<table>
<thead>
<tr>
<th>Units</th>
<th>Learning Outcomes (Level 6)</th>
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</thead>
</table>
| **1. Number** | 1. Order a set of 3-digit numbers.  
2. Round numbers to the nearest 10 and 100.  
3. Know the multiplication tables up to 10.  
4. Find factors of numbers up to 50.  
5. Identify prime numbers up to 50.  
6. Identify square numbers up to 100. |
| **2. Number Operations** | 1. Add a three-digit number to a three-digit number.  
2. Subtract a three-digit number from a three-digit number.  
3. Multiply a two digit number by a single digit.  
4. Divide a two digit number by a single digit. |
| **3. Angles** | 1. Know that a revolution is made up of 360°.  
2. Understand that a whole turn is equivalent to 4 right angles and half a turn is equivalent to 2 right angles.  
3. Distinguish between acute, right, obtuse and reflex angles.  
4. Use a protractor to measure and draw angles in multiples of 5° up to 180°.  
5. Understand that the angles on a straight line add up to 180°.  
6. Work out missing angles in diagrams involving angles on a straight line and angles at a point.  
7. Identify different types of triangles (scalene, isosceles, right-angled and equilateral triangles).  
8. Understand that the angles in a triangle add up to 180°.  
### Units | Learning Outcomes (Level 6)
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4. Directed Numbers | 1. Distinguish between positive and negative numbers.  
2. Represent numbers between $-10$ and $10$ on the number line.  
3. Order a set of positive and negative numbers between $-10$ and $10$.  

5. Co-ordinates | 1. Read and plot points in all four quadrants.  
2. Generate and plot coordinate pairs that satisfy a simple linear rule, e.g. $y$ coordinate is twice the $x$ coordinate or $y$ coordinate is one less than the $x$ coordinate.  
3. Identify the coordinates of a missing vertex in simple shapes.  
4. Interpret a simple conversion graph.  

6. Decimals | 1. Read decimal numbers up to one decimal place from number lines and scales measuring length, weight, capacity.  
2. Arrange numbers in ascending and descending order up to 2 decimal places.  
3. Add and subtract decimals up to two decimal places.  
4. Multiply and divide decimal numbers by 10, 100 and 1000.  
5. Multiply decimal numbers up to 2 decimal places by an integer.  
6. Divide decimal numbers up to 1 decimal place by an integer.  
7. Work out simple worded problems involving decimals using the four rules.  
8. Round decimal numbers to the nearest whole.  
9. Solve simple worded problems involving money.
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<tr>
<td>7.</td>
<td>Fractions</td>
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<tr>
<td></td>
<td>1. Write equivalent fractions by multiplying numerator and denominator by a scale factor.</td>
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<td>2. Simplify fractions by dividing numerator and denominator by a common factor.</td>
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<td>3. Add and subtract fractions having the same denominator.</td>
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<td>4. Solve simple problems in addition and subtraction of fractions.</td>
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<td>5. Find the fraction of a quantity that is a multiple of the denominator.</td>
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<td>8.</td>
<td>Perimeter, Area and Volume</td>
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<td>1. Find the perimeter of squares/rectangles.</td>
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<td>2. Find the perimeter of a composite shape.</td>
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<td>3. Find the area of a rectangle by using the formula.</td>
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<td>4. Find the area of compound shapes made up of squares and rectangles indicated on the shape and by using the formula.</td>
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<td>5. Find the volume of a cuboid using the formula.</td>
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<td>9.</td>
<td>Time</td>
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<td>1. Read and write the time in words up to 5 minute intervals.</td>
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<td>2. Convert 12-hour to 24-hour clock and vice versa.</td>
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<td>3. Read and draw the 12-hour and 24-hour clock in analogue form up to 5 minute intervals.</td>
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<td>4. Read and write the 12-hour and 24-hour clock in digital form up to 5 minute intervals.</td>
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<tr>
<td>10.</td>
<td><strong>Algebra</strong></td>
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<tr>
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<td>1. Recognize and continue simple pictorial and number patterns.</td>
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<td>2. Obtain the output of number machines involving up to two operations.</td>
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<tr>
<td></td>
<td>3. Obtain the input of number machines involving one operation.</td>
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<td>4. Use a letter symbol to represent an unknown number.</td>
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<td>5. Solve equations by drawing scales, given unknown on one side and involving one operation.</td>
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<td>6. Evaluate simple linear formulae involving two variables by substituting letters with positive integral inputs.</td>
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<td>11.</td>
<td><strong>Shapes</strong></td>
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<td></td>
<td>1. Recognize scalene, isosceles, equilateral and right-angled triangles</td>
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<td>2. Recognize kite, parallelogram and rhombus.</td>
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<td>3. Identify shapes that have reflection symmetry.</td>
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<td>4. Identify and draw lines of symmetry in triangles and quadrilaterals.</td>
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<td>5. Reflect a shape in one line of symmetry.</td>
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<td>6. Reflect a shape in the x axis or y axis.</td>
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<td>7. Translate shapes right, left, up and down.</td>
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<td>8. Draw the nets of a cube and a cuboid on squared paper.</td>
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<td>9. Use ruler and compasses to draw a triangle given the length of the three sides.</td>
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<td>12.</td>
<td>Data and Probability</td>
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<td>1. Compile a frequency table, with a tally column, from a set of discrete ungrouped data.</td>
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<td>2. Draw and interpret pictograms where each picture represents a group of units.</td>
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<td>3. Draw and interpret simple bar charts for ungrouped data.</td>
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<td>4. Describe the probability of events as certain, likely, evens, unlikely and impossible.</td>
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<td>5. Find the probability of an event as a fraction, e.g. probability of picking a blue marble from 2 blue and 3 red marbles.</td>
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<td>13.</td>
<td>Percentages</td>
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<td>1. Express quantities out of 100 as percentages.</td>
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<td>2. Express quantities out of 10 and out of 50 as percentages.</td>
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<td></td>
<td>3. Understand that ( \frac{1}{2} ) is 50%, ( \frac{1}{4} ) is 25% and ( \frac{3}{4} ) is 75% and vice versa.</td>
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<td>4. Work out the percentage of a quantity which is a multiple of 100.</td>
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<td>14.</td>
<td>Proportion</td>
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<td>1. Solve simple problems involving direct proportion when they are given the unit measure.</td>
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<td>2. Solve simple proportion problems involving finding the unit measure.</td>
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