Year 6 Maths Revision Cards

Maths Revision

Year 6 Maths Revision Cards

Maths Revision

Year 6 Maths Revision Cards

Maths Revision

Year 6 Maths Revision Cards

Maths Revision

$\frac{1}{5}$	0.2	20%
$\frac{1}{4}$	0.25	25%
$\frac{2}{5}$	0.4	40%
$\frac{1}{2}$	0.5	50%
$\frac{3}{5}$	0.6	60%
$\frac{3}{4}$	0.75	75%
$\frac{4}{5}$	0.8	80%

Fraction to Percentage
Convert to 100ths then use the numerator.
OR Divide the numerator by the denominator and multiply by 100

Percentage to Fraction
Use the percent as the numerator out of 100

Percentage to Decimal
Divide by 100

Decimal to Percentage
Multiply by 100

Decimal to Fraction
Multiply the decimal by 100 if 2 decimal places and 1000 if 3 decimal places for it to become the numerator. Simplify it.

Fraction to Decimal
Convert into 100ths then divide numerator by 100.
OR Divide the numerator by the denominator

$\frac{1}{5}$	0.2	20%
$\frac{1}{4}$	0.25	25%
$\frac{2}{5}$	0.4	40%
$\frac{1}{2}$	0.5	50%
$\frac{3}{5}$	0.6	60%
$\frac{3}{4}$	0.75	75%
$\frac{4}{5}$	0.8	80%

Fraction to Percentage
Convert to 100ths then use the numerator.
OR Divide the numerator by the denominator and multiply by 100

Percentage to Fraction
Use the percent as the numerator out of 100

Percentage to Decimal
Divide by 100

Decimal to Percentage
Multiply by 100

Decimal to Fraction
Multiply the decimal by 100 if 2 decimal places and 1000 if 3 decimal places for it to become the numerator. Simplify it.

Fraction to Decimal
Convert into 100ths then divide numerator by 100.
OR Divide the numerator by the denominator

$\frac{1}{5}$	0.2	20%
$\frac{1}{4}$	0.25	25%
$\frac{2}{5}$	0.4	40%
$\frac{1}{2}$	0.5	50%
$\frac{3}{5}$	0.6	60%
$\frac{3}{4}$	0.75	75%
$\frac{4}{5}$	0.8	80%

Fraction to Percentage
Convert to 100ths then use the numerator.
OR Divide the numerator by the denominator and multiply by 100

Percentage to Fraction
Use the percent as the numerator out of 100

Percentage to Decimal
Divide by 100

Decimal to Percentage
Multiply by 100

Decimal to Fraction
Multiply the decimal by 100 if 2 decimal places and 1000 if 3 decimal places for it to become the numerator. Simplify it.

Fraction to Decimal
Convert into 100ths then divide numerator by 100.
OR Divide the numerator by the denominator

1^2	1 x 1	1
2^2	2 x 2	4
3^2	3 x 3	9
4^2	4 x 4	16
5^2	5 x 5	25
6^2	6 x 6	36
7^2	7 x 7	49
8^2	8 x 8	64
9^2	9 x 9	81
10^2	10 x 10	100
11^2	11 x 11	121
12^2	12 x 12	144

Square Numbers

1^2	1 x 1	1
2^2	2 x 2	4
3^2	3 x 3	9
4^2	4 x 4	16
5^2	5 x 5	25
6^2	6 x 6	36
7^2	7 x 7	49
8^2	8 x 8	64
9^2	9 x 9	81
10^2	10 x 10	100
11^2	11 x 11	121
12^2	12 x 12	144

Square Numbers

1^2	1 x 1	1
2^2	2 x 2	4
3^2	3 x 3	9
4^2	4 x 4	16
5^2	5 x 5	25
6^2	6 x 6	36
7^2	7 x 7	49
8^2	8 x 8	64
9^2	9 x 9	81
10^2	10 x 10	100
11^2	11 x 11	121
12^2	12 x 12	144

Square Numbers

1^2	1 x 1	1
2^2	2 x 2	4
3^2	3 x 3	9
4^2	4 x 4	16
5^2	5 x 5	25
6^2	6 x 6	36
7^2	7 x 7	49
8^2	8 x 8	64
9^2	9 x 9	81
10^2	10 x 10	100
11^2	11 x 11	121
12^2	12 x 12	144

Square Numbers

1^3	1 x 1 x 1	1
2^3	2 x 2 x 2	8
3^3	3 x 3 x 3	27
4^3	4 x 4 x 4	64
5^3	5 x 5 x 5	125
6^3	6 x 6 x 6	216
7^3	7 x 7 x 7	343
8^3	8 x 8 x 8	512
9^3	9 x 9 x 9	729
10^3	10 x 10 x 10	1,000
11^3	11 x 11 x 11	1,331
12^3	12 x 12 x 12	1,728

Cube Numbers

1^3	1 x 1 x 1	1
2^3	2 x 2 x 2	8
3^3	3 x 3 x 3	27
4^3	4 x 4 x 4	64
5^3	5 x 5 x 5	125
6^3	6 x 6 x 6	216
7^3	7 x 7 x 7	343
8^3	8 x 8 x 8	512
9^3	9 x 9 x 9	729
10^3	10 x 10 x 10	1,000
11^3	11 x 11 x 11	1,331
12^3	12 x 12 x 12	1,728

Cube Numbers

1^3	1 x 1 x 1	1
2^3	2 x 2 x 2	8
3^3	3 x 3 x 3	27
4^3	4 x 4 x 4	64
5^3	5 x 5 x 5	125
6^3	6 x 6 x 6	216
7^3	7 x 7 x 7	343
8^3	8 x 8 x 8	512
9^3	9 x 9 x 9	729
10^3	10 x 10 x 10	1,000
11^3	11 x 11 x 11	1,331
12^3	12 x 12 x 12	1,728

Cube Numbers

1^3	1 x 1 x 1	1
2^3	2 x 2 x 2	8
3^3	3 x 3 x 3	27
4^3	4 x 4 x 4	64
5^3	5 x 5 x 5	125
6^3	6 x 6 x 6	216
7^3	7 x 7 x 7	343
8^3	8 x 8 x 8	512
9^3	9 x 9 x 9	729
10^3	10 x 10 x 10	1,000
11^3	11 x 11 x 11	1,331
12^3	12 x 12 x 12	1,728

Cube Numbers

1	2	3	4	5	6	7	8	9	10	Prime Numbers
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	

1	2	3	4	5	6	7	8	9	10	Prime Numbers
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	

1	2	3	4	5	6	7	8	9	10	Prime Numbers
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	

1	2	3	4	5	6	7	8	9	10	Prime Numbers
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	

BIDMAS

Brackets
Indices
Division
Multiplication
Addition
Subtraction

When a calculation has more than one type of operation in, you must follow BIDMAS.

This tells you what order to do it in. Solve that part, then put it back in the calculation before you solve the next part.

e.g.1

$3^2 + (20 \div 5)$
$3^2 + 4$
$9 + 4 = 13$

e.g. 2

$60 - 48 \div 6$
$60 - 8 = 52$

BIDMAS

Brackets
Indices
Division
Multiplication
Addition
Subtraction

When a calculation has more than one type of operation in, you must follow BIDMAS.

This tells you what order to do it in. Solve that part, then put it back in the calculation before you solve the next part.

e.g.1

$3^2 + (20 \div 5)$
$3^2 + 4$
$9 + 4 = 13$

e.g. 2

$60 - 48 \div 6$
$60 - 8 = 52$

BIDMAS

Brackets
Indices
Division
Multiplication
Addition
Subtraction

When a calculation has more than one type of operation in, you must follow BIDMAS.

This tells you what order to do it in. Solve that part, then put it back in the calculation before you solve the next part.

e.g.1

$3^2 + (20 \div 5)$
$3^2 + 4$
$9 + 4 = 13$

e.g. 2

$60 - 48 \div 6$
$60 - 8 = 52$

BIDMAS

Brackets
Indices
Division
Multiplication
Addition
Subtraction

When a calculation has more than one type of operation in, you must follow BIDMAS.

This tells you what order to do it in. Solve that part, then put it back in the calculation before you solve the next part.

e.g.1

$3^2 + (20 \div 5)$
$3^2 + 4$
$9 + 4 = 13$

e.g. 2

$60 - 48 \div 6$
$60 - 8 = 52$

Converting Measurements

1l	=	1000ml		0.001l	=	1ml
1kg	=	1000g		0.001kg	=	1g
1km	=	1000m		0.001km	=	1m
1m	=	100cm		0.01m	=	1cm
1cm	=	10mm		0.1cm	=	1mm

Converting Measurements

1l	=	1000ml		0.001l	=	1ml
1kg	=	1000g		0.001kg	=	1g
1km	=	1000m		0.001km	=	1m
1m	=	100cm		0.01m	=	1cm
1cm	=	10mm		0.1cm	=	1mm

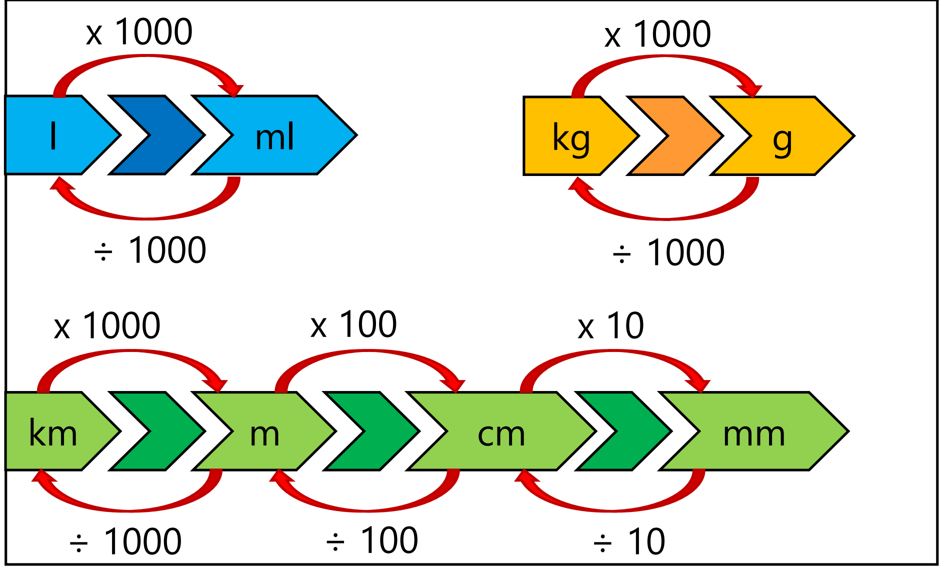
Converting Measurements

1l	=	1000ml		0.001l	=	1ml
1kg	=	1000g		0.001kg	=	1g
1km	=	1000m		0.001km	=	1m
1m	=	100cm		0.01m	=	1cm
1cm	=	10mm		0.1cm	=	1mm

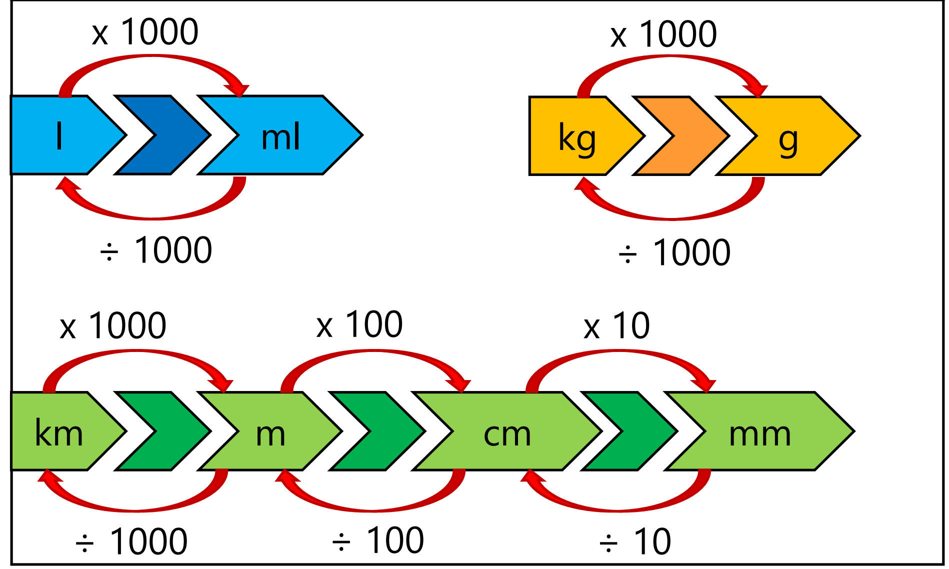
Converting Measurements

1l	=	1000ml		0.001l	=	1ml
1kg	=	1000g		0.001kg	=	1g
1km	=	1000m		0.001km	=	1m
1m	=	100cm		0.01m	=	1cm
1cm	=	10mm		0.1cm	=	1mm

