



Year 6

This document should be used by the class teacher. The names of children not yet confident should be written against each criterion and updated during the school year after further specific teaching and intervention.

Strand	'Ready to Progress' criteria
Number and Place Value (NPV)	<p>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).</p> <p>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 nonstandard partitioning.</p> <p>Reason about the location of any number up to 10 million, including decimal fractions, in the linear number system, and round numbers, as appropriate, including in contexts.</p> <p>Divide powers of 10, from 1 hundredth to 10 million, into 2, 4, 5 and 10 equal parts, and read scales/number lines with labelled intervals divided into 2, 4, 5 and 10 equal parts.</p>
Addition and Subtraction (AS) / Multiplication and Division (MD)	<p>Understand that 2 numbers can be related additively or multiplicatively, and quantify additive and multiplicative relationships (multiplicative relationships restricted to multiplication by a whole number)</p> <p>Use a given additive or multiplicative calculation to derive or complete a related calculation, using arithmetic properties, inverse relationships, and place-value understanding.</p> <p>Solve problems involving ratio relationships.</p> <p>Solve problems with 2 unknowns.</p>
Fractions (F)	<p>Recognise when fractions can be simplified, and use common factors to simplify fractions.</p> <p>Express fractions in a common denomination and use this to compare fractions that are similar in value.</p> <p>Compare fractions with different denominators, including fractions greater than 1, using reasoning, and choose between reasoning and common denomination as a comparison strategy.</p>
Geometry (G)	<p>Draw, compose, and decompose shapes according to given properties, including dimensions, angles and area, and solve related problems.</p>