common fractions</li> <li>I can use known facts to convert other fractions (e.g. if <math>\frac{1}{5} = 20\%</math>, what is <math>\frac{3}{5}</math>?)</li> </ul>	Numicon boards/pegs/numicon	
To associate fractions with division to calculate decimal-fraction equivalents	<ul style="list-style-type: none"> <li>I know that fractions can be interpreted as divisions (e.g. <math>\frac{3}{4}</math> is equivalent to <math>3 \div 4</math>)</li> <li>I know that we can use short division to divide more complex numbers</li> </ul>	<ul style="list-style-type: none"> <li>I can write fractions as divisions, and vice versa</li> <li>I can use short division to divide the numerator by the denominator and find decimal equivalents</li> </ul>	Place value counters	
To find percentages of given amounts, or find the whole amount when given a percentage of it	<ul style="list-style-type: none"> <li>I know that 'per cent' means 'out of 100'</li> <li>I know that percentages represent part of a whole amount</li> </ul>	<ul style="list-style-type: none"> <li>I can calculate simple percentages of amount (1%, 10%, 20%, 25%, 50%)</li> <li>I can combine simple percentages of an amount to calculate more complex percentages</li> <li>I can find the whole when I know the percentage of an amount</li> </ul>		

Measurement	Key Vocabulary		
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives
To select the most appropriate metric unit of measurement to measure a given item	<ul style="list-style-type: none"> <li>I know which units are used to measure length, mass and capacity</li> <li>I know that tonnes can be used to measure mass</li> </ul>	<ul style="list-style-type: none"> <li>I can suggest why a unit of measurement is or isn't appropriate for a given context</li> <li>I can give an estimate for the length/weight/capacity of everyday objects</li> </ul>	Examples of different measuring devices (rulers, containers etc)
To convert between different metric measurements, using decimal notation where appropriate	<ul style="list-style-type: none"> <li>I know that kilo means 'one thousand'</li> <li>I know that milli means 'one thousandth'</li> </ul>	<ul style="list-style-type: none"> <li>I can multiply or divide by 10, 100 and 1000, and use this skill to convert between metric measures</li> <li>I can compare different measurements by first converting them to the same unit</li> </ul>	Place value grids (to support multiply and dividing by 10, 100, 1000)
To convert between metric and imperial units of measurement, using decimal notation where appropriate	<ul style="list-style-type: none"> <li>I know that some conversions between metric and imperial units are only approximate, and we use the <math>\approx</math> symbol to show this</li> <li>I know that one mile is greater than one kilometre (5 miles is approximately 8km)</li> <li>I know the following conversion facts: 1 inch <math>\approx</math> 2.5cm      1 foot = 12 inches 1 pound = 16 ounces      1 stone = 14 pounds 1 gallon = 8 pints</li> </ul>	<ul style="list-style-type: none"> <li>I can use known facts to convert between metric and imperial measures</li> </ul>	Bar models
To understand that shapes with the same area can have different perimeters and vice versa	<ul style="list-style-type: none"> <li>I know that perimeter is the total distance around the outside of a closed 2D shape</li> <li>I know that area is the amount of space taken up by a 2D shape, and is measured in <math>\text{cm}^2/\text{m}^2</math></li> </ul>	<ul style="list-style-type: none"> <li>I can draw different shapes with a specified perimeter or area</li> <li>I can apply my knowledge of factor pairs to determine if rectangles will have the same area</li> </ul>	Geoboards  Centicubes

