NUMBER	
N 6.1	**NUMBER AND PLACE VALUE**
N 6.1.2	Count from 0 in multiples of 12
N 6.1.3	Read, write and say aloud numbers written in figures up to and including 1 000 000
N 6.1.4	Recognise the place value of each digit in a 6-digit number (hundred thousands, ten thousands, thousands, hundreds, tens, ones) and write numbers in expanded form
N 6.1.5	Know that one million is 1 and six zeroes, two million is 2 and six zeroes, and so on, up to 9 million
N 6.1.6	Recognise the place value of each digit in a number with one or two decimal places and write numbers in expanded form
N 6.1.7	Compare and order numbers up to and including 1 000 000, and write statements using inequality signs < or >
N 6.1.8	Round any number up to and including 1 000 000 to the nearest power of 10
N 6.1.9	Round any decimal, up to and including two decimal places, to the nearest whole number
N 6.1.10	Order positive and negative numbers and write statements using inequality signs < or >
N 6.2	**ADDITION AND SUBTRACTION**
N 6.2.1	Add and subtract positive integers of any size up to and including 1 000 000 using mental or formal written methods of column addition and subtraction, where appropriate
N 6.2.2	*Add and subtract amounts of money* and other one and two place decimal numbers
N 6.2.3	*Add more than two amounts of money*
N 6.2.4	*Estimate the answer to a money calculation*
N 6.2.5	Understand when to add and when to subtract, and the relationship between addition and subtraction
N 6.3	**MULTIPLICATION AND DIVISION**
N 6.3.1	Recall multiplication and division facts for multiplication tables up to and including 12 x 12
N 6.3.2	Recognise square numbers as a pattern that forms a square
N 6.3.3	Multiply integers up to and including four digits by one or two digit numbers using mental or formal written methods, where appropriate
N 6.3.4	Estimate the answer to a multiplication involving a decimal with one or two decimal places and a whole number
N 6.3.5	Multiply decimals with one or two decimal places by whole numbers

N 6.3.6	Divide numbers up to and including four digits by 1-digit numbers with remainders written as fractions
N 6.3.7	Divide numbers up to and including four digits by 1-digit numbers with remainders written as decimals (up to and including two decimal places)
N 6.3.8	Divide numbers up to four digits by 2-digit whole numbers using a formal written method, with whole number or decimal answers (up to two decimal places)
N 6.3.9	*Interpret remainders by rounding, as appropriate for the context*
N 6.3.10	Multiply and divide whole numbers and decimals by 10, 100 and 1000, with integer and decimal answers (up to and including two decimal places)
N 6.4	**THE FOUR OPERATIONS**
N 6.4.1	*Solve problems in contexts, deciding which of the four operations to use*
N 6.4.2	Use inverse operations and estimation to check calculations
N 6.4.3	*Sustain a line of enquiry, make and test a hypothesis*
N 6.4.4	*Look for patterns and write rules; use a systematic approach*
N 6.5	**FRACTIONS AND DECIMALS**
N 6.5.1	Work out unit and non-unit fractions (with denominators up to and including 10) of 3-digit numbers or quantities
N 6.5.2	Identify, name and write equivalent fractions of a given fraction (with denominators up to and including 10)
N 6.5.3	Identify, name, convert and write common equivalent fractions, including 1/4 and 3/4 with denominators 100, and write these as decimals
N 6.5.4	Compare and order fractions whose denominators are all multiples of the same number (including fractions > 1) and write statements using inequality signs < or >
N 6.5.5	Add and subtract two fractions where the denominator of one fraction is a multiple of the denominator of the other fraction
N 6.5.6	Read, write order and compare numbers with a different number of decimal places, up to and including two decimal places
N 6.5.7	Add and subtract 0.01, 0.02, 0.03, ... 0.09 to and from a number with two decimal places
N 6.5.8	*Solve missing number, fraction and decimal problems*

N 6.6	PERCENTAGES
N 6.6.1	Recognise the per cent symbol (%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100, and as a decimal
N 6.6.2	Identify, name and write common equivalent fractions, including 1/2, 1/4 and 3/4 with denominators 10 and 100; write these as decimals and percentages
N 6.6.3	Recall and use equivalences between 1/4 and 25%, and 1/2 and 50% to find percentages of quantities
N 6.6.4	*Solve one- and two-step problems in contexts, choosing the appropriate operation, working with numbers and fractions (with denominators up to and including 10, and 100), decimals and simple percentages*

GEOMETRY	
G 6.1	MEASURE
G 6.1.2	*Solve problems involving money calculations, using all four operations, including rounding answers to the nearest integer denomination, and interpreting answers with one decimal place*
G 6.1.3	Convert between different metric units of measure (answers up to and including two decimal places)
G 6.1.4	Read and record times in different units
G 6.1.5	*Solve problems involving converting between units of time (giving answers as mixed units, not decimals)*
G 6.1.6	*Solve problems involving measure, using all four operations*
G 6.1.7	Find perimeters of regular and irregular polygons by measuring and by calculating
G 6.1.8	Recognise and use the formula for area of a rectangle
G 6.1.9	Recognise and use the formula for volume of a cuboid
G 6.1.10	*Solve perimeter and area problems involving rectangles and squares*
G 6.2	SHAPE
G 6.2.1	Know that angles on a straight line add to 180 degrees, and find one missing angle on a straight line
G 6.2.2	Use the properties of rectangles to find missing lengths
G 6.2.3	Distinguish between irregular and regular polygons
G 6.2.4	Recognise and name pentagons and hexagons

G 6.2.5	Make simple 3-D solids from a net
G 6.2.6	Draw and name parts of a circle: radius and diameter; know the relationship between the diameter and radius
G 6.2.7	Recognise symmetry in regular and irregular polygons; draw the lines of symmetry
G 6.2.8	Identify, describe and compare simple properties of common 2-D shapes; sort the shapes accordingly
G 6.3	**POSITION AND DIRECTION**
G 6.3.1	Read, write and use coordinates in all four quadrants
G 6.3.2	Draw reflections of simple rectilinear shapes in a horizontal or vertical mirror line, on squared paper
G 6.3.3	Describe and draw translations of points and simple shapes, on squared paper

STATISTICS	
S 6.1	**STATISTICS**
S 6.1.1	Interpret and construct simple dual bar charts
S 6.1.2	Interpret and construct simple line graphs for more than one set of data
S 6.1.3	*Solve problems by organising data into a table, or reading and interpreting data from tables*
S 6.1.4	*Solve problems using data presented in line graphs for two variables, and dual bar charts*