Year 6 SATs Medium Term Planning - Maths

Wk/ beg	26.2.18	5.3.18	12.3.18	19.3.18	26.3.18	16.4.18	23.4.18	30.4.18	7.4.18
Mon	Place value - order - rounding	Multiplication - grid - short	BODMAS Order of operations	Percentages Equivalent to decimals/ fractions problems	Algebra - Missing number problems expressed in algebra - simple formulae expressed in words	Measure - money	Measure - perimeter, area	Geometry - Angles	Statistics - interpret represent data
Tues	Negative numbers - order - add/ sub - Temp	Multiplication - grid - short	Fractions recognise, find, write, name and count	Percentages - problems with %	Algebra - generate and describe linear number sequences	Measure - time - tell, order, duration and units of	Measure - perimeter, area	Geometry - angles	Statistics - interpret represent data
Wed	Addition and subtraction - column - inverse	Division - short - long	Fractions Equivalent, comparing and ordering,+,-, x and ÷	Ratio/ proportion - relative sizes and similarity	Algebra - number sentences involving two unknown, enumerate all possibilities of combinations of two values	Measure - time - tell, order, duration and units of	Geometry - volume	Geometry - describe position, direction and movement	Statistics - solve problems
Thurs	Addition and subtraction - column - inverse	Division - short - long	Decimals - fraction equivalent - rounding - place value - compare and order	Ratio/ proportion - use of % for comparison	Measure - compare, describe and order measure	Measure - convert between metric units, convert metric to imperial	Geometry - recognise and name common shapes, describe properties and classify	Geometry - co-ordinates	Statistics - mean average
Fri	Addition and subtraction - column - inverse	Multiples, factors, primes, squares and cubes	Decimals -multiply/ divide - problems with fractions/ decimals	Ratio/ proportion - scale factors, unequal sharing and grouping	Measure - estimate, measure and read scales	Measure - convert between metric units, convert metric to imperial	Geometry - draw and make shapes, relate 2D to 3D (incl nets)	Geometry - co-ordinates	