## Kingswood Parks

PRIMARY SCHOOL

## Mathematics Medium Term Plan - Year 5

| Unit | National Curriculum End of Year 5 Statutory Requirements | Learning Objectives | Small Steps |
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| Autumn Term |  |  |  |
| Place Value | - To be able to read, write, order and compare numbers to at least 1000 000 and determine the value of each digit <br> - To be able to count forwards or backwards in steps of powers of 10 for any given number up to 1000000 <br> - To be able to interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero <br> - To be able to round any number up to 1000000 to the nearest 10,100 , 1000, 10000 and 100000 <br> - To solve number problems and practical problems that involve all of the above <br> - To be able to read Roman numerals to 1000 (M) and recognise years written in Roman numerals. | 1. To be able to read and write numbers to 1,000 in Roman numerals <br> 2. To be able to read, write and partition numbers to 10,000 <br> 3. To be able to read, write and partition numbers to 100,000 <br> 4. To be able to identify the place value of numbers up to 1,000,000 <br> 5. To be able to read and write number to $1,000,000$ <br> 6. To be able to use powers of 10 to understand place value in numbers up to $1,000,000$ <br> 7. To be able to find $10 / 100 / 1000 / 10000 / 100000$ more or less than a number within $1,000,000$ <br> 8. To be able to partition numbers to $1,000,000$ <br> 9. To be able to place numbers to $1,000,000$ on a number line <br> 10. To be able to compare and order numbers to 100,000 <br> 11. To be able to compare and order numbers to $1,000,000$ <br> 12. To be able to round numbers within $1,000,000$ to the nearest 10,100 or 1,000 <br> 13. To be able to round numbers within 100,000 <br> 14. To be able to round numbers within $1,000,000$ | 1. Roman numerals to 1,000 <br> 2. Numbers to 10,000 <br> 3. Numbers to 100,000 <br> 4. Numbers to $1,000,000$ <br> 5. Read and write numbers to 1,000,000 <br> 6. Powers of 10 <br> 7. $10 / 100 / 1,000 / 10,000 / 100,000$ more or less <br> 8. Partition numbers to 1,000,000 <br> 9. Number line to $1,000,000$ <br> 10. Compare and order numbers to 100,000 <br> 11. Compare and order numbers to 1,000,000 <br> 12. Round to the nearest 10,100 or 1,000 <br> 13. Round within 100,000 <br> 14. Round within $1,000,000$ |
| Addition and Subtraction | - To be able to add and subtract whole numbers with more than 4 digits, | 1. To be able to mentally calculate sums and difference <br> 2. To be able to add whole numbers with more than four digits | 1. Mental strategies |


|  | including using formal written methods (columnar addition and subtraction) <br> - To be able to add and subtract numbers mentally with increasingly large numbers <br> - To be able to use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy <br> - To be able to solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. | 3. To be able to subtract whole numbers with more than four digits <br> 4. To be able to estimate answers using rounding <br> 5. To be able to use inverse operations to solve addition and subtraction problems <br> 6. To be able to solve multi-step addition and subtraction problems <br> 7. To be able to compare calculations using knowledge of number structure <br> 8. To be able to find missing numbers in addition and subtraction calculations | 2. Add whole numbers with more than four digits <br> 3. Subtract whole numbers with more than four digits <br> 4. Round to check answers <br> 5. Inverse operations (addition and subtraction) <br> 6. Multi-step addition and subtraction problems <br> 7. Compare calculations <br> 8. Find missing numbers |
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| Multiplication and Division | - To be able to identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers <br> - To be able to know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers <br> - To be able to establish whether a number up to 100 is prime and recall prime numbers up to 19 <br> - To be able to multiply and divide numbers mentally drawing upon known facts <br> - To be able to multiply and divide whole numbers and those involving decimals by 10,100 and 1000 <br> - To recognise and use square numbers and cube numbers, and the notation for squared ( ${ }^{2}$ ) and cubed ( ${ }^{3}$ ) <br> - To be able to solve problems involving multiplication and division including | 1. To be able to find sets of multiples for given numbers <br> 2. To be able to find common multiples of any pair of numbers <br> 3. To be able to find factors of given numbers <br> 4. To be able to find common factors or any pair of numbers <br> 5. To be able to recall and describe prime numbers <br> 6. To be able to recall and describe square numbers <br> 7. To be able to recall and describe cube numbers <br> 8. To be able to multiply whole numbers by 10,100 and 1,000 <br> 9. To be able to divide whole numbers by 10,100 and 1,000 <br> 10. To be able to multiply and divide by multiples of 10,100 and 1,000 | 1. Multiples <br> 2. Common multiples <br> 3. Factors <br> 4. Common factors <br> 5. Prime numbers <br> 6. Square numbers <br> 7. Cube numbers <br> 8. Multiply by 10,100 and 1,000 <br> 9. Divide by 10,100 and 1,000 <br> 10. Multiples of 10,100 and 1,000 |


