# Year 6 Key Understanding

- Apply knowledge of tables rapidly in calculations to 12 x 12.
- Reasoning about remainders. Knowing when dividing by 5 that there will always be a remainder unless the last digit is 0 or 5. Eg when you divide 77 by 5 the remainder will be 2. When you divide 96 by 10 the remainder will be 6.
- O Estimate answers to calculations quickly by rounding the numbers. Eg when shopping by able to keep a running total be rounding to the nearest £1.
- Multiply and divide whole numbers and decimals mentally by 10, 100 or 1000. Knowing that dividing by 10 gives 10% and dividing by 100 gives 1% and use these key facts to solve any percentage problem.
- O Understand the equivalence between fractions and percentages eg 50% off is half price.
- O To use their maths to solve everyday problems eg which is best value buy one, get one free or buy two for three?
- O Use mathematical skills to read and interpret bus timetables. Eg what bus do we need to catch to get into town for 10:00am? How long will the journey take?
- O Being able to convert between measures gms to Kgs; cms to ms and kms; mls to l.

A key aspect of year 6 is the development of increasingly rapid mental maths. Being able to convert between measures eg how many grams are there in  $1\frac{1}{2}$  Kilograms, to calculate differences in temperatures, calculate prices, add 3 or more multiples of 10, know the remainder of a number when divided by 5 are all skills that a year 6 child will be tested on at the end of their time in Year 6. They have between 5 and 15 seconds to answer these questions – any support to increase rapid mental maths skills will benefit your child enormously.

### Recipes

Find a recipe for 4 people and rewrite it for 8 people, e.g.



250g flour 100g butter 150g sugar 60ml treacle 2 teaspoons ginger



Can you rewrite it for 3 people? Or 5 people?

### Fours

- Use exactly four 4s each time.
- You can add, subtract, multiply or divide them.
- Can you make each number from 1 to 100?
- Here are some ways of making the first two numbers.

 $1 = (4 \times 4)/(4 \times 4)$  $2 = 4 \div 4 + 4 \div 4$ 

Three in a row

For this game you need a calculator. Draw a line like this:



- Take it in turns to choose a fraction, say 2/5. Use the calculator to convert it to a decimal (Le. 2 + 5 = 0.4) and mark your initials at this point on the line.
- The aim of the game is to get 3 crosses in a row without any of the other player's marks in between.
- Some fractions are harder to place than others, e.g. ninths.

#### Flowers

- Take turns to think of a flower.
- Use an alphabet code, A = 1, B = 2, C = 3... up to Z = 26.
- Find the numbers for the first and last letters of your flower, e.g. for a ROSE, R = 18, and E = 5.
- Multiply the two numbers together, e.g. 18 x 5 = 90.
- The person with the biggest answer scores a point.
- The winner is the first to get 5 points.

When you play again you could think of animals, or countries

## How to help your Year 6 child.



## A booklet for parents.

