



**Joseph Turner Primary School**  
**Year 6 – Maths MTP -Spring 2023/2024 (v3)**

	Weeks 1-2	Week 3-4	Week 5-6	Week 7-8	Week 9-10
White Rose Maths Small Steps	<b>Number: Ratio</b> 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 Recipes	<b>Number: Algebra</b> 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	<b>Number: Decimals</b> Place value within 1 Place value – integers and decimals Round decimals Add and subtract decimals Multiply by 10, 100 and 1,000 Divide by 10, 100 and 1,000 Multiply decimals by integers Divide decimals by integers	<b>Number: Fractions, decimals and percentages</b> Decimal and fraction equivalents Fractions as division Understand percentages Fractions to 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	<b>Measurement: Area, perimeter and volume</b> Shapes – same area Area and perimeter Areas of a triangle – counting squares Area of a right-angled triangle Area of any triangle Area of a parallelogram Volume – counting cubes Volume of a cuboid
NC Objective	Solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples Solve problems involving similar shapes where the scale factor is known or can be found	Use simple formulae Generate and describe linear number sequences Find pairs of numbers that satisfy an equation with two unknowns Enumerate possibilities of combinations of two variables Express missing number problems algebraically	Identify the value of each digit in numbers given to 3 decimal places and multiply and divide numbers by 10, 100 and 1,000 giving answers up to 3 decimal places Solve problems which require answers to be rounded to specified degrees of accuracy Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why Multiply 1-digit numbers with up to 2 decimal places by whole numbers Use written division methods in cases where the answer has up to 2 decimal places	Use common factors to simplify fractions; use common multiples to express fractions in the same denomination Associate a fraction with division and calculate decimal fraction equivalents for a simple fraction Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts Compare and order fractions, including fractions > Solve problems involving the calculation of percentages and the use of percentages for comparison	Recognise that shapes with the same areas can have different perimeters and vice versa Recognise when it is possible to use formulae for area and volume of shapes Calculate the area of parallelograms and triangles Calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm <sup>3</sup> ) and cubic metres (m <sup>3</sup> ), and extending to other units
Ready to Progress Criteria	6AS/MD-3 - Solve problems involving ratio relationships. (6AS/MD-2)	6AS/MD-4 - Solve problems with 2 unknowns.		6NPV-1 - Understand the relationship between powers of 10 from 1 hundredth to 10 million, and use this to make a given number 10, 100, 1,000, 1 tenth, 1 hundredth or 1 thousandth times the size (multiply and divide by 10, 100 and 1,000). 6NPV-2 - Recognise the place value of each digit in numbers up to 10 million, including decimal fractions, and compose and decompose numbers up to 10 million using standard and non-standard partitioning	6G-1 - Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems