

Y6 Maths Plan

Calculator Projects (Secondary Readiness)

Learning Steps	
Block Intro	
1	Summer Sizzle (2024 Project)
2	Re-Order (2024 Project)
3	Three by Three (2024 Project)
4	Fun with Fractions (2024 Project)
5	A-Maze-Ment (2024 Project)
6	Save the Bees
7	An Odd Puzzle
8	A game of Four Quarters
9	Squaring Halves
10	Seeing Double
11	The Times Crossword or Cross Number
12	Constant Function Challenges
13	The Times Factor
14	A-Maze Your Friends

Key Principles

- Number formation must be every day in Year 1.
- Bar modelling to be used in all units where possible.
- Block Intro sessions replace mental maths/retrieval on the first day of a unit and give a reason to the learning or children.
- Lessons follow agreed school LDM with reasoning throughout and as a set task to finish.
- **Proper problem-solving is dealt with in dedicated lessons.**
- **Assessments will be given proper time and be immediately after the unit.**
- **Pause will be led by teacher and 'stretch' will be independent GD problems with afternoon follow-up by teacher.**
- A learning step does not necessarily equate to a lesson – it could be lesson; it could be more; it could be less. *Slow down to speed up* – it takes as long as it needs for all to have learnt – not just be taught. If some need more, trim others.