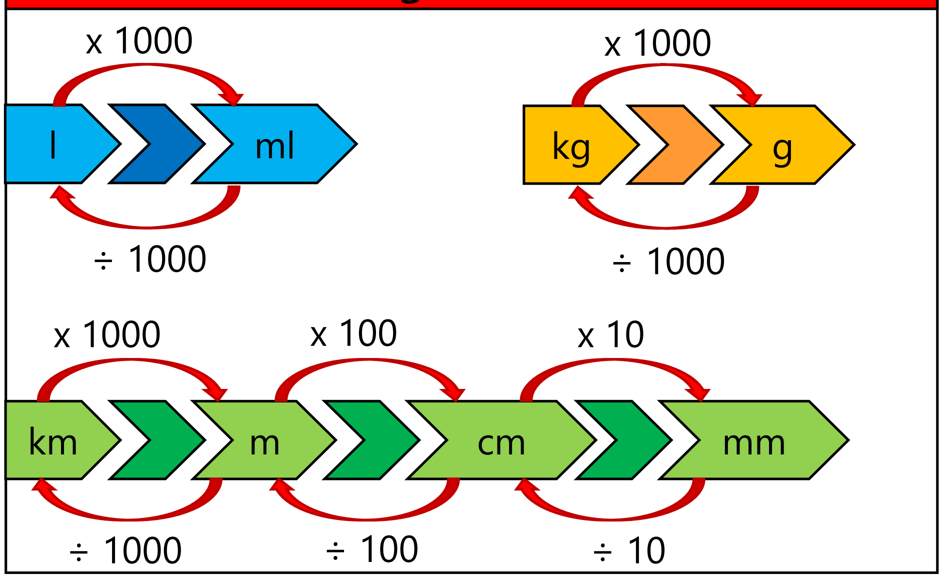
Converting Measurements



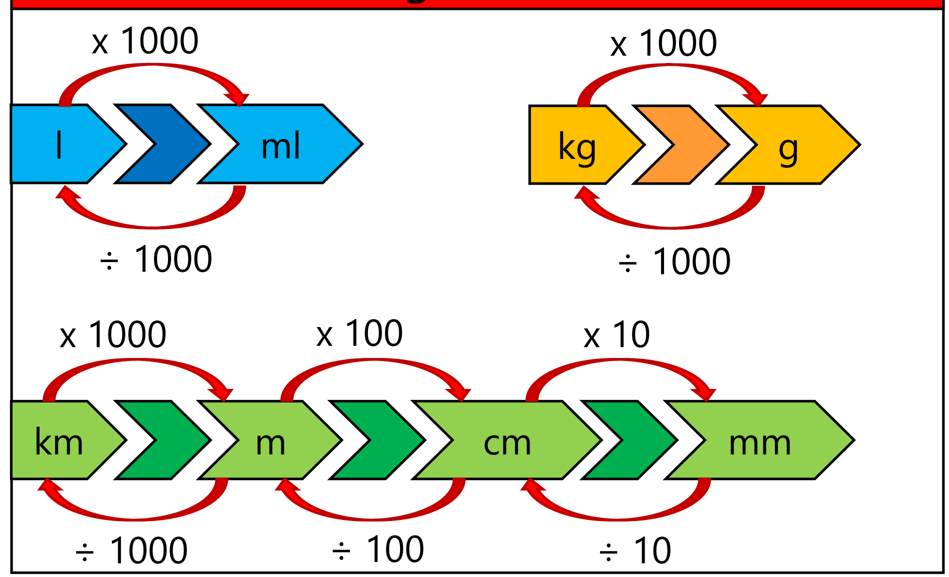
Converting Measurements

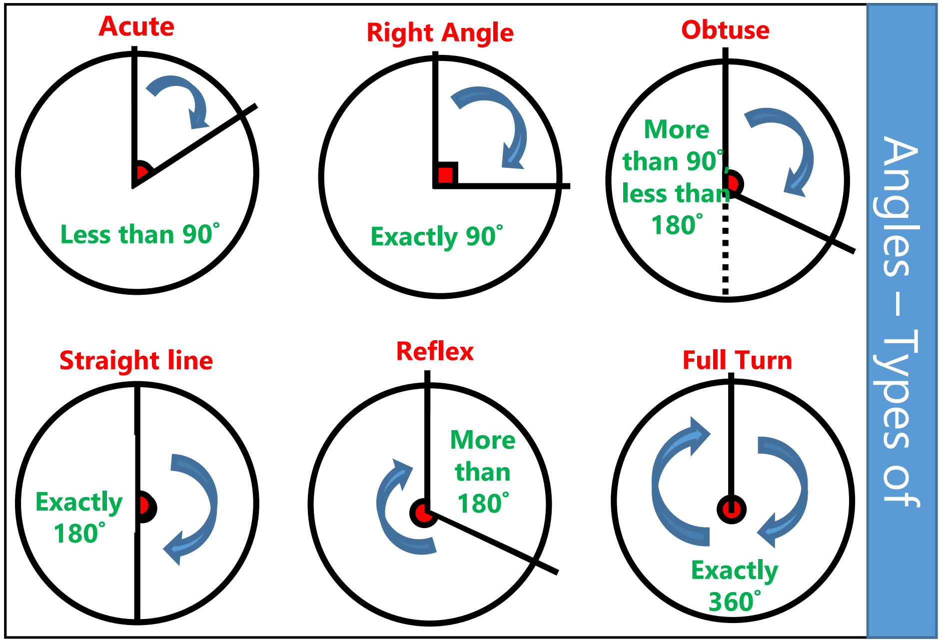


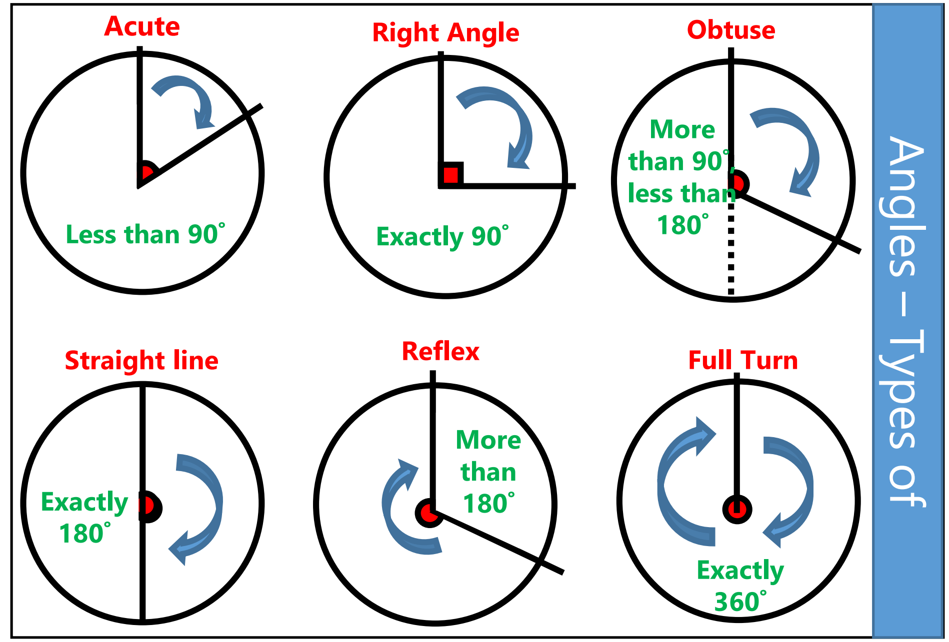
Converting Measurements

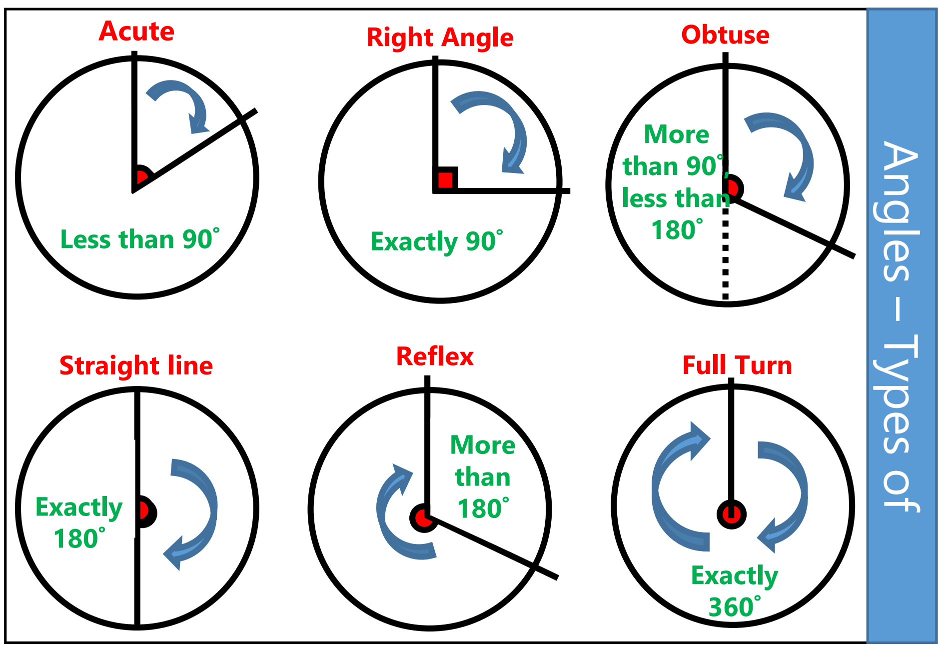


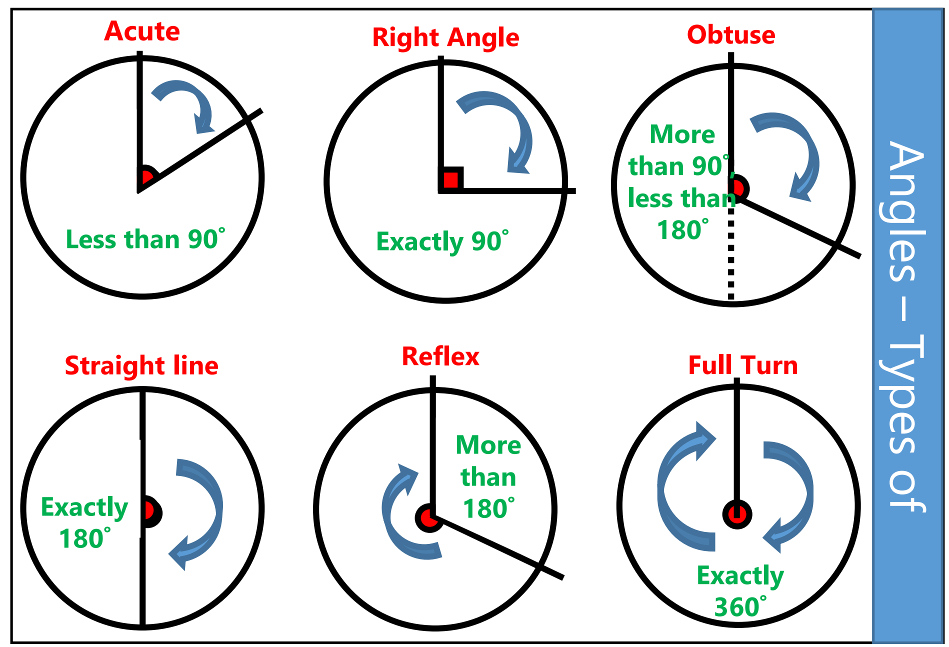
Converting Measurements




Angles – Types of
Acute
Less than 90˚
Right Angle
Exactly 90˚
Obtuse
More than 90˚ less than 180˚
Straight line
Exactly 180˚
Reflex
More than 180˚
Full Turn
Exactly 360˚