## Parkside Maths Curriculum

To recall and use formulae to calculate the area and perimeter of a shape	<ul style="list-style-type: none"> <li>I know that perimeter is the total distance around the outside of a closed 2D shape</li> <li>I know that area is the amount of space taken up by a 2D shape, and is measured in <math>\text{cm}^2/\text{m}^2</math></li> <li>I know that the area of a rectangle can be found by calculating length x width</li> </ul>	<ul style="list-style-type: none"> <li>I can calculate the area of squares and rectangles using the formula <math>l \times w</math></li> <li>I can find the area a rectilinear shape by first splitting it into rectangles</li> </ul>	
To calculate the area of parallelograms and triangles	<ul style="list-style-type: none"> <li>I know that area is the amount of space taken up by a 2D shape, and is measured in <math>\text{cm}^2/\text{m}^2</math></li> <li>I know that the area of a triangle can be found by calculating <math>(\text{base} \times \text{height}) \div 2</math></li> <li>I know that the area of a parallelogram can be found by calculating base x height</li> </ul>	<ul style="list-style-type: none"> <li>I can calculate the area of triangles using the formula <math>(\text{base} \times \text{height}) \div 2</math></li> <li>I can calculi the area of parallelograms using the formula base x height</li> </ul>	Paper shapes (fold/cut to make rectangles or squares)
To calculate, estimate and compare the volume of cubes and cuboids	<ul style="list-style-type: none"> <li>I know that volume is the amount of space taken up by a 3D shape, and is measured in <math>\text{cm}^3</math></li> <li>I know that the volume of a cuboid can be found by calculating length x width x height</li> </ul>	<ul style="list-style-type: none"> <li>I can calculate the volume of cuboids and prisms by multiplying the volume a single layer by the number of layers</li> <li>I can calculate the volume of cuboids by using the formula <math>l \times w \times h</math></li> </ul>	Centicubes
<b>Geometry: Shapes and angles</b>	<b>Key Vocabulary</b>		
	<div style="display: flex; flex-wrap: wrap; justify-content: center; gap: 10px;"> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">degree</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">angle</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">obtuse</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">acute</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">reflex</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">diameter</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">radius</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">circumference</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">concentric</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">perimeter</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">right angle</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">protractor</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">triangle</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">isosceles</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">nets</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">pyramid</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">tetrahedron</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">cylinder</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">prism</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">isometric</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">equilateral</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">scalene</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">regular</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">polygon</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">vertically opposite angles</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">cuboid</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">cube</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">quadrilateral</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">parallelogram</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">kite</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">rhombus</div> <div style="border: 1px solid red; border-radius: 10px; padding: 2px 5px;">trapezium</div> </div>		
<b>End of Year Objective</b>	<b>'I know' statements</b>	<b>'I can' statements</b>	<b>Suggested manipulatives</b>
To calculate unknown angles in shapes, on a line and around a point using known angle facts	<ul style="list-style-type: none"> <li>I know that angles around a point (a full turn) add up to <math>360^\circ</math></li> <li>I know that angles in a quadrilateral add up to <math>360^\circ</math></li> <li>I know that angles on a straight line (a half turn) add up to <math>180^\circ</math></li> <li>I know that angles in a triangle add up to <math>180^\circ</math></li> <li>I know that vertically opposite angles are equal</li> </ul>	<ul style="list-style-type: none"> <li>I can calculate missing angles, using the inverse or finding the difference</li> <li>I can use the properties of triangles to support calculating missing angles (e.g. isosceles triangles must have two equal angles)</li> <li>I can investigate splitting polygons into triangles to calculate the total of the interior angles</li> <li>I can calculate unknown angles in any polygon</li> </ul>	<p>Angle makers</p> <p>Paper shapes (cut angles and re-arrange around appoint or on a line)</p>
To accurately draw 2D shapes using given dimensions and angles	<ul style="list-style-type: none"> <li>I know that a protractor can be used to measure and draw angles accurately</li> <li>I know what the terms 'base', 'height', 'length' and 'width' mean</li> </ul>	<ul style="list-style-type: none"> <li>I can line up and use a protractor correctly</li> <li>I can line up and use a ruler correctly, measuring to the nearest mm</li> <li>I can produce accurate drawings of shapes with known angles/sides</li> </ul>	<p>Protractors</p> <p>Rulers</p>
To compare and classify geometric shapes based on their properties	<ul style="list-style-type: none"> <li>I know the names of different 2D shapes</li> <li>I know that four-sided shapes are quadrilaterals, and have different names depending on their properties (e.g. square, rhombus, trapezium)</li> </ul>	<ul style="list-style-type: none"> <li>I can identify and describe the properties of a given shape (sides, angles, lines of symmetry, parallel or perpendicular lines)</li> <li>I can classify triangles and quadrilaterals based on their properties</li> </ul>	2D shapes