|  | using their knowledge of factors and multiples, squares and cubes |  |  |
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| Fractions | - To be able to compare and order fractions whose denominators are all multiples of the same number <br> - To be able to identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths <br> - To be able to recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number <br> - To be able to add and subtract fractions with the same denominator and denominators that are multiples of the same number | 1. To be able to find fractions equivalent to a unit fraction <br> 2. To be able to find fractions equivalent to a non-unit fraction <br> 3. To be able to recognise equivalent fractions <br> 4. To be able to convert improper fractions to mixed numbers <br> 5. To be able to convert mixed numbers to improper fractions <br> 6. To be able to compare fractions less than 1 <br> 7. To be able to order fractions less than 1 <br> 8. To be able to compare and order fractions greater than 1 <br> 9. To be able to add and subtraction fractions with the same denominator <br> 10. To be able to add fractions within 1 <br> 11. To be able to add fractions with a total greater than 1 <br> 12. To be able to add to a mixed number <br> 13. To be able to add two mixed numbers <br> 14. To be able to subtract fractions <br> 15. To be able to subtract from a mixed number <br> 16. To be able to subtract from a mixed number - breaking the whole <br> 17. To be able to subtract two mixed numbers | 1. Find fractions equivalent to a unit fraction <br> 2. Find fractions equivalent to a non-unit fraction <br> 3. Recognise equivalent fractions <br> 4. Convert improper fractions to mixed numbers <br> 5. Convert mixed numbers to improper fractions <br> 6. Compare fractions less than 1 <br> 7. Order fractions less than 1 <br> 8. Compare and order fractions greater than 1 <br> 9. Add and subtraction fractions with the same denominator <br> 10. Add fractions within 1 <br> 11. Add fractions with a total greater than 1 <br> 12. Add to a mixed number <br> 13. Add two mixed numbers <br> 14. Subtract fractions <br> 15. Subtract from a mixed number <br> 16. Subtract from a mixed number - breaking the whole <br> 17. Subtract two mixed numbers |
| Spring |  |  |  |
| Multiplication and Division | - To be able to multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for twodigit numbers <br> - To be able to multiply and divide numbers mentally drawing upon known facts | 1. To be able to multiply up to a 4-digit number by a 1-digit number <br> 2. To be able to multiply a 2-digit number by a 2-digit number using the area model <br> 3. To be able to multiply a 2-digit number by a 2-digit number <br> 4. To be able to multiply a 3-digit number by a 2-digit number <br> 5. To be able to multiply a 4-digit number by a 2-digit number <br> 6. To be able to solve problems with multiplication | 1. Multiply up to a 4-digit number by a 1-digit number <br> 2. Multiply a 2-digit number by a 2-digit number (area model) <br> 3. Multiply a 2-digit number by a 2-digit number <br> 4. Multiply a 3-digit number by a 2-digit number |


|  | - To be able to divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context <br> - To be able to solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign <br> - To be able to solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. | 7. To be able to calculate short division <br> 8. To be able to divide a 4-digit number by a 1-digit number <br> 9. To be able to divide with remainders <br> 10. To be able to divide choosing the most efficient method <br> 11. To be able to solve problems with multiplication and division | 5. Multiply a 4-digit number by a 2-digit number <br> 6. Solve problems with multiplication <br> 7. Short division <br> 8. Divide a 4-digit number by a 1-digit number <br> 9. Divide with remainders <br> 10. Efficient division <br> 11. Solve problems with multiplication and division |
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| Fractions | - To be able to multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams | 1. To be able to multiply a unit fraction by an integer <br> 2. To be able to multiply a non-unit fraction by an integer <br> 3. To be able to multiply a mixed number by an integer <br> 4. To be able to calculate a fraction of a quantity <br> 5. To be able to find a fraction of an amount <br> 6. To be able to find the whole using a fraction of an amount <br> 7. To be able to use fractions as operators | 1. Multiply a unit fraction by an integer <br> 2. Multiply a non-unit fraction by an integer <br> 3. Multiply a mixed number by an integer <br> 4. Calculate a fraction of a quantity <br> 5. Fraction of an amount <br> 6. Find the whole <br> 7. Use fractions as operators |
| Decimals and Percentages | - To be able to read and write decimal numbers as fractions [for example, $0.71=71 / 100$ ] <br> - To be able to recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents <br> - To be able to round decimals with two decimal places to the nearest whole number and to one decimal place | 1. To be able to make, read and write decimal numbers up to 2 decimal places <br> 2. To be able to recognise equivalent fractions and decimals (tenths) <br> 3. To be able to recognise equivalent fractions and decimals (hundredths) <br> 4. To be able to recognise equivalent fractions and decimals focussing on halves, quarters, fifths and tenths <br> 5. To be able to recognise, read and write thousandths as fractions <br> 6. To be able to recognise, read and write thousandths as decimals | 1. Decimals up to 2 decimal places <br> 2. Equivalent fractions and decimals (tenths) <br> 3. Equivalent fractions and decimals (hundredths) <br> 4. Equivalent fractions and decimals <br> 5. Thousandths as fractions <br> 6. Thousandths as decimals <br> 7. Thousandths on a place value chart |


