Year 6 Key Targets

Place value
To round any whole number to a required degree of accuracy.
To use negative numbers in context and calculates intervals across zero.

Calculation
To multiply and divides multi-digit numbers up to four digits by a two-digit whole number using the formal written method of long multiplication and short division, interpreting remainders according to the context.
To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

Fractions and Ratio and proportion

To recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.
To solve problems involving the calculation of percentages e.g. of measures and calculations such as 15 per cent of 360, and the use of percentages for comparison.

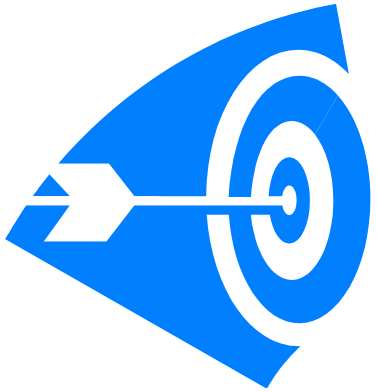
Algebra
To uses simple formulae.

Measurement
To use, read, writes 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.

Properties of shape and position and direction
To compare and classify geometric shapes based on their properties and sizes and finds unknown angles in any triangles, quadrilaterals and regular polygons.
To draw and translate simple shapes on the coordinate plane and reflects them in the axes.

How to help your child at home

Targets and activities for pupils in Year 6



Fun activities to do at home

Four in a line

Draw a 6 x 7 grid. Fill it with numbers under 100.

Take turns. Roll three dice, or roll one dice three times. Use all three numbers to make a number on the grid. You can add, subtract, multiply or divide the numbers, e.g. if you roll 3, 4 and 5, you could make 3 x 4 – 5 = 7, 54 ÷ 3 = 18, (4 + 5) x 3 = 27, and so on. Cover the number you make with a coin or counter. The first to get four of their counters in a straight line wins.

Favourite food

 Ask your child the cost of a favourite item of food. Ask them to work out what 7 of them would cost, or 8, or 9. How much change would there be from £50?

 Repeat with his / her least favourite food. What is the difference in cost between the two?

Sale of the century

 When you go shopping, or see a shop with a sale on, ask your child to work out what some items would cost with: 50% off 25% off 10% off 5% off.

 Ask your child to explain how she worked it out.

Three in a row

For this game you need a calculator.

Draw a line like this:

0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0

Take it in turns to choose a fraction, say 2/5. Use the calculator to convert it to a decimal (i.e. 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.

Recipes

Find a recipe for 4 people and rewrite it for 8 people, e.g. 4 people = 125g flour 8 people = 250g flour, 4 people = 50g butter, 8 people = 100g butter. Complete the remaining ingredients: 4 people = 75g sugar, 30ml treacle, 1 teaspoon 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 + 4)/(4 + 4) 2 = 4/4 + 4/4

Card game

Use a pack of playing cards. Take out the jacks, queens and kings. Take turns. Take a card and roll a dice. Multiply the two numbers. Write down the answer. Keep a running total. The first to go over 301 wins!

Remainders

Draw a 6 x 6 grid like this.

64	93	73	62	58	73
66	47	88	59	24	54
78	27	67	44	35	28
84	63	42	27	71	46
55	52	14	29	34	88
77	97	62	35	41	58

 Choose the 7, 8 or 9 times table. Take turns. Roll a dice. Choose a number on the board, e.g. 59. Divide it by the tables number, e.g. 7. If the remainder for 59 ÷ 7 is the same as the dice number, you can cover the board number with a counter or coin. The first to get four of their counters in a straight line wins!

Doubles and trebles

Roll two dice. Multiply the two numbers to get your score. Roll one of the dice again. If it is an even number, double your score. If it is an odd number, treble your score. Keep a running total of your score. The first to get over 301 wins.