

## HfL Assessment Criteria for Phase C Steps 4/5/6 (based on curriculum expectations for Year 6)

## Maths – Number

Understanding the number system	Calculating
<p><b>Fluency Focus</b></p> <p><b>Numbers up to 10 million (whole numbers, negative numbers and decimals with up to 3 decimal places) through a wide variety of models and representations</b></p>	<p><b>Arithmetical laws and relationships</b></p> <ul style="list-style-type: none"> <li>uses their knowledge of the order of operations to carry out calculations involving the four operations e.g. <math>2 + 1 \times 3 = 5</math> and <math>(2 + 1) \times 3 = 9</math> (6C9)</li> </ul>
<p><b>Number and place value</b></p> <ul style="list-style-type: none"> <li>reads, writes, orders and compares numbers within the fluency focus: <ul style="list-style-type: none"> <li>uses this knowledge to develop their skills of rounding to any degree of accuracy, estimating, predicting and checking the reasonableness of answers (6N2, 6N4)</li> </ul> </li> <li>identifies the value of each digit in numbers to 10 000 000 and numbers with up to 3 decimal places and multiplies and divides by 10, 100 and 1000, giving answers to three decimal places (6N3, 6F9a)</li> <li>compares and orders fractions, including fractions <math>&gt;1</math> (6F3)</li> <li>recognises, describes and uses number patterns and relationships to make generalisations about sequences within the whole number system</li> <li>uses negative numbers in context, and calculates intervals across zero (6N5)</li> <li>uses common multiples to express fractions in the same denomination (6F2)</li> <li>recalls and uses equivalences between simple fractions, decimals and percentages including in different contexts (6F11)</li> <li>solves number problems and practical problems within the context of the fluency focus (6N6)</li> </ul>	<p><b>Mental fluency</b></p> <ul style="list-style-type: none"> <li>uses estimation to check answers to calculations and determines in the context of a problem, an appropriate degree of accuracy (6C3)</li> <li>identifies common factors, common multiples and prime numbers (6C5)</li> <li>performs mental calculations, including with mixed operations and large numbers (6C6)</li> <li>continues to use all known facts to calculate mathematical statements with increasing complexity</li> </ul> <p><b>Written fluency</b></p> <ul style="list-style-type: none"> <li>solves addition and subtraction problems within the fluency focus and gives reasons why operations and methods are appropriate (6C4)</li> <li>multiplies multi-digit numbers up to four digits by a two digit number using the formal written method of long multiplication (6C7a) and divides numbers up to four digits by a two digit number using the formal written methods of long and short division and interprets remainders as whole numbers, fractions, or by rounding, as appropriate for the context (6C7b, 6C7c)</li> </ul> <p><b>Fractions, decimals and percentages</b></p> <ul style="list-style-type: none"> <li>uses common factors to simplify fractions (6F2)</li> <li>adds and subtracts fractions with different denominators and mixed numbers, using the concept of equivalent fractions (6F4)</li> <li>multiplies simple pairs of proper fractions, writing the answer in its simplest form [e.g. <math>\frac{1}{4} \times \frac{1}{2} = \frac{1}{8}</math>] (6F5a)</li> <li>divides proper fractions by whole numbers e.g. <math>\frac{1}{3} \div 2 = \frac{1}{6}</math> (6F5b)</li> <li>associates a fraction with division and calculates decimal fraction equivalents for a simple fraction e.g. <math>3 \div 5 = 0.6 = \frac{3}{5}</math> (6F6)</li> <li>multiplies one-digit numbers with up to two decimal places by whole numbers (6F9b)</li> <li>uses written division methods in cases where the answer has two decimal places (6F9c)</li> </ul> <p><b>Ratio and proportion</b></p> <p>Solves problems involving:</p> <ul style="list-style-type: none"> <li>relative sizes of two quantities where missing values can be found by using integer multiplication and division (6R1)</li> <li>calculation of percentages and the use of percentages for comparison (percentages of <math>360^\circ</math> to calculate angles on a pie chart) (6R2)</li> <li>similar shapes where the scale factor is known or can be found (6R3)</li> <li>unequal quantities (e.g. for every egg you need three spoonful of flour) (6R4)</li> </ul> <p><b>Algebra</b></p> <ul style="list-style-type: none"> <li>uses simple formulae to generate, express and describe: (6A1, 6A2, 6A3) <ul style="list-style-type: none"> <li>linear number sequences</li> <li>mathematical formula</li> <li>missing number, lengths, coordinates and angles problems</li> <li>equivalent expressions (<math>a + b = b + a</math>)</li> </ul> </li> <li>finds pairs of numbers that satisfy an equation with two unknowns (6A4)</li> <li>finds all possibilities of combinations of two variables (6A5)</li> </ul> <p><b>Solving numerical problems</b> (using a range of mental and written methods across routine and non-routine problems)</p> <ul style="list-style-type: none"> <li>solves increasingly complex numerical problems (including multistep) within the fluency focus and through a range of contexts using estimation to check answers and an appropriate degree of accuracy (6C3, 6C8)</li> <li>solves problems which require answers to be rounded to specified degrees of accuracy (6F10)</li> </ul>

