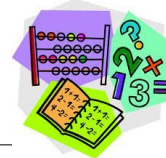




Maths Masterclass

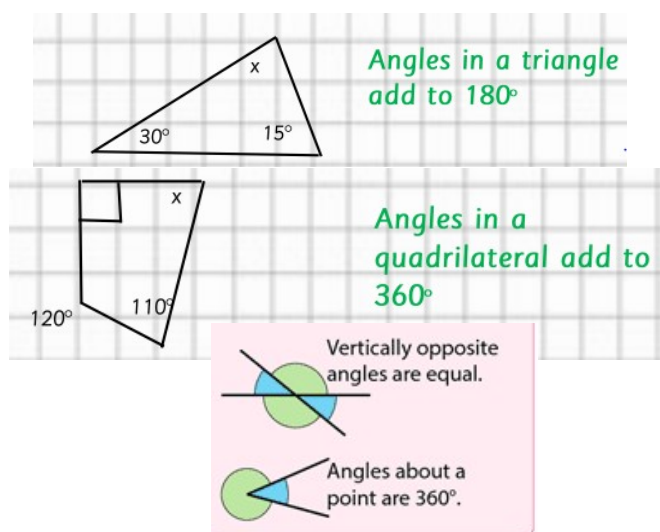


Year 6: Summer 1

Alongside the half-termly curriculum information, we will be including additional information about the Maths learning that your child will be undertaking over the coming weeks. This includes some of the methods used in school to explain how we teach Maths and make it easier to support your child with their learning.

Angles

We will be recapping our knowledge of angles including the different types of angles and how to work out missing angles by identifying the value of angles in and around a shape.



Working backwards

We will also be looking at using the inverse and the four operations to solve questions which involve working backwards.

Reasoning – What was the Starting Number?

Gordon chooses a number less than 50

He adds 2 and then multiplies by 2

He then subtracts 6

His answer is 10

What was the number he started with?

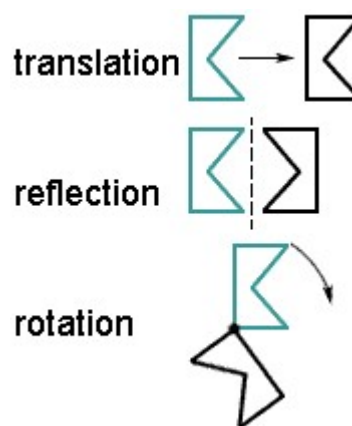
TIME

Children will recap how to tell the time using both and 12 and 24 hour clocks. We will also be looking at problems involving the reading of timetables.



TRANSLATION & REFLECTION

Children will be describing positions on the full coordinate grid (all four quadrants) and will be able to draw and translate simple shapes on the coordinate plane, and reflect them in the axes. We will also be looking at lines of symmetry.



Children will be set weekly homework from their Maths homework books this term. These are 10minute assessments which we will go through together in school. We will also be providing a SATS club during one lunch time a week and once a week after school. Please remind children there is also MyMaths for them to complete if they wish and TTRS if they need/wish to develop their fluency.



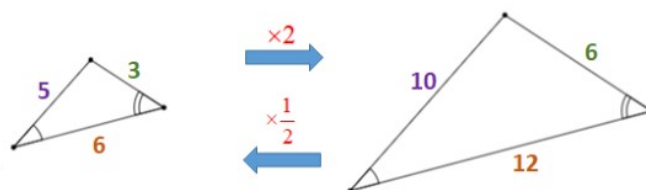


Scaling

Children will be solving problems involving similar shapes where the scale factor is known or can be found. We will recap enlarging shapes using the scale factor and also how it can be used to scale up recipes.

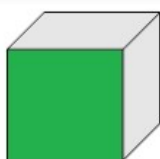
Scale Factor

A **scale factor** is the number by which all the components of an object are multiplied in order to create a proportional enlargement or reduction.

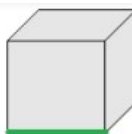


2D and 3D shape

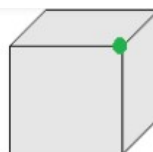
We will recapping 2D and 3d shape including naming and properties of shapes, identifying nets and angles in a shape. We will also be looking at the types of lines we may find in a shape.




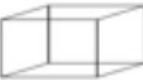






Faces are the surfaces of the shape



Edges are the line segments where two faces meet



Vertices are the places where 3 or more edges meet

Cube 6 square faces 12 edges 8 vertices 	Cuboid 6 faces 12 edges 8 vertices 	Sphere 1 curved surface 0 edges 0 vertices 
Tetrahedron 4 triangular faces 6 edges 4 vertices 	Triangular prism 5 faces 9 edges 6 vertices 	Cylinder 2 circular faces 1 curved surface 2 curved edges 0 vertices 
Cone 1 circular face 1 curved surface 1 curved edge 1 apex 	Square-based pyramid 5 faces 8 edges 5 vertices 	Octahedron 8 faces 12 edges 6 vertices 