P6 Benchmarks: Numeracy and Maths

Numeracy

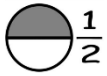
Counting 

- I can identify, write, read and order numbers up to 100,000, including 2-decimal place numbers.
- I can count forwards and backwards in 1s, 1,000s, 5,000s and 10,000s from different starting points within 100,000.
- I can count forward and backwards in tenths and hundredths (e.g. *3.6, 3.7…*)
- I can use negative numbers in real-life situations, such as reading the temperature.

Calculations + − × ÷ =

- Within 100,000, I can round numbers to the nearest 10, 100 and 1000.
- I can apply my rounding knowledge to decimal numbers (e.g. *2.76 to 2.8*).
- I can use my rounding knowledge to estimate answers or check them.
- I can partition 5-digit numbers and identify the value of a digit within a number, including 2-decimal place numbers (e.g. 3.7**3**= 3 hundredths = $\frac{3}{100}$).
- Using a range of different strategies, I can add and subtract 5-digit numbers through ten (e.g. *45,345 + 32,267 = 77, 612*)
- I can add and subtract multiples of tens, hundreds and thousands to/from 6-digit numbers, including crossing a ten (e.g. *144,452 – 400 = 144,052*).
- I can solve addition and subtraction calculations that involve 1-decimal place numbers (e.g. *3.4 – 1.2 = 2.2* and *1.3 + 40 = 41.3*).

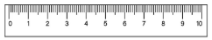
Maths

Fractions 

- I can convert tenths and hundredths into decimal numbers (e.g. $\frac{7}{10}$ = 0.7).
- I can use my timestables and division knowledge to find fractions of an amount (e.g. $\frac{5}{6}$ of 30).
- Using a range of materials, I can find equivalent fractions and I am starting to simplify fractions (e.g. $\frac{4}{6} = \frac{2}{3}$) .

Time 

- I can read all times on analogue and 24-hour digital clocks.
- I can convert times between analogue and digital clocks (e.g. *1.47pm = 13.47*).
- I can convert between minutes and seconds (e.g. *1.5 minutes = 90 seconds*)
- I can confidently interpret 12-hour and 24-hour timetables and I can use them to calculate how much time has passed or how long something is.

Measurement 

- I can select the right unit to estimate, and then accurately record, a measurement.
- Using my knowledge of decimal numbers, I can confidently convert different units of measurement (e.g. *3.4cm = 34mm*)
- I can use the formula *area= length x breadth* to calculate the area of rectangles and squares.
- I am building my understanding of volume and how to calculate it.

- I am consolidating my knowledge of the 2 – 10 timestables and their related division facts (e.g. *6 x 7 = 42* so *42 ÷ 7 = 6* and *42 ÷ 6 = 7*).
- I can multiply and divide 4-digit numbers by 10, 100 and 1000 (e.g. *720 ÷ 10 = 72*)
- Using a range of strategies, I can solve 2-digit x 1-digit calculations, including those which use decimal numbers (e.g. *87 x 4 = 348* and *2.7 x 6 = 16.2*)
- I can complete more challenging division calculations with and without remainders (e.g. *96 ÷ 6 = 16*).
- I can solve multi-step multiplication and division calculations, including those which involve decimal numbers.
- I can identify **multiples** of numbers (e.g. *5 is a multiple of 15*) and **factors** of a number (e.g *24 = 2,12,1,24,8, 3,4,6*).
- I can find a missing number in a calculation and I can solve a simple algebraic equations (e.g. ◊ + 8 = 12 so ◊ = 4).

Money 

- I am developing my understanding of tenths and hundredths when writing and reading values of money (£0.78 = $\frac{7}{10}$ and $\frac{8}{100}$).
- I can use my knowledge of multiplication find totals of money (e.g. *28p x 4 = 11p* or *£1.12*)
- I can use my division to calculate the cost of one item.
- I can use my addition skills to find the total cost of 3 items.
- I can compare costs from different retailers and I am building my understanding of profit and loss.
- I am learning how to keep my money safe.

Patterns 

- I can identify a number pattern and find the missing number.
- I can use my understanding of multiples and square numbers to create my own number pattern.

Shape 

- I can identify and describe the three different types of triangle.
- I can identify, name and classify common 3D shape, using the language of sides, vertices and angles.
- I can identify a pyramid or triangular prism from its net.

Directions 

- I can use the 8 compass points, as well as my understanding of clockwise/anti-clockwise, to give and follow directions.
- I can accurately plot coordinates and I can record coordinates as (x, y).

Angles and symmetry 

- I can explain if an angle is *obtuse*, *acute*, *right* or a *straight* angle and using a protractor, I can draw these angles.
- I can remember angle facts, such as a ¾ turn = 270^{o}.

Information Handling 

- Using digital technology, I can record information a variety of ways and I can create different questions about the information I have shown.
- I can analyse a data set and match this to the corresponding graph.
- I can use numerical language to describe probability, such as 50/50, and I can create a simple experiment to test ideas of probability.