



Name:	Term	1	2	3	4	5	6
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NUMBER: Number and Place Value

I can work out the difference between a positive and a negative number.	1						
I can count in steps of ten, 100, 1,000, 10,000 and 100,000 up or down from any number.	2						
I can count in multiples of two to ten and 25 and 50.	3						
I can read and write down any number up to 10,000,000 and I know the value of each digit.	4						
I can read Roman numerals to work out the year they represent.	5						
I can use negative numbers in real life situations.	6						
I can order and compare numbers up to ten million.	7						
I can use the maths I know to solve number and place value problems.	8						
I can round any whole number.	9						

NUMBER: Calculation

I can work out a calculation that involves several operations.	10						
I can understand what an equals sign means.	11						
I can use the connections between the maths topics I know.	12						
I can classify numbers according to what type they are.	13						
I can work out complicated calculations in my head.	14						
I can show that I know my number bonds and can use them to work out other addition and subtraction facts.	15						
I can spot primes, common factors and common multiples.	16						
I can multiply and divide by ten, 100 and 1,000.	17						
I can solve problems using addition and subtraction, working out what to do by myself.	18						
I can solve problems using a mixture of operations.	19						
I can solve problems using all four operations.	20						
I can solve problems involving scaling.	21						
I can show that I know how to use factors, common factors, factor pairs and multiples.	22						
I can write down square and cube numbers using the right notation.	23						
I can remember the prime numbers up to 19.	24						
I can use the column method to add and subtract large numbers,	25						
I can use long multiplication to multiply four digit numbers by two digit numbers.	26						
I can use long or short division to divide four digit numbers by two digit numbers, writing the remainder in a sensible way.	27						
I can check my answers in several different ways depending on the calculation.	28						
I can check answers by rounding.	29						

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Year 6

MEASUREMENT: Understand Units of Measurement

I can tell the time using digital and analogue clocks.	66						
I can convert between hours, minutes and seconds, and days, weeks, months and years.	67						
I can use £ and p when calculating with money.	68						
I can use standard units with three decimal places and convert between them.	69						
I can convert between miles and kilometres and use a graph to do so.	70						
I can recognise that shapes can have the same area or perimeter but different perimeters or areas.	71						

MEASUREMENT: Make Measurements

I can use what I know about time to solve problems.	72						
I can write down the time in several ways.	73						
I can use different units of measurement.	74						
I can measure the perimeter of a shape.	75						
I can estimate the volume of a cube and a cuboid.	76						

MEASUREMENT: Solve Measurement Problems

I can solve problems where I have to convert between units of time.	77						
I can add and subtract positive and negative measurements.	78						
I can solve problems involving money and any calculation.	79						
I can solve problems involving approximate conversions between metric and imperial measurements.	80						
I can calculate the perimeter of a straight sided shape.	81						
I can work out the area of parallelograms and triangles.	82						
I can show that I know when I can use a formula to work out area or volume.	83						
I can work out the volume of a cube or cuboid.	84						

GEOMETRY: Make and visualise shapes

I can draw 2-D shapes using information about lengths and angles.	85						
I can show that I know the ways you should identify and label lines and angles.	86						
I can build simple 3-D shapes and make nets.	87						

GEOMETRY: Classify shapes

I can compare and sort shapes in many different ways.	88						
I can identify parts of a circle and know that the diameter is twice the radius.	89						
I can look at a net and tell what 3-D shape it makes.	90						

GEOMETRY: Solve shape problems

I can work out missing angles round a point, on a straight line, including vertically opposite angles.	91						
I can check my answers to angle problems by estimating.	92						
I can work out missing angles in triangles, quadrilaterals and regular polygons.	93						

GEOMETRY: Describe Position

I can use coordinates in all four quadrants of a coordinate grid.	94						
I can draw quadrilaterals given some of their coordinates and work out possible positions for the rest.	95						

GEOMETRY: Describe movement

I can reflect simple shapes in the axes, or translate them on the coordinate plane.	96						
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