Measurement	Geometry
<p><b>Metric / imperial measures</b></p> <ul style="list-style-type: none"> <li>uses, reads, writes and converts 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 of up to three decimal places (6M5)</li> <li>converts between miles and kilometres (6M6)                     <ul style="list-style-type: none"> <li>- connects conversion from kilometres to miles in measurement to its graphical representation</li> </ul> </li> </ul> <p><b>Perimeter, Area, Volume</b></p> <ul style="list-style-type: none"> <li>recognises that shapes with the same areas can have different perimeters and vice versa (6M7a)</li> <li>calculates the area of parallelograms and triangles (6M7b)</li> <li>recognises when it is possible to use the formulae for the area of shapes (6M7c)</li> <li>calculates, estimates and compares volume of cubes and cuboids using standard units, including centimetre cubed (cm<sup>3</sup>) and cubic metres (m<sup>3</sup>), and extending to other units e.g. mm<sup>3</sup> and km<sup>3</sup> (6M8a)</li> <li>recognises when it is possible to use the formulae for the volume of shapes (6M8b)</li> </ul> <p><b>Solve problems</b></p> <ul style="list-style-type: none"> <li>solves problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate (6M9)</li> </ul>	<p><b>Properties of shape</b></p> <ul style="list-style-type: none"> <li>compares and classifies geometric shapes based on their properties and sizes (6G2a)</li> <li>describes simple 3D shapes (6G2b)</li> <li>draws 2D shapes using given dimensions and angles (6G3a)</li> <li>recognises and builds simple 3D shapes including making nets (6G3b)                     <ul style="list-style-type: none"> <li>- visualises a 3D shape from its net and matches vertices that will be joined</li> <li>- visualises where patterns drawn on a 3D shape will occur on its net</li> </ul> </li> <li>finds unknown angles in any triangles, quadrilaterals and regular polygons (6G4a)</li> <li>recognises angles where they meet at a point, are on a straight line, or are vertically opposite, and finds missing angles (6G4b)                     <ul style="list-style-type: none"> <li>- explains how unknown angles and lengths can be derived from known measurements</li> <li>- relationships might be expressed algebraically e.g. <math>d = 2 \times r</math>; <math>a = 180 - (b + c)</math></li> </ul> </li> <li>illustrates and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius (6G5)</li> </ul> <p><b>Position and direction</b></p> <ul style="list-style-type: none"> <li>draws and translates simple shapes on the coordinate plane, and reflects them in the axis (6P2)                     <ul style="list-style-type: none"> <li>- predicts missing coordinates using the properties of shapes. These might be expressed algebraically for example, translating vertex <math>(a, b)</math> to <math>(a-2, b+3)</math>; <math>(a, b)</math> and <math>(a+d, b+d)</math> being opposite vertices of a square of side <math>d</math></li> </ul> </li> <li>describes positions on the full coordinate grid (all four quadrants) (6P3)</li> </ul>

**Statistics**

<p><b>Processing, representing and interpreting data</b></p> <ul style="list-style-type: none"> <li>interprets and constructs pie charts and line graphs and uses these to solve problems (6S1)                     <ul style="list-style-type: none"> <li>- connects work on angles, fractions and percentages to the interpretation of pie charts</li> </ul> </li> <li>recognises the difference between discrete and continuous data</li> <li>recognises when information is presented in a misleading way, e.g. compares two pie charts where the sample sizes are different</li> <li>when drawing conclusions, identifies further questions to ask                     <ul style="list-style-type: none"> <li>- begins to decide which representation of data is most appropriate and why</li> </ul> </li> <li>calculates and interprets the mean as an average (6S3)                     <ul style="list-style-type: none"> <li>- knows when it is appropriate to find the mean median and mode of a data set</li> </ul> </li> </ul>
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Evidence of none or just a few of these skills – refer to C1/2/3 sheet	<b>Entering</b> (some of these aspects secure, or occasional evidence across most skills) = <b>C3</b>	<b>Developing</b> (many of these aspects secure, or more frequent evidence across most skills) = <b>C4</b>	<b>Securing</b> (most of these aspects secure most of the time) = <b>C5</b>	<b>Deepening</b> (almost all of these aspects secure) = <b>C6</b>	All aspects secure, now going 'broader and deeper' = <b>C+</b>
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Please refer to the introduction to this document for further guidance about making judgements for tracking progress.