Angles – Types of
Acute
Less than 90˚
Right Angle
Exactly 90˚
Obtuse
More than 90˚ less than 180˚
Straight line
Exactly 180˚
Reflex
More than 180˚
Full Turn
Exactly 360˚


Angles – Types of
Acute
Less than 90˚
Right Angle
Exactly 90˚
Obtuse
More than 90˚ less than 180˚
Straight line
Exactly 180˚
Reflex
More than 180˚
Full Turn
Exactly 360˚


Angles – Types of
Acute
Less than 90˚
Right Angle
Exactly 90˚
Obtuse
More than 90˚ less than 180˚
Straight line
Exactly 180˚
Reflex
More than 180˚
Full Turn
Exactly 360˚

Percentage Key Facts

Percentage	How to find it	Example - % of 200	
50%	Half it	200 ÷ 2 = **100**	50 % = **100**
25%	Quarter it **<u>OR</u>** Half of 50%	200 ÷ 4 = 50 **<u>OR</u>** 100 ÷ 2 = **50**	25% = **50**
10%	Divide it by 10	200 ÷ 10 = **20**	10% = **20**
5%	Divide it by 10 then half it	200 ÷ 10 = 20 20 ÷ 2 = **10**	5% = **10**
1%	Divide it by 100	200 ÷ 100 = **2**	1% = **2**

Top Tips

Finding multiples of 10 e.g. 30%

Find 10% then multiply by 3

Finding one less e.g. 49%

Find 50% then take 1% off

Finding any % e.g. 36%

Find 1% then multiply by how many (36 in our example)

Percentage Key Facts

Percentage	How to find it	Example - % of 200	
50%	Half it	200 ÷ 2 = **100**	50 % = **100**
25%	Quarter it **<u>OR</u>** Half of 50%	200 ÷ 4 = 50 **<u>OR</u>** 100 ÷ 2 = **50**	25% = **50**
10%	Divide it by 10	200 ÷ 10 = **20**	10% = **20**
5%	Divide it by 10 then half it	200 ÷ 10 = 20 20 ÷ 2 = **10**	5% = **10**
1%	Divide it by 100	200 ÷ 100 = **2**	1% = **2**

Top Tips

Finding multiples of 10 e.g. 30%

Find 10% then multiply by 3

Finding one less e.g. 49%

Find 50% then take 1% off

Finding any % e.g. 36%

Find 1% then multiply by how many (36 in our example)

Percentage Key Facts

Percentage	How to find it	Example - % of 200	
50%	Half it	200 ÷ 2 = **100**	50 % = **100**
25%	Quarter it **<u>OR</u>** Half of 50%	200 ÷ 4 = 50 **<u>OR</u>** 100 ÷ 2 = **50**	25% = **50**
10%	Divide it by 10	200 ÷ 10 = **20**	10% = **20**
5%	Divide it by 10 then half it	200 ÷ 10 = 20 20 ÷ 2 = **10**	5% = **10**
1%	Divide it by 100	200 ÷ 100 = **2**	1% = **2**

Top Tips

Finding multiples of 10 e.g. 30%

Find 10% then multiply by 3

Finding one less e.g. 49%

Find 50% then take 1% off

Finding any % e.g. 36%

Find 1% then multiply by how many (36 in our example)

Percentage Key Facts

Percentage	How to find it	Example - % of 200	
50%	Half it	200 ÷ 2 = **100**	50 % = **100**
25%	Quarter it **<u>OR</u>** Half of 50%	200 ÷ 4 = 50 **<u>OR</u>** 100 ÷ 2 = **50**	25% = **50**
10%	Divide it by 10	200 ÷ 10 = **20**	10% = **20**
5%	Divide it by 10 then half it	200 ÷ 10 = 20 20 ÷ 2 = **10**	5% = **10**
1%	Divide it by 100	200 ÷ 100 = **2**	1% = **2**

Top Tips

Finding multiples of 10 e.g. 30%

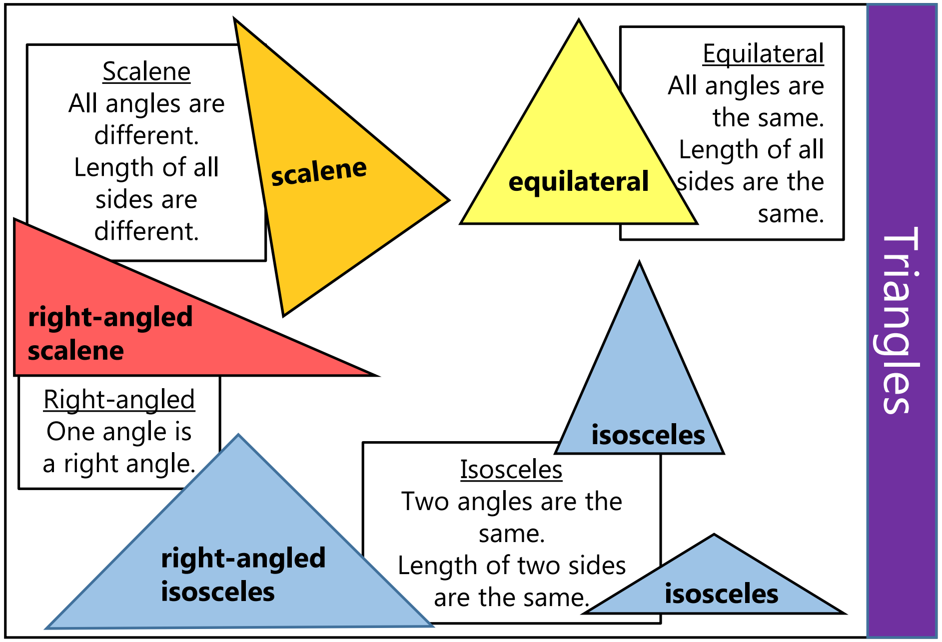
Find 10% then multiply by 3

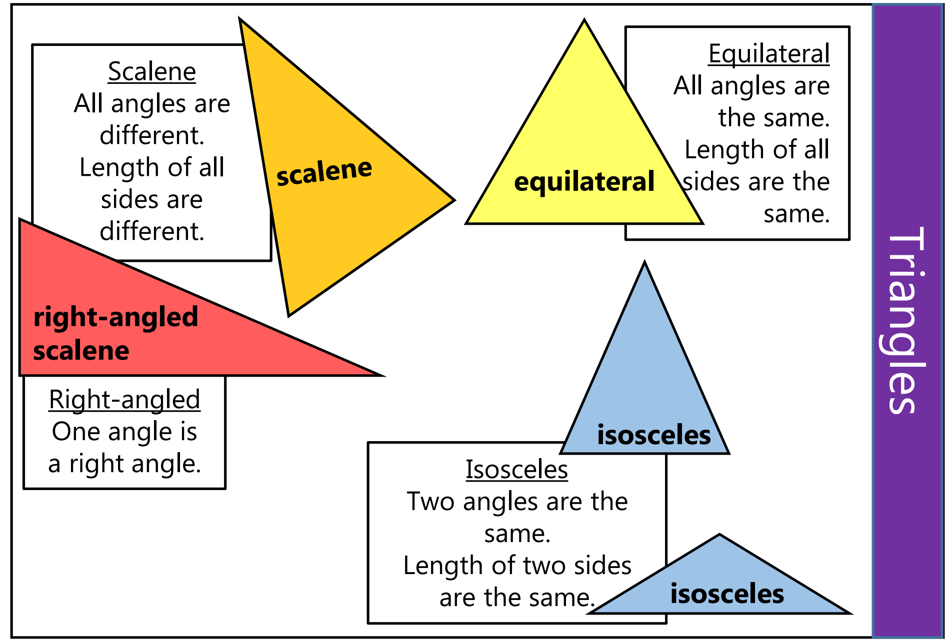
Finding one less e.g. 49%

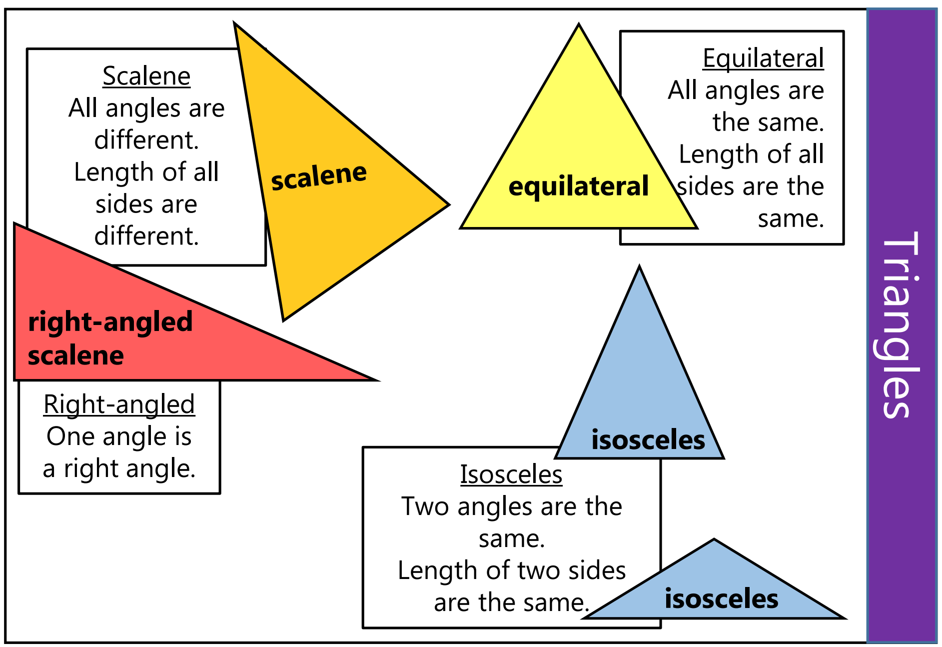
Find 50% then take 1% off

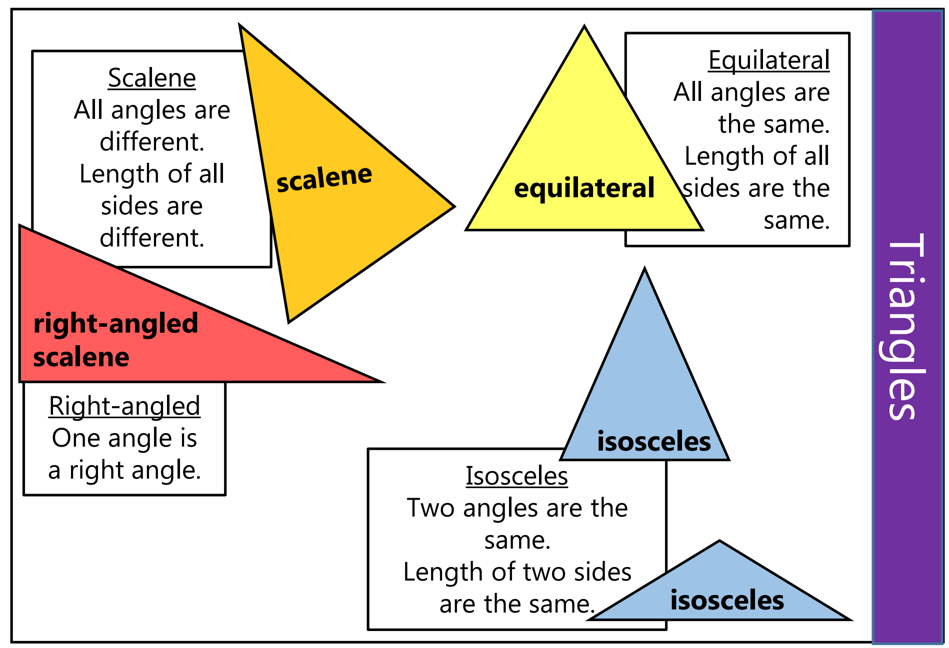
Finding any % e.g. 36%

Find 1% then multiply by how many (36 in our example)


