Class 4 - Year 5

Maths Overview – Cycle A & B

	Autumn Term			Spring Term			Summer Term	
Area of Maths	Number & Place Value Addition & Subtraction	Multiplication & Fractions		Fractions, Decimals & Percentages Statistics	Geometry		Measure	Geometry: Position, Direction & Motion
Knowle dge	 Read, write, order and compare numbers to at least 1,000,000 Determine the value of each digit in a number up to 1,000,000 Count forwards or backwards in steps of powers of 10 Interpret negative numbers in context, count forwards or backwards with negative whole numbers through zero Round any number up to 1,000,000 the nearest 10, 100, 1000, 10,000 and 100,000 Read Roman numerals to 1000 and recognise years Solve number and practical problems that involve number and place value Add and subtract numbers with more than four digits, using formal written methods Add and subtract numbers with increasingly large numbers Use rounding to check answers to calculations and determine levels of accuracy Solve addition and subtraction multistep problems in contexts, deciding which operations and methods to use 		fractions (e.g $0.71 = 71/100$) Recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents Round numbers with two decimal places to the nearest whole number and one decimal place Read, write, order and compare numbers with up to three decimal places Solve problems involving number up to three decimal places Recognise the percent symbol (%) And understand that 'per cent' relates to 'number of parts per hundred' and write percentages as a fraction with a denominator of 100 and as a decimal parcentage and decimal equivalents of $\frac{1}{2}, \frac{1}{4}, \frac{1}{5}, \frac{2}{5}, \frac{4}{5}$, and those fractions with a denominator of a multiple of 10 or 25 and irregular por reasoning abou and triangles Use the propert to deduce relatt missing lengths Identify 3D shag cubes and other 2D representati Know angles are acute, obtuse a Draw given ang them in degrees: Identify angles a straight line and (total 180 °)		erties of rectangles ated facts and find hs and angles hapes, including her cuboids, from ations are measured in mate and compare and reflex angles ngles and measure ees is at a point and rn (360 °) is at a point on a and half a turn	gons based on qual sidesof metric measure [E.g. km/m; cm/m; cm/m; g/kg; l/ml]• Understand and use approximate equivalences between metric units and common imperial units such a inches, pounds and pints• Understand and use approximate equivalences between metric units and common imperial units such a inches, pounds and pints• Understand and use approximate equivalences between metric units and common imperial units such a inches, pounds and pints• Use all four operations to solve problems involving measure (E.g. length, mass, volume, money] using decimal notation including scaling]• Use all four operations to solve problems involving measure solve problems involving measure e Solve problems involving converting between units of time• Dint on a alf a turn tiples of 90° ad draw dimensions• Measure and calculate the perimeter of composite rectilinear shapes in centimetres and meters• Calculate and compare the are of rectangles (including squares), and including using standard units, square centimetres (m²) and estimate the area of irregular shapes	 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 Consolidation and recap of required topics 	
Key Vocabul ary	compare, order, value, digit, place value, negative, zero, round, nearest, add, more than, subtract, minus, less than	multiple, factor, prime number, composite number, square, cube, multiply, times, product, divide, share, compare, order, improper, mixed number, add		fraction, half, third, quarter, whole, decimal, decimal places, percent, tenth, hundredth, thousandth, equivalent, multiple, graph, bar, chart, line	regular, irregular, polygon, triangle, scalene, isosceles, equilateral, vertices, edge, side, angle, acute, right angle, obtuse, reflex, turn, line		equivalent, perimeter, area, volume, estimate, rectilinear, composite, shape	co-ordinates, quadrant, reflection, translation
Fluency - become fluent in the fundamentals of mathematics, through frequent practice with increasingly complex problems, so that pupils have conceptual understanding and are able to recall and apply their knowledge rapidly and accurately to problems. Understanding & Being accurate and Efficient		•00000 •00000 •00—0-00	line of enquiry, cor generalisations, an	mathematically by following a jecturing relationships and developing an argument, of using mathematical g		 Problem Solving - solve problems by applying mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions. Applying & Persevering 		