

ST. JOHN BOSCO RC PRIMARY SCHOOL

Long Term Plan				Year Group:	6		
	Autu	mn Term	Sprir	19 Term	Summer Term		
	1st Half 2 nd Half		1st Half	2 nd Half	1st Half 2 nd Half		
Number and Place Value	 Number and Place Value (2 weeks) To represent numbers to 10,000 To represent numbers to 100,000 To represent numbers ti a million To represent numbers to ten million To compare and order any number To round numbers to 10, 100 and 1000 To round any number To identify, represent and calculate with negative numbers 	Place value concepts will continue to be a focus in the remaining terms as part of memory jogger and daily maths meetings	 Decimals (2 weeks) To represent decimals up to 2 decimal places To understand and represent thousandths To use three decimal places To multiply by 10, 100 and 1000 To divide by 10, 100 and 1000 To multiply by 10, 100 and 1000 To divide by 10, 100 and 1000 To divide by 10, 100 and 1000 To multiply decimals by integers To divide decimals by integers To use division to solve problems To convert fractions To convert fractions to decimals 	 Decimals and percentages (2 weeks) To represent decimals up to 2.d.p To identify decimals as fractions To understand thousandths To represent thousandths as decimals To round decimals To order and compare decimals To understand percentages To calculate percentages as fractions and decimals To find equivalent F.D.P 	 Decimals (3 weeks) To add decimals within 1 To subtract decimals within 1 To find compliments to 1 To add decimals-crossing the whole To add decimals with the some number of decimal places To subtract decimals with the same number of decimal places To add decimals with a different number of decimal places To subtract decimals with a different number of decimal places To subtract decimals with a different number of decimal places To subtract decimals with a different number of decimal places To subtract decimals with a different number of decimal places To subtract decimals with a different number of decimal places To subtract decimals with a different number of decimal places To subtract decimals with a different number of decimal places To find decimal sequences To fund decimals by 10, 100 and 1000 To divide decimals by 10, 100 and 1000 	Consolidation, investiga and preparations for K.	ttions \$3
Addition and Subtraction	 Addition and Subtraction (2 weeks) To add whole numbers with more than 4 digits 	 Fractions (5 weeks) To find equivalent fractions To simplify fractions 	 Percentages (2 weeks) To understand percentages To convert 	 Ratio (2 weeks) To use the language of ratio To represent ratio and 	Consolidation, investigations and preparations for KS3	Consolidation, investiga and preparations for K.	utions S3

Multiplication	 To subtract whole 	•	To convert improper		fractions to		fractions	
and Division	numbers with more than		fraction to mixed numbers		percentages	•	To use the ratio	
	4 digits		To convert mixed numbers	•	To find equivalent		symbol	
Eractions	• To use inverse operations	-	to improper fractions		FDP		To calculate using ratio	
Fractions	(addition and		To place fractions on a	•	To order FDP		To use scale factors	
D	subtraction)	•	To place fractions on a		To find a	•	To use scale factors	
Percentages	 To solve multi-step 			•	TO mild a	•	lo calculate scale	
	addition and subtraction	•	To compare and order		percentage of an		factors	
Algebra	problems		fractions using the			•	To solve ratio and	
	 To add and subtract 		denominator	•	To calculate with		proportion problems	
	integers	•	To compare and order		percentages-			
			fractions using the		missing values	Sta	itistics (1 week)	
	Multiplication and		numerator	A 1	() () ()	•	To read and interpret	
	Division (3 weeks)	•	To add and subtract	Alg	gebra (2 weeks)		line graphs	
	• To multiply 4-digits by		fractions	•	To find a rule- one	•	To draw line graphs	
	1-digit	•	To add mixed numbers]to		step	•	To use line graphs to	
	To multiply 2-digits		add fractions	•	To find a rule- two		solve problems	
	(area model)	•	To subtract mixed numbers		step	•	To construct pie charts	
	To multiply 2-digits by	•	To subtract fractions	•	To form	•	To read and interpret	
	2-digits	•	To calculate mixed addition		expressions		pie charts	
	 To multiply 3-digits by 		and subtraction	•	To use substitution	•	To construct pie charts	
	2-digits	•	To multiply fractions by	•	To use formulae		with percentages	
	To multiply up to a 4		integers	•	To form equations		To draw pie charts	
	• To multiply up to a 4-		To multiply fractions by	•	To solve simple		To galaxiate the mean	
	digit number by a 2-		fractions		one-step equations	•	To calculate the mean	
	digit number		Ta diaida fuentia na bar		To solve two step			
	• 10 divide 4-digits by 1-	•	To divide fractions by	•	equations			
	digit				To find pairs of			
	• To divide with	•	for actions	-	values			
	remainders		To find a fraction of an		To enumerate			
	Io use short division	•		_	possibilities			
	• To divide using factors				possibilities			
	To use long division	•	To find a fraction of an					
	• To find factors		amount- find the whole					
	• To find common							
	factors							
	• To find common							
	multiples							
	• To find primes to 100							
	• To find squares and							
	cubes							
	To use order of							
	operations							
	To use mental							
	calculations and							
	operations							
	operations	1		1		1		

	To reason from				
Caracter	known facts	Connectory Desition and			Courselidation investigations
Geometry		Geometry: Position and Direction (1 week)		of Shape (3 weeks)	Consolidation, investigations and preparations for KS3
Maaaaaaaa		• To find position in the first		• To measure with a	unu preparations for 13.5
Measurement		auadrant		• To measure with a	
Statistics		• To find position in the four		 To draw lines and 	
Statistics		quadrants		angles accurately	
		• To translate shapes and		• To calculate angles	
		objects		on a straight line	
		• To reflect shapes and		• To find angles	
		objects		around a point	
				• To calculate angles	
				• To find vertically	
				opposite angles	
				• To find angles in a	
				triangle	
				• To find angles in a	
				cases	
				 To find angles in a 	
				triangle- missing	
				angles	
				• To find angles in	
				special quadrilaterals	
				• To find angles in	
				regular polygons	
				• To draw shapes	
				accurately	
				• To draw nets of 3-D	
				shapes	