Triangles
Scalene
All angles are different.
Length of all sides are different.
scalene
equilateral
Equilateral
All angles are the same.
Length of all sides are the same.
right-angled scalene
Right-angled
One angle is a right angle.
isosceles
right-angled isosceles
Isosceles
Two angles are the same.
Length of two sides are the same.
isosceles

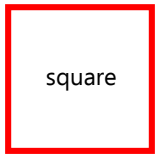

Triangles
Scalene
All angles are different.
Length of all sides are different.
scalene
equilateral
Equilateral
All angles are the same.
Length of all sides are the same.
right-angled scalene
Right-angled
One angle is a right angle.
isosceles
Isosceles
Two angles are the same.
Length of two sides are the same.
isosceles


Triangles
Scalene
All angles are different.
Length of all sides are different.
scalene
equilateral
Equilateral
All angles are the same.
Length of all sides are the same.
right-angled scalene
Right-angled
One angle is a right angle.
isosceles
Isosceles
Two angles are the same.
Length of two sides are the same.
isosceles


Triangles
Scalene
All angles are different.
Length of all sides are different.
scalene
equilateral
Equilateral
All angles are the same.
Length of all sides are the same.
right-angled scalene
Right-angled
One angle is a right angle.
isosceles
Isosceles
Two angles are the same.
Length of two sides are the same.
isosceles

Quadrilaterals

square

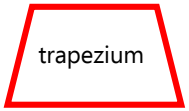


- All **angles** 90°
- All **sides** equal
- Opposite **sides** parallel

rectangle

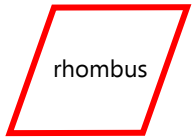
- All **angles** 90°
- Opposite **sides** are equal
- Opposite **sides** parallel

trapezium



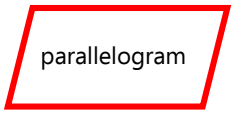
- **One pair** of opposite **sides** are parallel

rhombus



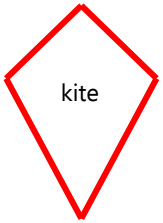
- Opposite **angles** equal
- All **sides** equal
- Opposite **sides** parallel

parallelogram



- Opposite **angles** equal
- Opposite **sides** equal
- Opposite **sides** parallel

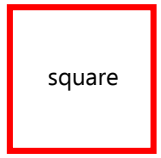
kite



- One pair of opposite **angles** equal
- Opposite **sides** are equal

Quadrilaterals

square

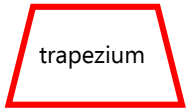


- All **angles** 90°
- All **sides** equal
- Opposite **sides** parallel

rectangle

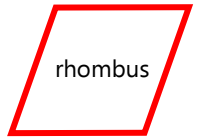
- All **angles** 90°
- Opposite **sides** are equal
- Opposite **sides** parallel

trapezium



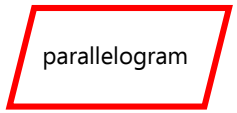
- **One pair** of opposite **sides** are parallel

rhombus



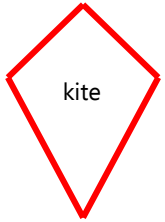
- Opposite **angles** equal
- All **sides** equal
- Opposite **sides** parallel

parallelogram



- Opposite **angles** equal
- Opposite **sides** equal
- Opposite **sides** parallel

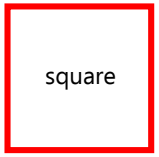
kite



- One pair of opposite **angles** equal
- Opposite **sides** are equal

Quadrilaterals

square

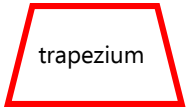


- All **angles** 90°
- All **sides** equal
- Opposite **sides** parallel

rectangle

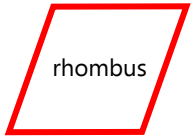
- All **angles** 90°
- Opposite **sides** are equal
- Opposite **sides** parallel

trapezium



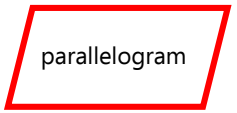
- **One pair** of opposite **sides** are parallel

rhombus



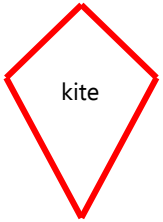
- Opposite **angles** equal
- All **sides** equal
- Opposite **sides** parallel

parallelogram



- Opposite **angles** equal
- Opposite **sides** equal
- Opposite **sides** parallel

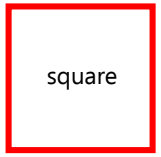
kite



- One pair of opposite **angles** equal
- Opposite **sides** are equal

Quadrilaterals

square

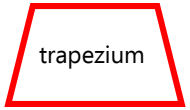


- All **angles** 90°
- All **sides** equal
- Opposite **sides** parallel

rectangle

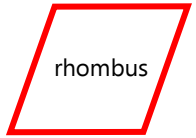
- All **angles** 90°
- Opposite **sides** are equal
- Opposite **sides** parallel

trapezium



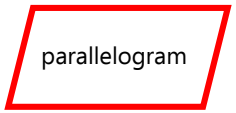
- **One pair** of opposite **sides** are parallel

rhombus



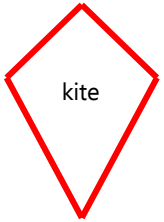
- Opposite **angles** equal
- All **sides** equal
- Opposite **sides** parallel

parallelogram

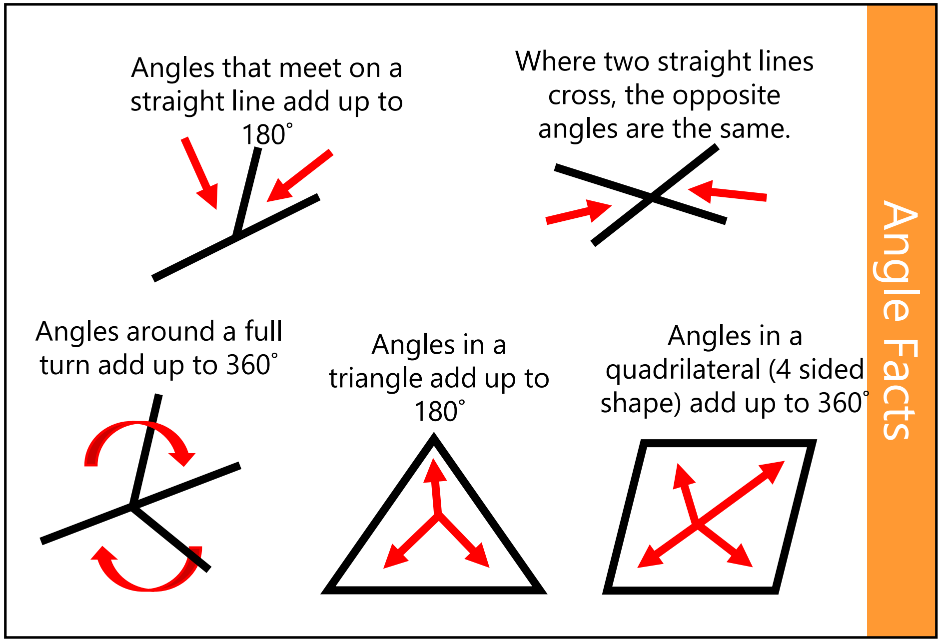


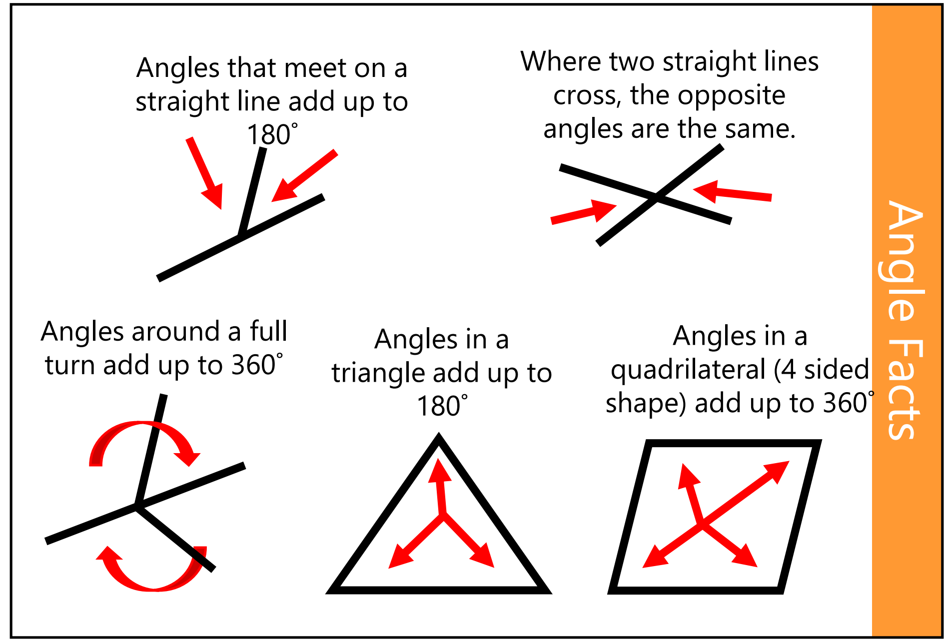
- Opposite **angles** equal
- Opposite **sides** equal
- Opposite **sides** parallel

