

Year 6 Summer 1: Week 1 Maths Planning

Date	Learning Objective	Starter Activity	Main Teaching	Plenary Activity
Week 1	✓ To revise all concepts from the Year Six curriculum	Select Partitioning and the appropriate level: https://www.topmarks.co.uk/maths-games/daily10	Complete the 'Back To School' quiz.	Select Digit Values and the appropriate level: https://www.topmarks.co.uk/maths-games/daily10
Week 1	✓ To read, write, order and compare numbers up to ten million and work out the value of each digit.	Revise rounding numbers: https://www.topmarks.co.uk/maths-games/rocket-rounding (Select the appropriate level of challenge)	Work through the all slides at the following link: https://app.mymaths.co.uk/1742-lesson/place-value-beyond-10-000	Play a game of Place Value WWTBAM: http://www.math-play.com/Place-Value-Millionaire/place-value-millionaire-game.html5.html
Week 1	✓ To calculate negative numbers in a range of contexts. ✓ To read and use Roman Numerals	Play Times Tables Rockstars for 10 minutes.	Work through all slides at the following site: https://app.mymaths.co.uk/1723-lesson/roman-numerals Work through all slides at the following site: https://app.mymaths.co.uk/1776-lesson/negative-numbers-in-context	Play Times Tables Rockstars for 10 minutes.
Week 1	✓ To identify the value of each digit to three decimal places	Play Times Tables Rockstars for 10 minutes.	Work through slides 1-6 of the following site: https://app.mymaths.co.uk/1674-lesson/decimal-places Work through slides 1-5 of the following site: https://app.mymaths.co.uk/1745-lesson/rounding-and-accuracy	Play some games of Beat the Clock on slide 7 of the following site: https://app.mymaths.co.uk/1674-lesson/decimal-places
Week 1	✓ Arithmetic Revision	Play Times Tables Rockstars for 10 minutes.	Complete Arithmetic: Paper 10	Mark your answers using the Mark Scheme.