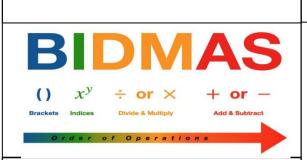


Year 6 Revision Knowledge Organiser





BIDMAS

PRIME NUMBERS

Any whole number, apart from 1, that can only be divided by itself and by 1 without leaving a remainder.

Prime Numbers to 50:

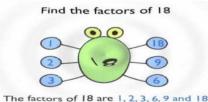
2,3,5,7,11,13,17,19,23,29,31,37,41,43,47

MULTIPLES & FACTORS

Multiple: a number made by multiplying together two other numbers.

E.g. The multiples of 2 are all the numbers in the 2 times table: 2.4.6.8.10 and so on.

Factors: a factor is a whole number that divides exactly into another number without a remainder e.g.



FRACTIONS DECIMALS **PERCENTAGES**

Percentage	Fraction	Decimal	
100%	1	1	
75%	3/4	0.75	
66.66%	2/3	0.66	
50%	1/2	0.50	
33.33%	1/3	0.33	
25%	1/4	0.25	
20%	1/5	0.20	
12.5%	1/8	0.125	
10%	1/10	0.10	
5%	1/20	0.05	
2.5%	1/40	0.025	

SOUARE ROMAN MIIMPEDC MIIMEDAIC

NUMBERS		NUMERALS				
12	1 x 1 =	1				
			I	1	XXX	30
2°	2 x 2 =	4	II	2	XL	40
3°	3 x 3 =	9	III	3	L	50
42	4 x 4 =	16	IV	4	XL	60
5 ²	5 x 5 =	25	٧	5	LXX	70
62	6 x 6 =	36	VI	6	LXXX	80
7 ²	7 x 7 =	49		1823	2007-0-00-00-0	
8°	8 x 8 =	64	VII	7	XC	90
q ²	9 x 9 =		VIII	8	С	100
			IX	9	D	500
	10 x 10 =		X	10	М	1,000
	11 x 11 =		XX	20	MD	1,500
12	12 x 12 =	144				7655

MEASUREMENTS

Length:

1 cm = 10 mm

1m = 100cm

1 km = 1000 m

Distance:

8km = 5 miles

Weight:

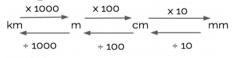
1 kg = 1000 g

Capacity:

1l = 1000ml

CONVERSION OF MEAUSRES

Length:



Weight:

X 1000 ÷ 1000

Capacity:

X 1000 ml ÷ 1000

MEAN (average)

Is found by totaling all the numbers and dividing by how many numbers there are altogether.

PERIMETER AREA & VOLUME

Perimeter: the perimeter is found by adding the lengths of all the sides.

Area of quadrilateral = height x width

Volume: length x width x height

Acute - Less than 90°

Straight Line - 180°

Obtuse - Greater than 90° and less than 180°

ANGLES

Reflex - Greater than 180°, but less than 360°

Full Rotation - 360°

Angles in a quadrilateral = 360°

Angles in a triangle = 180°

Angles around a point = 360°