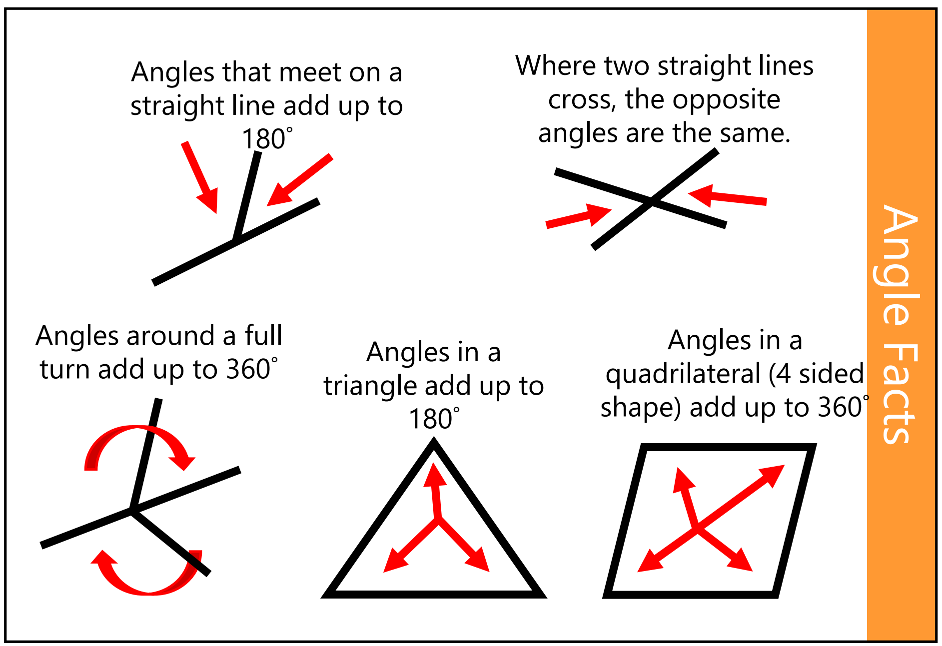
kite

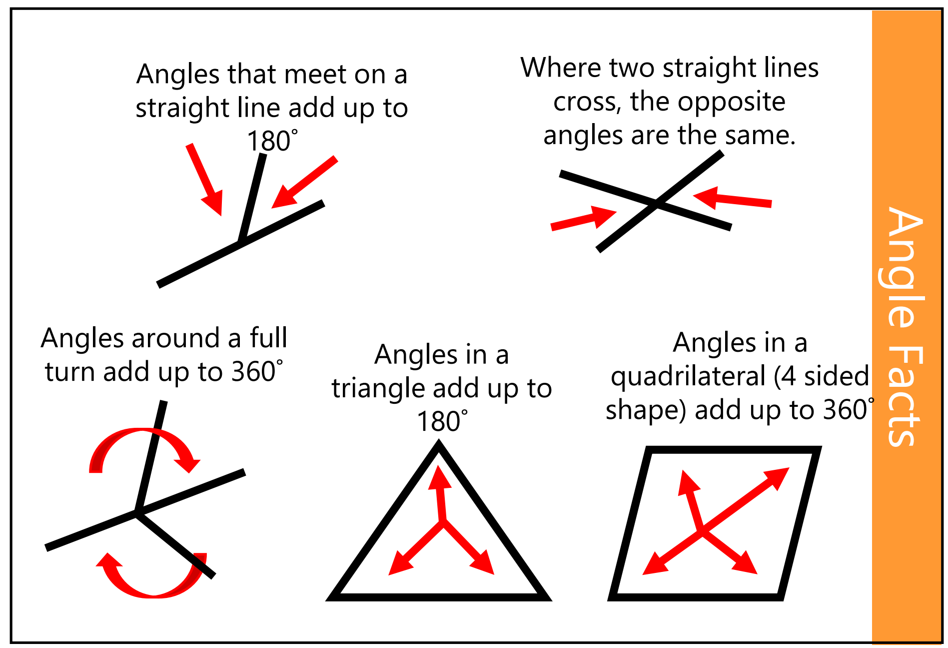


- One pair of opposite **angles** equal
- Opposite **sides** are equal


Angle Facts
Angles that meet on a straight line add up to 180˚
Where two straight lines cross, the opposite angles are the same.
Angles around a full turn add up to 360˚
Angles in a triangle add up to 180˚
Angles in a quadrilateral (4 sided shape) add up to 360˚


Angle Facts
Angles that meet on a straight line add up to 180˚
Where two straight lines cross, the opposite angles are the same.
Angles around a full turn add up to 360˚
Angles in a triangle add up to 180˚
Angles in a quadrilateral (4 sided shape) add up to 360˚


Angle Facts
Angles that meet on a straight line add up to 180˚
Where two straight lines cross, the opposite angles are the same.
Angles around a full turn add up to 360˚
Angles in a triangle add up to 180˚
Angles in a quadrilateral (4 sided shape) add up to 360˚


Angle Facts
Angles that meet on a straight line add up to 180˚
Where two straight lines cross, the opposite angles are the same.
Angles around a full turn add up to 360˚
Angles in a triangle add up to 180˚
Angles in a quadrilateral (4 sided shape) add up to 360˚

Adding and Subtracting Fractions

$\frac{3}{5} - \frac{1}{4}$ Find a common denominator

4	8	12	16	**20**	24
5	10	15		**20**	25

$\frac{3}{5} = \frac{12}{20}$ (x4) $\quad \frac{1}{4} = \frac{5}{20}$ (x5)

$\frac{12}{20} - \frac{5}{20} = \frac{7}{20}$

Adding and Subtracting Fractions

$\frac{3}{5} - \frac{1}{4}$ Find a common denominator

4	8	12	16	**20**	24
5	10	15		**20**	25

$\frac{3}{5} = \frac{12}{20}$ (x4) $\quad \frac{1}{4} = \frac{5}{20}$ (x5)

$\frac{12}{20} - \frac{5}{20} = \frac{7}{20}$

Adding and Subtracting Fractions

$\frac{3}{5} - \frac{1}{4}$ Find a common denominator

4	8	12	16	**20**	24
5	10	15		**20**	25

$\frac{3}{5} = \frac{12}{20}$ (x4) $\quad \frac{1}{4} = \frac{5}{20}$ (x5)

$\frac{12}{20} - \frac{5}{20} = \frac{7}{20}$

Adding and Subtracting Fractions

$\frac{3}{5} - \frac{1}{4}$ Find a common denominator

4	8	12	16	**20**	24
5	10	15		**20**	25

$\frac{3}{5} = \frac{12}{20}$ (x4) $\quad \frac{1}{4} = \frac{5}{20}$ (x5)

$\frac{12}{20} - \frac{5}{20} = \frac{7}{20}$

Multiplying Fractions by Whole Numbers

$\frac{3}{5} \times 3$

Multiply the numerator

$\frac{3}{5} \times 3 = \frac{9}{5}$ or $1\frac{4}{5}$

Multiplying Fractions by Fractions

$\frac{3}{4} \times \frac{1}{2}$

Multiply the numerators together and multiply the denominators together

$\frac{3}{4} \times \frac{1}{2} = \frac{3 \times 1}{4 \times 2} = \frac{3}{8}$

Multiplying Fractions by Whole Numbers

$\frac{3}{5} \times 3$

Multiply the numerator

$\frac{3}{5} \times 3 = \frac{9}{5}$ or $1\frac{4}{5}$

Multiplying Fractions by Fractions

$\frac{3}{4} \times \frac{1}{2}$

Multiply the numerators together and multiply the denominators together

$\frac{3}{4} \times \frac{1}{2} = \frac{3 \times 1}{4 \times 2} = \frac{3}{8}$

Multiplying Fractions by Whole Numbers

$\frac{3}{5} \times 3$

Multiply the numerator

$\frac{3}{5} \times 3 = \frac{9}{5}$ or $1\frac{4}{5}$

Multiplying Fractions by Fractions

$\frac{3}{4} \times \frac{1}{2}$

Multiply the numerators together and multiply the denominators together

$\frac{3}{4} \times \frac{1}{2} = \frac{3 \times 1}{4 \times 2} = \frac{3}{8}$

Multiplying Fractions by Whole Numbers

$\frac{3}{5} \times 3$

Multiply the numerator

$\frac{3}{5} \times 3 = \frac{9}{5}$ or $1\frac{4}{5}$

Multiplying Fractions by Fractions

$\frac{3}{4} \times \frac{1}{2}$

Multiply the numerators together and multiply the denominators together

$\frac{3}{4} \times \frac{1}{2} = \frac{3 \times 1}{4 \times 2} = \frac{3}{8}$

Dividing Fractions by Whole Numbers

If you can, divide the numerator

$\frac{2}{5} \div 2 = \frac{1}{5}$

$\frac{1}{5} \div 2$

If you can't, make the numerator a multiple of the divisor

x2

$\frac{1}{5} = \frac{2}{10}$

$\frac{2}{10} \div 2 = \frac{1}{10}$

Dividing Fractions by Whole Numbers

If you can, divide the numerator

$\frac{2}{5} \div 2 = \frac{1}{5}$

$\frac{1}{5} \div 2$

If you can't, make the numerator a multiple of the divisor

x2

$\frac{1}{5} = \frac{2}{10}$

$\frac{2}{10} \div 2 = \frac{1}{10}$

Dividing Fractions by Whole Numbers

If you can, divide the numerator

$\frac{2}{5} \div 2 = \frac{1}{5}$

$\frac{1}{5} \div 2$

If you can't, make the numerator a multiple of the divisor

x2

$\frac{1}{5} = \frac{2}{10}$

$\frac{2}{10} \div 2 = \frac{1}{10}$

Dividing Fractions by Whole Numbers

If you can, divide the numerator

$\frac{2}{5} \div 2 = \frac{1}{5}$

$\frac{1}{5} \div 2$

If you can't, make the numerator a multiple of the divisor

x2

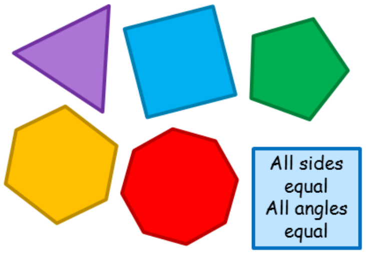
$\frac{1}{5} = \frac{2}{10}$

$\frac{2}{10} \div 2 = \frac{1}{10}$

Regular polygons

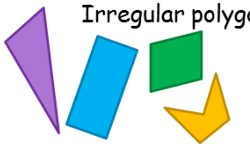
A **regular** polygon has equal sides and angles.

Regular polygons

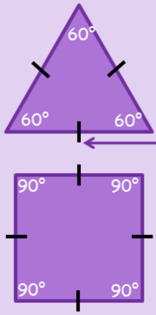


All sides equal
All angles equal

Irregular polygons



Angles or sides not equal



A regular triangle is called an **equilateral** triangle.

These lines mark the sides that are the same length.

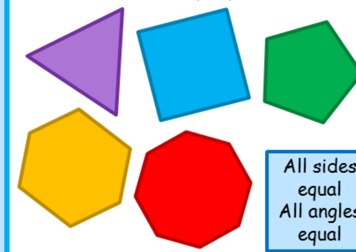
A **square** is the only regular quadrilateral.

Watch Out!
A rectangle is irregular because it has different side lengths, even though each angle is 90°.

Regular polygons

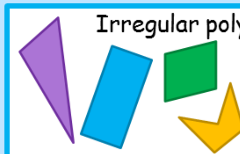
A **regular** polygon has equal sides and angles.

Regular polygons

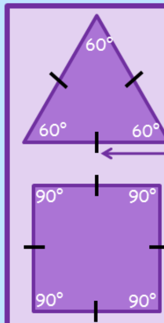


All sides equal
All angles equal

Irregular polygons



Angles or sides not equal



A regular triangle is called an **equilateral** triangle.

These lines mark the sides that are the same length.

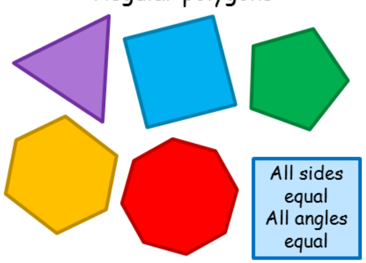
A **square** is the only regular quadrilateral.

Watch Out!
A rectangle is irregular because it has different side lengths, even though each angle is 90°.

Regular polygons

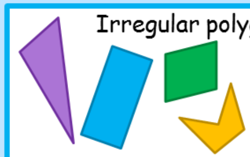
A **regular** polygon has equal sides and angles.

Regular polygons

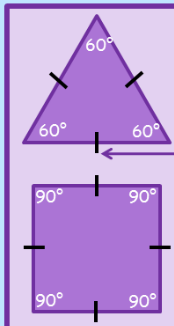


All sides equal
All angles equal

Irregular polygons



Angles or sides not equal



A regular triangle is called an **equilateral** triangle.

These lines mark the sides that are the same length.

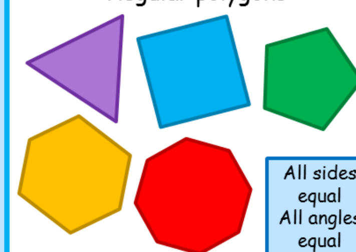
A **square** is the only regular quadrilateral.

Watch Out!
A rectangle is irregular because it has different side lengths, even though each angle is 90°.

Regular polygons

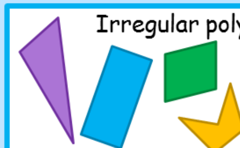
A **regular** polygon has equal sides and angles.

