## Key learning in mathematics - year 5

Number - number and place value	Number - addition and subtraction	N
Number - number and place value         • Count forwards or backwards in steps of powers of 10 for any given number up to 1 000 00         • Count forwards and backwards in decimal steps         • Read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit         • Read, write, order and compare numbers with up to 3 decimal places         • Identify the value of each digit to three decimal places         • Identify represent and estimate numbers using the number line         • Find 0.01, 0.1, 1, 00, 100 and other powers of 10 more or less than a given number         • Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000         • Round decimals with two decimal places to the nearest whole number and to one decimal place         • Multiply/divide whole numbers in context, count on and back with positive and negative whole numbers, including through zero         • Describe and extend number sequences including those with multiplication/division steps and where the step size is a decimal         • Read Roman numerals to 1000 (M): recognise years written as such         • Solve number and practical problems that involve all of the above <b>Boatter</b> to the other         • Recognise mixed numbers and improper fractions and convert from one form to the other         • Recognise mixed numbers and improper fractions of a given fraction, represented visually, including on a number line)         • Identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths </td <td><ul> <li>Number - addition and subtraction</li> <li>Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method)</li> <li>Select a mental strategy appropriate for the numbers involved in the calculation</li> <li>Recall and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place)</li> <li>Derive and use addition and subtraction facts for 1 (with decimal numbers to two decimal places)</li> <li>Add and subtract numbers mentally with increasingly large numbers and decimals to two decimal places</li> <li>Add and subtract whole numbers with more than 4 digits and decimals with two decimal places, including using formal written methods (columnar addition and subtraction)</li> <li>Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy</li> <li>Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why</li> <li>Solve addition and subtraction problems involving missing numbers</li> <li>Use the properties of rectangles to deduce related facts and find missing lengths and angles</li> <li>Use the properties of rectangles to deduce related facts and find missing lengths and angles</li> <li>Doraw given angles, and measure them in degrees (°)</li> <li>Identify: angles at a point and one whole turn (total 360°)</li> <li>angles at a point and subgreation and half a turn (total 180°)</li> <li>other specified points and complete shapes</li> <li>Zeometry - position and direction</li> <li>Plot specified points and complete shapes</li> <li>Complete and interpret information in a variety of sorting diagrams (including those used to sort properties of numbers end)</li> <li>Complete and interpret information in a variety of sorting diagrams (including those used to sort properties of numbers)</li> <li>Complete and interpret information in a variety of sorting diagrams (including those used to sor</li></ul></td> <td><ul> <li>Choose an appropriation involved (recall a kramethod)</li> <li>Identify multiples an umber, and commonation of know and use the vicomposite (non-prine)</li> <li>Establish whether an umbers up to 19</li> <li>Recognise and use sets</li> <li>Use partitioning to decimal places</li> <li>Multiply and divide</li> <li>Solve problems invoking the solve problems invoking and a combination of method of short discontext</li> <li>Use estimation/invokicontext of a problems invoking and a combination of meaning of the equality of the equality</li></ul></td>	<ul> <li>Number - 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S. Cooper, Mathematics leader.

## Number – multiplication and division

priate strategy to solve a calculation based upon the numbers known fact, calculate mentally, use a jotting, written

- s and factors, including finding all factor pairs of a mon factors of two numbers
- vocabulary of prime numbers, prime factors and rime) numbers
- r a number up to 100 is prime and recall prime

e square (<sup>2</sup>) and cube (<sup>3</sup>) numbers, and notation to double or halve any number, including decimals to two

- de <mark>nu</mark>mbers mentally drawing upon known facts
- nvolving multiplication and division including using their
- tors and multiples, squares and cubes
- up to 4 digits by a one- or two-digit number using a formal including long multiplication for two-digit

p to 4 digits by a one-digit number using the formal written division and interpret remainders appropriately for the

- nverse to check answers to calculations; determine, in the object of accuracy
- nvolving addition, subtraction, multiplication and division n of these, including understanding the
- quals sign
- nvolving multiplication and division, including scaling by simple oblems involving simple rates

## Measurement

ite standard units of length and mass

- culate) volume ((e.g., using 1 cm3 blocks to build
- cubes)) and capacity (e.g. using water)
- lifference between liquid volume and solid volume
- r temperatures including those below 0°C
- different units of metric measure
- ise approximate equivalences between metric units
- rial units such as inches, pounds and pints
- e the perimeter of composite rectilinear shapes
- npare the area of rectangle, use standard units
- es (cm2) and square metres (m2) and estimate the shapes
- write and convert time between analogue and digital ocks
- volving converting between units of time
- ations to solve problems involving measure using including scaling



## Stanton Bridge Primary School