|  | - To be able to read, write, order and compare numbers with up to three decimal places <br> - To be able to solve problems involving number up to three decimal places <br> - To be able to recognise the per cent symbol (\%) and understand that per cent relates to 'number of parts per hundred', and write percentages as a fraction with denominator 100 , and as a decimal <br> - To be able to solve problems which require knowing percentage and decimal equivalents of $1 / 2,1 / 4,1 / 5$, $2 / 5,4 / 5$ and those fractions with a denominator of a multiple of 10 or 25 . | 7. To be able to recognise and represent thousandths on a place value chart <br> 8. To be able to order and compare decimals with the same number of decimal places <br> 9. To be able to order and compare any decimals with up to 3 decimal places <br> 10. To be able to round decimal numbers to the nearest whole number <br> 11. To be able to round decimal numbers to 1 decimal place <br> 12. To be able to recognise, represent and understand percentages <br> 13. To be able to convert percentages to fractions <br> 14. To be able to compare percentages to decimals <br> 15. To be able to find equivalent fractions, decimals and percentages | 8. Order and compare decimals (same number of decimal places) <br> 9. Order and compare any decimals with up to 3 decimal places <br> 10. Round to the nearest whole number <br> 11. Round to 1 decimal place <br> 12. Understand percentages <br> 13. Percentages as fractions <br> 14. Percentages as decimals <br> 15. Equivalent fractions, decimals and percentages |
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| Perimeter and Area | - To be able to measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres <br> - To be able to calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres ( $\mathrm{cm}^{2}$ ) and square metres $\left(\mathrm{m}^{2}\right)$ and estimate the area of irregular shapes | 1. To be able to calculate the perimeter of rectangles <br> 2. To be able to calculate the perimeter of rectilinear shapes <br> 3. To be able to calculate the perimeter of polygons <br> 4. To be able to calculate the area of rectangles <br> 5. To be able to calculate the area of compound shapes <br> 6. To be able to estimate area | 1. Perimeter of rectangles <br> 2. Perimeter of rectilinear shapes <br> 3. Perimeter of polygons <br> 4. Area of rectangles <br> 5. Area of compound shapes <br> 6. Estimate area |
| Statistics | - To be able to solve comparison, sum and difference problems using information presented in a line graph <br> - To be able to complete, read and interpret information in tables, including timetables | 1. To be able to draw line graphs <br> 2. To be able to read and interpret line graphs <br> 3. To be able to read and interpret tables <br> 4. To be able to read and interpret two-way tables <br> 5. To be able to read and interpret timetables | 1. Draw line graphs <br> 2. Read and interpret line graphs <br> 3. Read and interpret tables <br> 4. Two-way tables <br> 5. Read and interpret timetables |
| Summer Term |  |  |  |
| Shape | - To be able to identify 3-D shapes, including cubes and other cuboids, from 2-D representations | 1. To be able to understand and use degrees <br> 2. To be able to classify angles <br> 3. To be able to estimate angles | 1. Understand and use degrees <br> 2. Classify angles <br> 3. Estimate angles |