Regular polygons

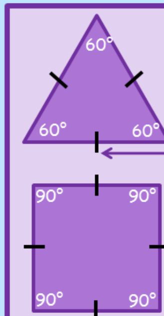


All sides equal
All angles equal

Irregular polygons



Angles or sides not equal

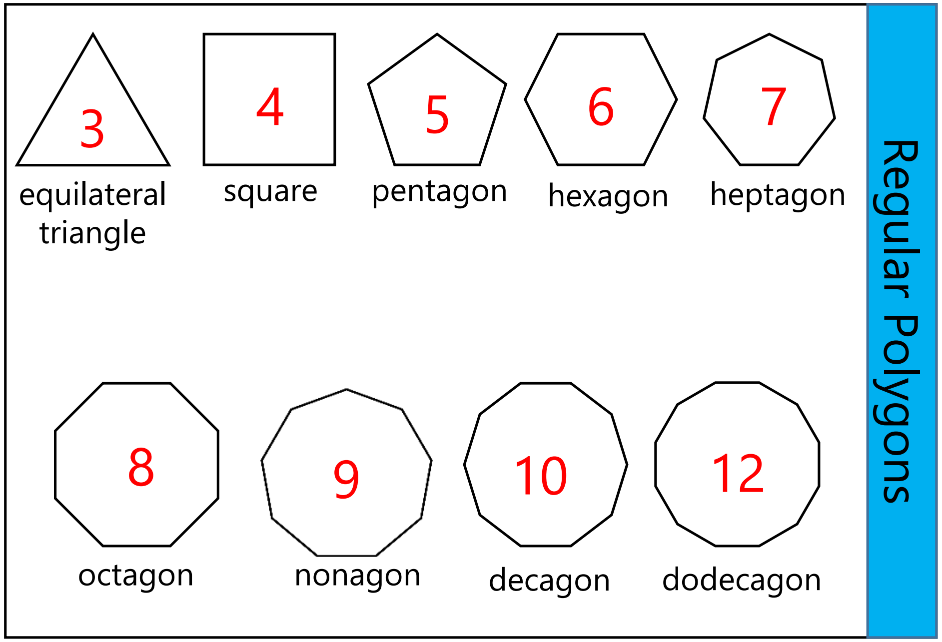


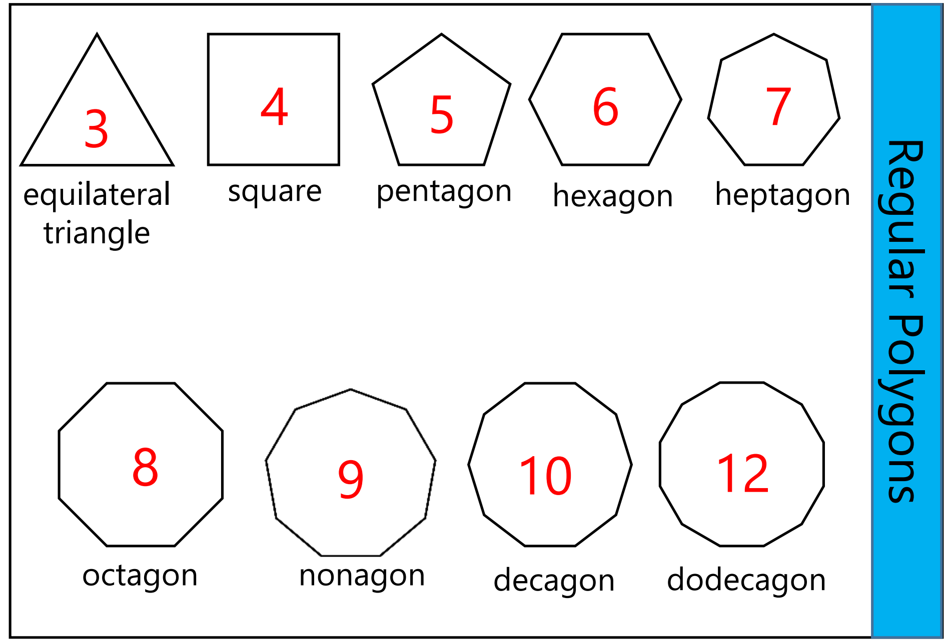
A regular triangle is called an **equilateral** triangle.

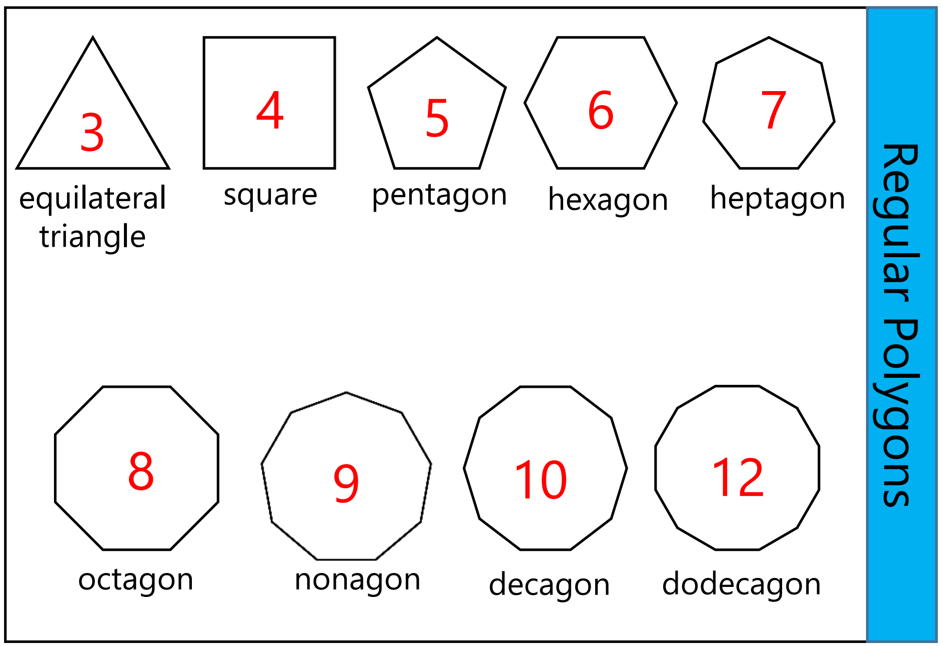
These lines mark the sides that are the same length.

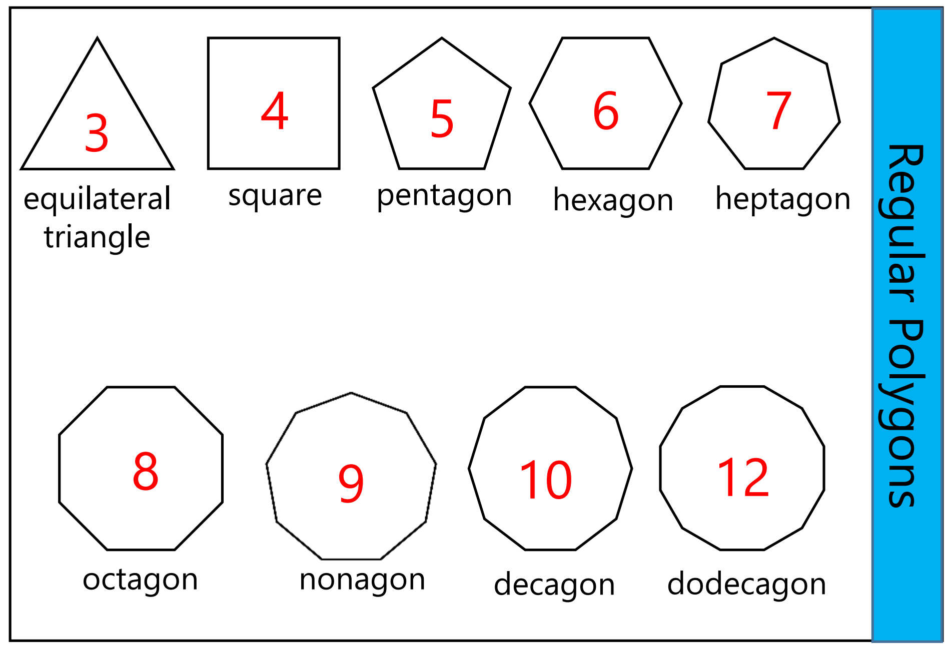
A **square** is the only regular quadrilateral.

Watch Out!
A rectangle is irregular because it has different side lengths, even though each angle is 90°.


Regular Polygons
3
equilateral triangle
4
square
5
pentagon
6
hexagon
7
heptagon
8
octagon
9
nonagon
10
decagon
12
dodecagon

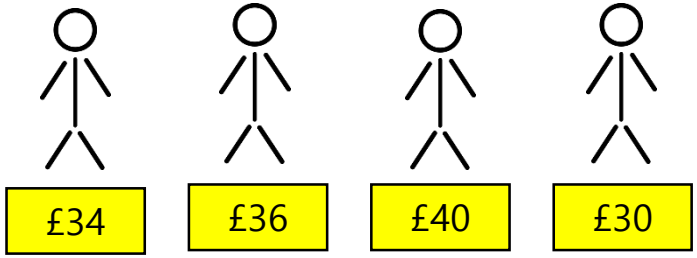

Regular Polygons
3
equilateral triangle
4
square
5
pentagon
6
hexagon
7
heptagon
8
octagon
9
nonagon
10
decagon
12
dodecagon


Regular Polygons
3
equilateral triangle
4
square
5
pentagon
6
hexagon
7
heptagon
8
octagon
9
nonagon
10
decagon
12
dodecagon


Regular Polygons
3
equilateral triangle
4
square
5
pentagon
6
hexagon
7
heptagon
8
octagon
9
nonagon
10
decagon
12
dodecagon

To find the mean average of a set of numbers, add them all together then divide by how many numbers there are.

4 people each bought a concert ticket.

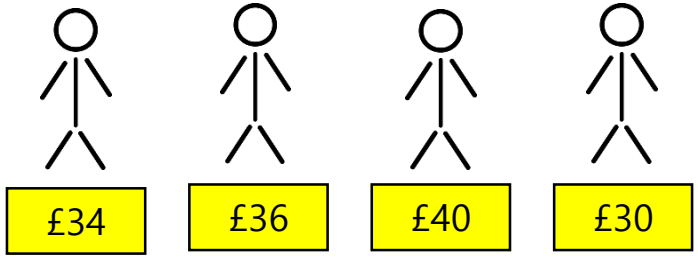


34 + 36 + 40 + 30 = 140
140 ÷ 4 = 35
On average, each person paid £35

Averages – the Mean

To find the mean average of a set of numbers, add them all together then divide by how many numbers there are.

4 people each bought a concert ticket.

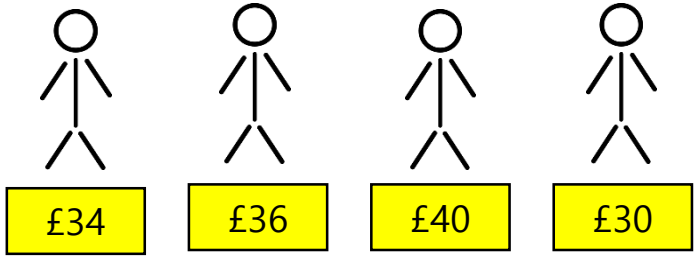


34 + 36 + 40 + 30 = 140
140 ÷ 4 = 35
On average, each person paid £35

Averages – the Mean

To find the mean average of a set of numbers, add them all together then divide by how many numbers there are.

4 people each bought a concert ticket.

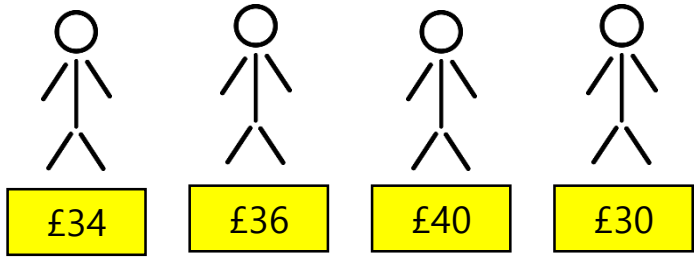


34 + 36 + 40 + 30 = 140
140 ÷ 4 = 35
On average, each person paid £35

Averages – the Mean

To find the mean average of a set of numbers, add them all together then divide by how many numbers there are.

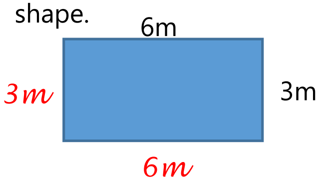
4 people each bought a concert ticket.



