Age-related expectations: Year Six





Measurement

- 38. solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate
- 39. use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places
- convert between miles and kilometres
- recognise that shapes with the same areas can have different perimeters and vice versa
- recognise when it is possible to use formulae for area and volume of shapes
- calculate the area of parallelograms and triangles
- calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m3), and extending to other units [eg mm3 and km3]

◆Use four operations, including with decimal quantities
◆Crease a scaled model of a historical or geographical structure showing an acceptable degree of accuracy using known measurements Calculate costs and time involved to visit a destination in another part of the world relating to on-going learning in history or geography

Geometry: properties of shapes

- draw 2-D shapes using given dimensions and angles
- 46. recognise, describe and build simple 3-D shapes, including making nets
- 47. compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons
- 48. illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius
- 49. recognise angles where they meet at a point, are on a straight line, or vertically opposite; find missing angles

Geometry: position and direction

- 50. describe positions on full coordinate grid (4 quadrants)
- 51. draw and translate simple shapes on the coordinate plane, and reflect them in the axes

Statistics

- 52. interpret pie charts and line graphs and use these to solve problems
- construct pie charts and line graphs and use these to solve problems
- calculate and interpret the mean as an average