|  | - To be able to know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles <br> - To be able to draw given angles, and measure them in degrees ( ${ }^{\circ}$ ) <br> - To be able to identify: angles at a point and one whole turn (total $360^{\circ}$ ) <br> - angles at a point on a straight line and $1 / 2$ turn (total $180^{\circ}$ ) <br> - other multiples of $90^{\circ}$ <br> - To be able to use the properties of rectangles to deduce related facts and find missing lengths and angles <br> - To be able to distinguish between regular and irregular polygons based on reasoning about equal sides and angles. | 4. To be able to measure angles up to 180 degrees <br> 5. To be able to draw lines and angles accurately <br> 6. To be able to calculate angles around a point <br> 7. To be able to calculate angles on a straight line <br> 8. To be able to calculate lengths and angles in shapes <br> 9. To be able to identify describe and draw regular and irregular polygons <br> 10. To be able to describe the properties of 3-D shapes | 4. Measure angles up to 180 degrees <br> 5. Draw lines and angles accurately <br> 6. Calculate angles around a point <br> 7. Calculate angles on a straight line <br> 8. Lengths and angles in shapes <br> 9. Regular and irregular polygons <br> 10. 3-D shapes |
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| Position and Direction | - To be able to identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed. | 1. To be able to read and plot coordinates <br> 2. To be able to solve problems with coordinates <br> 3. To be able to translate shapes on a grid <br> 4. To be able to translate shapes with coordinates <br> 5. To be able to identify and draw lines of symmetry <br> 6. To be able to reflect a shape in horizontal and vertical lines | 1. Read and plot coordinates <br> 2. Problem solving with coordinates <br> 3. Translation <br> 4. Translation with coordinates <br> 5. Lines of symmetry <br> 6. Reflection in horizontal and vertical lines |
| Decimals | - To be able to recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents <br> - To be able to solve problems involving number up to three decimal places <br> - To be able to read, write, order and compare numbers with up to three decimal places | 1. To be able to use known facts to add and subtract decimals within 1 <br> 2. To be able to find complements to 1 for numbers with up to 3 decimal places <br> 3. To be able to add and subtract decimals across 1 <br> 4. To be able to add decimals with the same number of decimal places <br> 5. To be able to subtract decimals with the same number of decimal places | 1. Use known facts to add and subtract decimals within 1 <br> 2. Complements to 1 <br> 3. Add and subtract decimals across 1 <br> 4. Add decimals with the same number of decimal places <br> 5. Subtract decimals with the same number of decimal places |


|  | - To be able to multiply and divide whole numbers and those involving decimals by 10,100 and 1000 | 6. To be able to add decimals with different numbers of decimal places <br> 7. To be able to subtract decimals with different numbers of decimal places <br> 8. To be able to choose efficient strategies for adding and subtracting decimals <br> 9. To be able to identify, read and write decimal sequences <br> 10. To be able to multiply decimals by 10,100 and 1,000 <br> 11. To be able to divide decimals by 10,100 and 1,000 <br> 12. To be able to multiply and divide decimals including missing values | 6. Add decimals with different numbers of decimal places <br> 7. Subtract decimals with different numbers of decimal places <br> 8. Efficient strategies for adding and subtracting decimals <br> 9. Decimal sequences <br> 10. Multiply by 10,100 and 1,000 <br> 11. Divide by 10,100 and 1,000 <br> 12. Multiply and divide decimals missing values |
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| Negative Numbers | - To be able to interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero | 1. To be able to read, write and understand negative numbers <br> 2. To be able to count through zero in 1 s <br> 3. To be able to count through zero in multiples <br> 4. To be able to compare and order negative numbers <br> 5. To be able to find the difference between numbers including negative numbers | 1. Understand negative numbers <br> 2. Count through zero in 1 s <br> 3. Count through zero in multiples <br> 4. Compare and order negative numbers <br> 5. Find the difference |
| Converting Units | - To be able to convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) <br> - To be able to understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints <br> - To be able to solve problems involving converting between units of time | 1. To be able to describe kilograms and kilometres and their relationship with grams and metres <br> 2. To be able to convert metres and millimetres and litres and millilitres <br> 3. To be able to convert units of length <br> 4. To be able to convert between metric and imperial units <br> 5. To be able to convert units of time <br> 6. To be able to calculate with timetables | 1. Kilograms and kilometres <br> 2. Millimetres and millilitres <br> 3. Convert units of length <br> 4. Convert between metric and imperial units <br> 5. Convert units of time <br> 6. Calculate with timetables |
| Measurement Volume | - To be able to estimate volume [for example, using $1 \mathrm{~cm}^{3}$ blocks to build cuboids (including cubes)] and capacity [for example, using water] | 1. To be able to measure volume using cubic centimetres <br> 2. To be able to compare volume <br> 3. To be able to estimate volume <br> 4. To be able to estimate capacity | 1. Cubic centimetres <br> 2. Compare volume <br> 3. Estimate volume <br> 4. Estimate capacity |