34 + 36 + 40 + 30 = 140
140 ÷ 4 = 35
On average, each person paid £35

Averages – the Mean

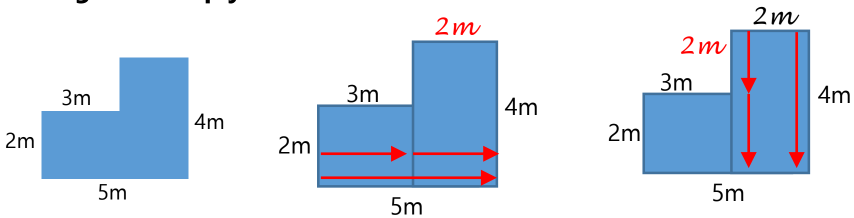
Perimeter - The perimeter is the measurement all the way around a shape.



Label all of the sides of your shape using the information you have, and then add them all together.

6m + 6m + 3m + 3m = 18m

Some shapes you might need to separate into rectangles to help you label all of the sides.



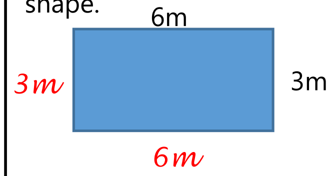
5m – 3m = 2m

4m – 2m = 2m

Perimeter = 2m + 2m + 4m + 5m + 2m + 3m = **18m**

Perimeter

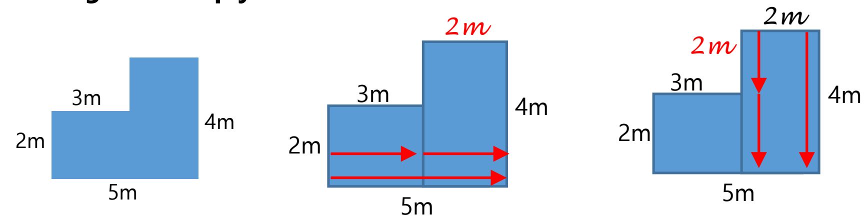
Perimeter - The perimeter is the measurement all the way around a shape.



Label all of the sides of your shape using the information you have, and then add them all together.

6m + 6m + 3m + 3m = 18m

Some shapes you might need to separate into rectangles to help you label all of the sides.



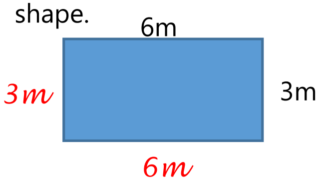
5m – 3m = 2m

4m – 2m = 2m

Perimeter = 2m + 2m + 4m + 5m + 2m + 3m = **18m**

Perimeter

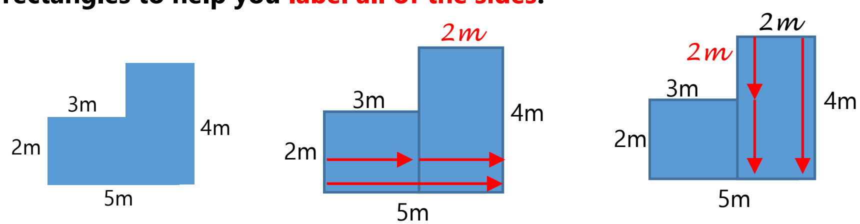
Perimeter - The perimeter is the measurement all the way around a shape.



Label all of the sides of your shape using the information you have, and then add them all together.

6m + 6m + 3m + 3m = 18m

Some shapes you might need to separate into rectangles to help you label all of the sides.



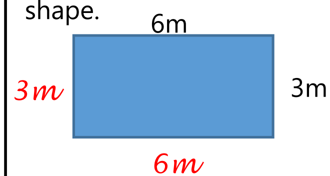
5m – 3m = 2m

4m – 2m = 2m

Perimeter = 2m + 2m + 4m + 5m + 2m + 3m = **18m**

Perimeter

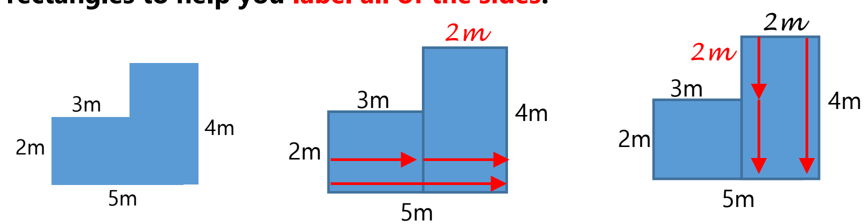
Perimeter - The perimeter is the measurement all the way around a shape.



Label all of the sides of your shape using the information you have, and then add them all together.

6m + 6m + 3m + 3m = 18m

Some shapes you might need to separate into rectangles to help you label all of the sides.



5m – 3m = 2m

4m – 2m = 2m

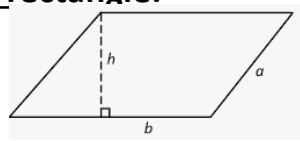
Perimeter = 2m + 2m + 4m + 5m + 2m + 3m = **18m**

Perimeter

Area of a parallelogram, square & rectangle:

Multiply the length by the height:

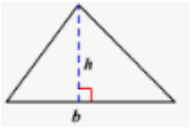
Area = b x h



Area of a triangle:

Multiply the base by the height and divide it by 2.

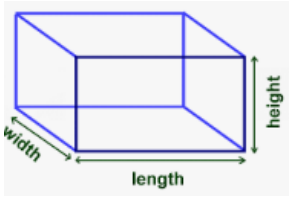
Area = ½ x b x h



Volume of cubes and cuboids:

Multiply length x width x height

Volume = l x w x h

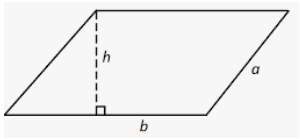


Area and volume of shapes

Area of a parallelogram, square & rectangle:

Multiply the length by the height:

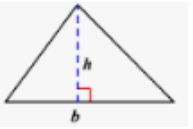
Area = b x h



Area of a triangle:

Multiply the base by the height and divide it by 2.

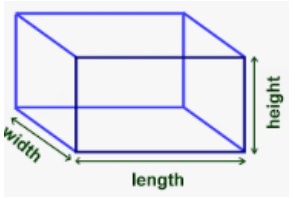
Area = ½ x b x h



Volume of cubes and cuboids:

Multiply length x width x height

Volume = l x w x h

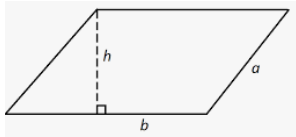


Area and volume of shapes

Area of a parallelogram, square & rectangle:

Multiply the length by the height:

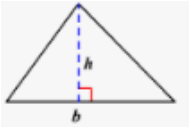
Area = b x h



Area of a triangle:

Multiply the base by the height and divide it by 2.

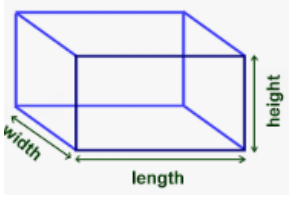
Area = ½ x b x h



Volume of cubes and cuboids:

Multiply length x width x height

Volume = l x w x h

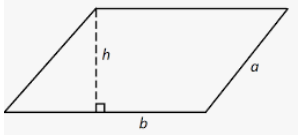


Area and volume of shapes

Area of a parallelogram, square & rectangle:

Multiply the length by the height:

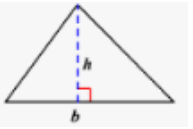
Area = b x h



Area of a triangle:

Multiply the base by the height and divide it by 2.

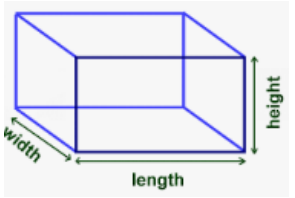
Area = ½ x b x h



Volume of cubes and cuboids:

Multiply length x width x height

Volume = l x w x h



Area and volume of shapes

When adding and subtracting decimals, all of the columns must be lined up correctly.

124.09 + 2.4 =

Th	H	T	O	t	h	th
	1	2	4	0	9	
			2	4		

Put place holders in the decimals when adding or subtracting whole numbers

14 – 2.56 =

Th	H	T	O	t	h	th
		1	4	0	0	
			2	5	6	

Adding and subtracting decimals

When adding and subtracting decimals, all of the columns must be lined up correctly.

124.09 + 2.4 =

Th	H	T	O	t	h	th
	1	2	4	0	9	
			2	4		

Put place holders in the decimals when adding or subtracting whole numbers

14 – 2.56 =

Th	H	T	O	t	h	th
		1	4	0	0	
			2	5	6	

Adding and subtracting decimals

When adding and subtracting decimals, all of the columns must be lined up correctly.

124.09 + 2.4 =

Th	H	T	O	t	h	th
	1	2	4	0	9	
			2	4		

Put place holders in the decimals when adding or subtracting whole numbers

14 – 2.56 =

Th	H	T	O	t	h	th
		1	4	0	0	
			2	5	6	

Adding and subtracting decimals

When adding and subtracting decimals, all of the columns must be lined up correctly.

124.09 + 2.4 =

Th	H	T	O	t	h	th
	1	2	4	0	9	
			2	4		

Put place holders in the decimals when adding or subtracting whole numbers

14 – 2.56 =

Th	H	T	O	t	h	th
		1	4	0	0	
			2	5	6	

Adding and subtracting decimals

Multiple - A number that is the product of two other numbers

4 x 5 = 20

20 is a multiple of both 4 and 5
It is in their times tables.

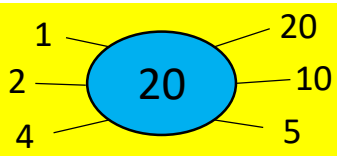
Write the times tables out – multiples of 4
4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52.....

Factors - Numbers that can be divided into another number equally

20 ÷ 4 = 5
20 ÷ 5 = 4

4 and 5 are factors of 20
20 can be divided by 5 and 4

Use factor bugs or rainbows to help



Multiples and Factors

Multiple - A number that is the product of two other numbers

4 x 5 = 20

20 is a multiple of both 4 and 5
It is in their times tables.

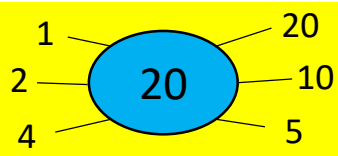
Write the times tables out – multiples of 4
4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52.....

Factors - Numbers that can be divided into another number equally

20 ÷ 4 = 5
20 ÷ 5 = 4

4 and 5 are factors of 20
20 can be divided by 5 and 4

Use factor bugs or rainbows to help



Multiples and Factors

Multiple - A number that is the product of two other numbers

4 x 5 = 20

20 is a multiple of both 4 and 5
It is in their times tables.

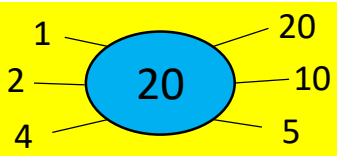
Write the times tables out – multiples of 4
4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52.....

Factors - Numbers that can be divided into another number equally

20 ÷ 4 = 5
20 ÷ 5 = 4

4 and 5 are factors of 20
20 can be divided by 5 and 4

Use factor bugs or rainbows to help



Multiples and Factors

Multiple - A number that is the product of two other numbers

4 x 5 = 20

20 is a multiple of both 4 and 5
It is in their times tables.

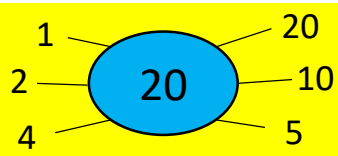
Write the times tables out – multiples of 4
4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52.....

Factors - Numbers that can be divided into another number equally

20 ÷ 4 = 5
20 ÷ 5 = 4

4 and 5 are factors of 20
20 can be divided by 5 and 4

Use factor bugs or rainbows to help



Multiples and Factors

Roman Numerals are used to represent the numbers we use today.

I – 1
IV – 4 (one before 5)
V - 5
X – 10
XL – 40 (ten before 50)
L- 50
C- 100
D - 500
M - 1000

If you put I, X or C before another numeral, it takes this off the total: MMCD would be 2040 because there are two thousands and ten less than 50.

Roman Numerals

Roman Numerals are used to represent the numbers we use today.

