

## Geometry (including position and direction)

Draw 2-D shapes using given dimensions and angles

Recognise, describe and build simple 3-D shapes, including making nets

Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons

Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius

Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles

Describe positions on the full coordinate grid (all 4 quadrants)

Draw and translate simple shapes on the coordinate plane, and reflect them in the axes



## Algebra

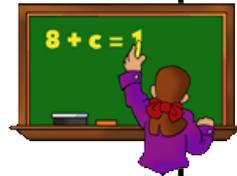
Use simple formulae e.g.  $l \times w$  (length x width) to find area

Generate and describe linear number sequences

Express missing number problems algebraically

Find pairs of numbers that satisfy an equation with 2 unknowns

Enumerate possibilities of combinations of 2 variables



## Year 6 End of year expectations



## Measurement

Solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 decimal places where appropriate

Use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to 3 decimal places

Convert between miles and kilometres

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 ( $\text{cm}^3$ ) and cubic metres ( $\text{m}^3$ ), and extending to other units [for example,  $\text{mm}^3$  and  $\text{km}^3$ ]

## Statistics

Interpret and construct pie charts and line graphs and use these to solve problems

Calculate and interpret the mean as an average