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	<ul style="list-style-type: none"> <li>I know that three-sided shapes are triangles, and can be classified depending on their properties (scalene, equilateral or isosceles)</li> </ul>	<ul style="list-style-type: none"> <li>I can compare and sort shapes based on their properties</li> <li>I can say if a shape is regular or irregular</li> </ul>	
To recognise, describe and build 3D shapes (including the use of nets)	<ul style="list-style-type: none"> <li>I know the names of different 3D shapes</li> <li>I know what the faces, edges and vertices refer to in 3D shapes</li> <li>I know that nets can be used to create a 3D shape</li> </ul>	<ul style="list-style-type: none"> <li>I can describe 3D shapes based on their properties (faces, edges, vertices)</li> <li>I can identify the 2D shapes that make up the faces of a 3D shape</li> <li>I can make and use nets to build 3D shapes</li> <li>I can work out what shape will be made from a given net</li> <li>I can complete a net by adding missing faces in the correct position</li> </ul>	<p>3D shapes</p> <p>3D shape nets</p>
To name and label parts of a circle (radius, diameter and circumference)	<ul style="list-style-type: none"> <li>I know that the centre of a circle is equally distant from every part of the edge of the circle</li> <li>I know that the radius is the distance from the centre to the edge of a circle</li> <li>I know that the diameter is the distance across a circle</li> <li>I know that circumference is the distance around a circle (its perimeter)</li> </ul>	<ul style="list-style-type: none"> <li>I can label the parts of a circle</li> </ul>	
To calculate the radius of a circle from the diameter and vice versa	<ul style="list-style-type: none"> <li>I know that the radius is the distance from the centre to the edge of a circle</li> <li>I know that the diameter is the distance across a circle</li> <li>I know that the radius must be half of the diameter</li> </ul>	<ul style="list-style-type: none"> <li>I can calculate the diameter when I know the radius of a circle</li> <li>I can calculate the radius when I know the diameter of a circle</li> </ul>	
<b>Geometry: Position and Direction</b>	<b>Key Vocabulary</b>		
<b>End of Year Objective</b>	<b>'I know' statements</b>	<b>'I can' statements</b>	<b>Suggested manipulatives</b>
To plot points and describe their position on the full co-ordinate grid (all four quadrants)	<ul style="list-style-type: none"> <li>I know that the horizontal axis is known as the x-axis and the vertical axis is known as the y-axis</li> <li>I know that where the x and y axes meet (0,0) is known as the origin</li> <li>I know that co-ordinates state the x-axis value and then the y-axis value, and why this is important</li> </ul>	<ul style="list-style-type: none"> <li>I can use co-ordinates to describe where a point or shape is on a grid with four quadrants</li> <li>I can plot points and shapes on a four-quadrant grid to match given co-ordinates</li> <li>I can determine which quadrant a point will be in, without using a grid for support</li> <li>I can use properties of shapes and my knowledge of co-ordinates to work out co-ordinates of other</li> </ul>	Counters (to act as points on the grid which can be physically moved)

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	<ul style="list-style-type: none"> <li>I know that the axes can be extended through zero to include negative numbers, and this splits the grid into four quadrants</li> </ul>	vertices in a shape, including when there are no gridlines	
To draw and translate simple shapes on a co-ordinate grid	<ul style="list-style-type: none"> <li>I know that, in geometry, 'translate' means 'move'.</li> <li>I know that points can be translated left, right, up, down, or a combination of these</li> <li>I know that a translated shape should look identical to the original, but be in a different position</li> <li>I know that when a point/vertex is translated left or right, the y-coordinate remains the same, and when it is translated up or down, the x-coordinate remains the same</li> </ul>	<ul style="list-style-type: none"> <li>I can translate single points or full shapes on a four-quadrant grid by following given instructions</li> <li>I can describe a translation that has taken place</li> <li>I can use my knowledge of coordinates to work out the new coordinates of translated points, including when there are no gridlines and on grids with four quadrants</li> </ul>	Tracing paper
To reflect shapes in given lines of symmetry and in the axes	<ul style="list-style-type: none"> <li>I know that reflected shapes look identical to the original image but face the opposite direction</li> <li>I know to count how far each vertex is from the mirror line to work out the co-ordinates of the reflected shape</li> </ul>	<ul style="list-style-type: none"> <li>I can reflect a given point or shape in the x or y axes</li> <li>I can reflect a given point or shape in a horizontal or vertical line of symmetry, including when there are no gridlines</li> </ul>	Mirrors
<b>Statistics</b>	<b>Key Vocabulary</b>		
	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">mean</div> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">average</div> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">bar chart</div> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">percentage</div> </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 10px;"> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">pie chart</div> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">segments</div> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">line graph</div> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">fraction</div> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; margin: 5px;">data</div> </div>		
<b>End of Year Objective</b>	<b>'I know' statements</b>	<b>'I can' statements</b>	<b>Suggested manipulatives</b>
To interpret and present information in a line graph	<ul style="list-style-type: none"> <li>I know that line graphs can be used to represent continuous data</li> <li>I know that the horizontal axis is known as the x-axis, and the vertical axis is known as the y-axis</li> <li>I know that 'time' or 'duration' is often shown on the x-axis</li> </ul>	<ul style="list-style-type: none"> <li>I can draw line graphs, labelling the axes and scales accurately</li> <li>I can choose an appropriate scale based on the numbers given</li> <li>I can interpret line graphs with more than one set of data (two lines)</li> <li>I can infer about a situation based on a given line graph</li> </ul>	
To interpret and construct pie charts	<ul style="list-style-type: none"> <li>I know that pie charts show information as proportion/part of a total</li> <li>I know that we divide <math>360^\circ</math> (a whole turn) by the number of data entries to calculate the size of each section in a pie chart</li> </ul>	<ul style="list-style-type: none"> <li>I can identify the greatest/least amounts on a pie chart</li> <li>I can calculate the total number represented by a pie chart</li> <li>I can calculate the value of different sections in a pie chart</li> <li>I can construct pie charts using my knowledge of fractions</li> </ul>	