I – 1
IV – 4 (one before 5)
V - 5
X – 10
XL – 40 (ten before 50)
L- 50
C- 100
D - 500
M - 1000

If you put I, X or C before another numeral, it takes this off the total: MMCD would be 2040 because there are two thousands and ten less than 50.

Roman Numerals

Roman Numerals are used to represent the numbers we use today.

I – 1
IV – 4 (one before 5)
V - 5
X – 10
XL – 40 (ten before 50)
L- 50
C- 100
D - 500
M - 1000

If you put I, X or C before another numeral, it takes this off the total: MMCD would be 2040 because there are two thousands and ten less than 50.

Roman Numerals

Roman Numerals are used to represent the numbers we use today.

I – 1
IV – 4 (one before 5)
V - 5
X – 10
XL – 40 (ten before 50)
L- 50
C- 100
D - 500
M - 1000

If you put I, X or C before another numeral, it takes this off the total: MMCD would be 2040 because there are two thousands and ten less than 50.

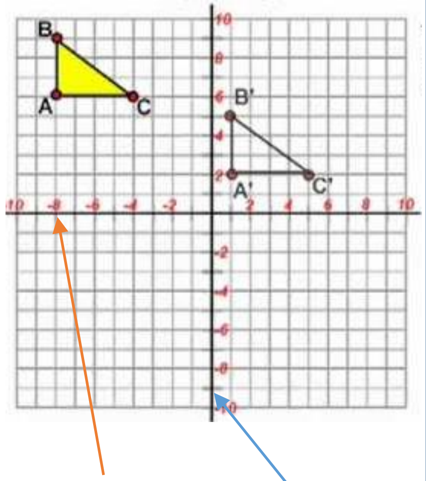
Roman Numerals

Co-ordinates:

Always read the co-ordinate on the X-axis first , then they Y-axis afterwards.

Translating – this means moving the shape.

Reflecting – imagine you have a mirror and are reflecting on either the x or y axis.



The x axis.

The y axis.

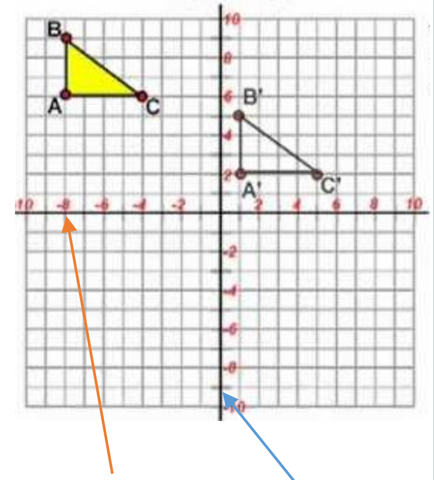
Co-ordinates

Co-ordinates:

Always read the co-ordinate on the X-axis first , then they Y-axis afterwards.

Translating – this means moving the shape.

Reflecting – imagine you have a mirror and are reflecting on either the x or y axis.



The x axis.

The y axis.

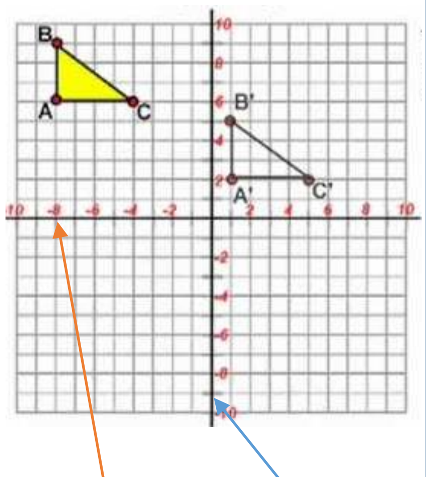
Co-ordinates

Co-ordinates:

Always read the co-ordinate on the X-axis first , then they Y-axis afterwards.

Translating – this means moving the shape.

Reflecting – imagine you have a mirror and are reflecting on either the x or y axis.



The x axis.

The y axis.

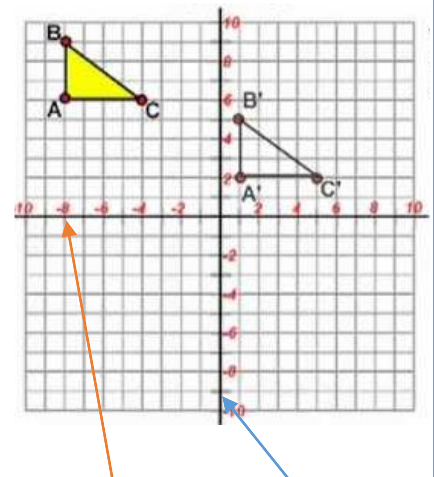
Co-ordinates

Co-ordinates:

Always read the co-ordinate on the X-axis first , then they Y-axis afterwards.

Translating – this means moving the shape.

Reflecting – imagine you have a mirror and are reflecting on either the x or y axis.



The x axis.

The y axis.

Co-ordinates

Pie Charts:

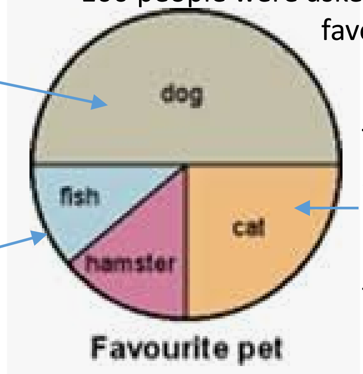
These charts show discrete data.

Use what you know about fractions or percentages of shapes to work out what each piece is worth. Use this to work out the number of people it represents.

100 people were asked what their favourite pet is.

50% or ½ have prefer dogs. Half 0f 100 = 50, so 50 people picked this.

This is 1/4 split into 2. So each piece is 1/8 or 12.5% liked fish and hamsters.



This is ¼ or 25%, so 25% prefer cats, so 25 people picked this.

Pie Charts

Pie Charts:

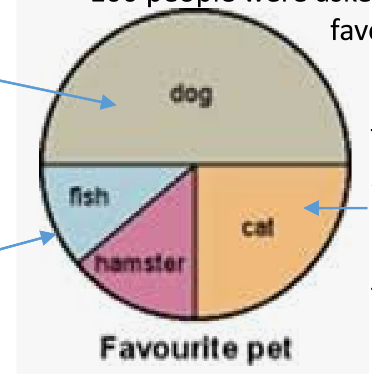
These charts show discrete data.

Use what you know about fractions or percentages of shapes to work out what each piece is worth. Use this to work out the number of people it represents.

100 people were asked what their favourite pet is.

50% or ½ have prefer dogs. Half 0f 100 = 50, so 50 people picked this.

This is 1/4 split into 2. So each piece is 1/8 or 12.5% liked fish and hamsters.



This is ¼ or 25%, so 25% prefer cats, so 25 people picked this.

Pie Charts

Pie Charts:

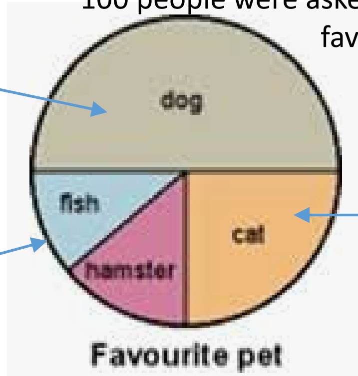
These charts show discrete data.

Use what you know about fractions or percentages of shapes to work out what each piece is worth. Use this to work out the number of people it represents.

100 people were asked what their favourite pet is.

50% or ½ have prefer dogs. Half 0f 100 = 50, so 50 people picked this.

This is 1/4 split into 2. So each piece is 1/8 or 12.5% liked fish and hamsters.



This is ¼ or 25%, so 25% prefer cats, so 25 people picked this.

Pie Charts

Pie Charts:

These charts show discrete data.

Use what you know about fractions or percentages of shapes to work out what each piece is worth. Use this to work out the number of people it represents.

100 people were asked what their favourite pet is.

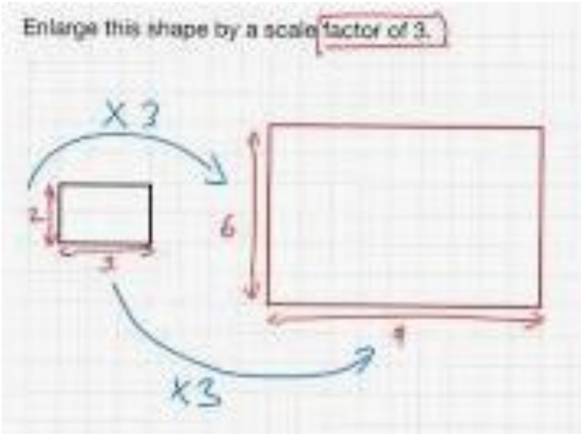
50% or ½ have prefer dogs. Half 0f 100 = 50, so 50 people picked this.

This is 1/4 split into 2. So each piece is 1/8 or 12.5% liked fish and hamsters.

This is ¼ or 25%, so 25% prefer cats, so 25 people picked this.

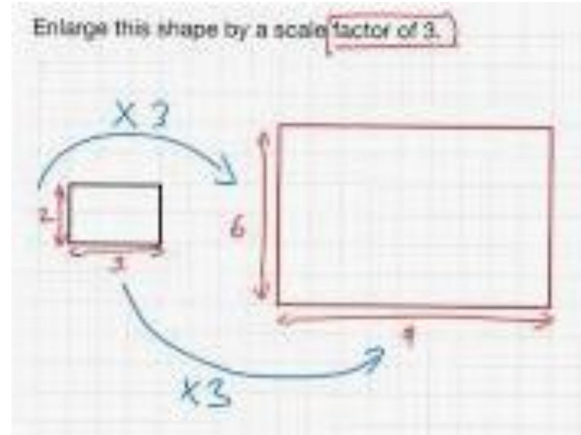
Pie Charts

Scale Factors:
Scale factors show the increase in size of a shape.
Find the length of each side and multiply it by the scale factor. This is the new length.



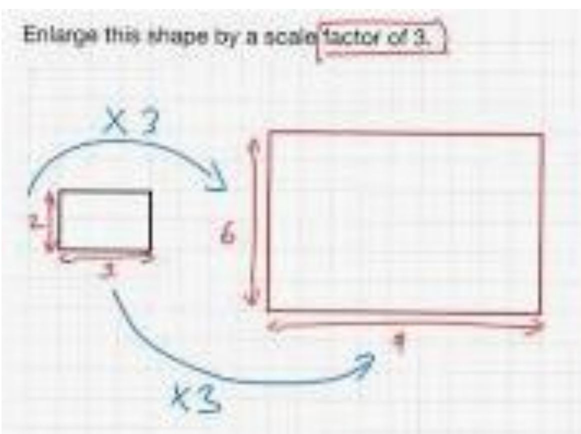
Scale Factors

Scale Factors:
Scale factors show the increase in size of a shape.
Find the length of each side and multiply it by the scale factor. This is the new length.



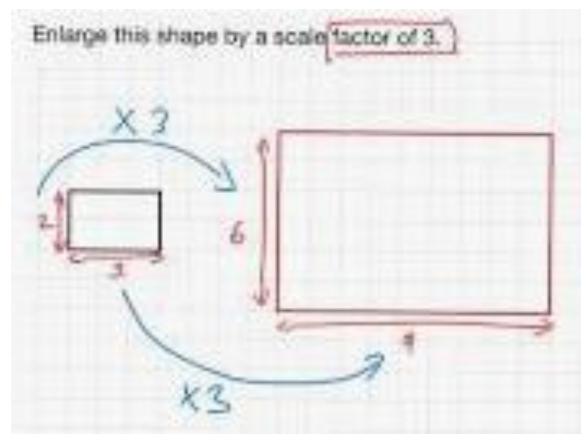
Scale Factors

Scale Factors:
Scale factors show the increase in size of a shape.
Find the length of each side and multiply it by the scale factor. This is the new length.



Scale Factors

Scale Factors:
Scale factors show the increase in size of a shape.
Find the length of each side and multiply it by the scale factor. This is the new length.



Scale Factors