

I can	Maths - Year 6 (emerging)	✓	Date
Numbers and Place Value	Read, write, order and compare numbers up to 10,000,000.		
	Calculate the value of each digit by partitioning.		
	Round any whole number to a required degree of accuracy.		
+ - x ÷	Multiply numbers up to 4 digits by a 2-digit whole number using an efficient written method.		
	Divide numbers up to 4 digits by a 2-digit whole number up to 20 using the efficient written method and interpret remainders as whole number remainders, fractions or by rounding, as appropriate for the context.		
	Identify common factors, common multiples and revise prime numbers, square numbers and square roots.		
	Add and subtract 2 positive and negative numbers e.g. $-3-4=-7$.		
Fractions	Identify the value of each digit to three decimal places.		
	Multiply and divide numbers by 10, 100 and 1000 where the answers are up to 3 decimal places.		
	Convert a fraction to a decimal by dividing.		
	Use common factors to simplify fractions.		
	Use common multiples to express fractions in the same denomination.		
	Compare and order fractions including fractions >1 .		
	Calculate percentages of whole numbers or measures such as 15% of 360.		

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Frac	Use equivalences between simple fractions, decimals and percentages in different contexts.		
Algebra	Generate and describe linear number sequences.		
	Express missing number problems algebraically.		
	Use simple formulae expressed in words.		
	Recognise when it is necessary to use the formulae for area and volume of shapes.		
Measures	Solve problems by converting measurements of length, mass, volume and time from a smaller unit to a larger unit and vice versa, using decimal notation to three decimal places.		
	Convert between miles and kilometres.		
Shape	Recognise, describe and build simple 3-D shapes including making nets.		
	Recognise parallel and perpendicular planes.		
	Illustrate and name parts of circles, including radius, diameter and circumference.		
	Use a protractor to measure the angle of 2D shapes e.g. quadrilaterals.		
	Describe positions on the full co-ordinates grid (all four quadrants).		
	Create shapes by joining up the co-ordinates.		
Data	Calculate and interpret the mean, median and mode.		
	Understand the terms of probability e.g. certain, impossible.		
	Solve problems using the probability terms.		