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To calculate and interpret the mean of a set of data	<ul style="list-style-type: none"> <li>I know that 'finding the mean' is one way of finding the average of a set of values</li> <li>I know that the mean is the size of each part when the whole is shared equally</li> <li>I know that the mean is calculated by dividing the total by the number of values</li> </ul>	<ul style="list-style-type: none"> <li>I can calculate the mean of a set of data</li> <li>I can find missing values in a set of data when I know the mean</li> </ul>	Cubes
<b>Ratio and Proportion</b>	<b>Key Vocabulary</b>		
	<div style="display: flex; justify-content: space-around; gap: 10px;"> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">ratio</div> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">proportion</div> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">part</div> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">whole</div> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">scale</div> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">scale factor</div> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">similar</div> <div style="border: 1px solid orange; border-radius: 10px; padding: 5px 15px;">notation</div> </div>		
<b>End of Year Objective</b>	<b>'I know' statements</b>	<b>'I can' statements</b>	<b>Suggested manipulatives</b>
To identify ratios, and use them to calculate amounts	<ul style="list-style-type: none"> <li>I know we can use ratio to compare one amount with another</li> <li>I know that ratios represent a multiplicative relationship between amounts</li> <li>I know that a colon is used to show the ratio between two amounts</li> </ul>	<ul style="list-style-type: none"> <li>I can identify the ratio between two amounts</li> <li>I can simplify ratios by dividing by common factors</li> <li>I can calculate missing amounts when given the ratio</li> </ul>	Counters Double number lines
To identify, calculate and use scale factors to enlarge shapes	<ul style="list-style-type: none"> <li>I know that scale drawings have the same proportions as the original, but enlarged or reduced in size</li> <li>I know that the scale factor gives the ratio between the original and its scale drawing</li> <li>I know to multiply the lengths of a shape by the scale factor to enlarge it</li> <li>I know to divide the lengths of a shape by the scale factor to reduce it</li> </ul>	<ul style="list-style-type: none"> <li>I can use scale factors to enlarge/reduce shapes</li> <li>I can calculate the scale factor that has been used</li> <li>I can calculate the dimensions of the original shape when given the scale factor</li> </ul>	
To identify shapes that are similar	<ul style="list-style-type: none"> <li>I know that similar shapes have equal corresponding angles and that their corresponding sides are in proportion</li> </ul>	<ul style="list-style-type: none"> <li>I can identify if shapes are similar, including when the shapes are shown in different orientations</li> </ul>	

Algebra	Key Vocabulary			
	<div style="display: flex; justify-content: space-around; text-align: center;"> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">sequence</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">rule</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">term</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">algebra</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">formula</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">substitute</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">generalise</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">equation</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">solution</div> </div> <div style="display: flex; justify-content: space-around; text-align: center; margin-top: 10px;"> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">expression</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">calculation</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">operation</div> <div style="border: 1px solid green; border-radius: 10px; padding: 2px 10px;">calculate</div> </div>			
End of Year Objective	'I know' statements	'I can' statements	Suggested manipulatives	
To write, use and solve simple formulae and expressions, including where there are multiple possibilities	<ul style="list-style-type: none"> <li>I know the order of operations (BIDMAS)</li> <li>I know that letters can be used to represent an unknown number</li> <li>I know that, for example, '3t' means <math>3 \times t</math></li> <li>I know that a formula has an equals sign, but an expression does not</li> </ul>	<ul style="list-style-type: none"> <li>I can use function machines with one or two steps, calculating either the input or the output</li> <li>I can substitute numbers into algebraic expressions to find their value (If <math>x = \underline{\quad}</math>, then...)</li> <li>I can solve algebraic equations with more than one step</li> </ul>	Cuisenaire rods  Cubes	
To generate and describe linear number sequences	<ul style="list-style-type: none"> <li>I know that letters can be used to represent an unknown value</li> <li>I know that the finding the 'nth term' allows us to identify the rule for a linear sequence</li> </ul>	<ul style="list-style-type: none"> <li>I can identify what is similar and what is different about a sequence of numbers</li> <li>I can identify the rule for a given sequence, including when there is more than one part</li> </ul>	Cuisenaire rods	
To express and solve missing number problems algebraically	<ul style="list-style-type: none"> <li>I know that missing number problems can be represented algebraically (e.g. <math>4 + x = 6</math>)</li> </ul>	<ul style="list-style-type: none"> <li>I can rebalance equations to find the value of a missing/unknown number</li> <li>I can solve problems with two unknowns using reasoning</li> </ul>	Cuisenaire rods	
To find pairs of numbers that satisfy an equation with two unknowns	<ul style="list-style-type: none"> <li>I know that equations with two missing values can have several possible solutions</li> </ul>	<ul style="list-style-type: none"> <li>I can use substitution to identify pairs of possible values</li> <li>I can work systematically to find all the possible values</li> </ul>		