

Mathematics	Term 1 Cycle 1	Term 2 Cycle 1	Term 3 Cycle 1	Term 1 Cycle 2	Term 2 Cycle 2	Term 3 Cycle 2
Year 5 Maths						
Number & Place Value						
<ul style="list-style-type: none"> read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit 						
<ul style="list-style-type: none"> count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 						
<ul style="list-style-type: none"> interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero 						
<ul style="list-style-type: none"> round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 						
<ul style="list-style-type: none"> solve number problems and practical problems that involve all of the above 						
<ul style="list-style-type: none"> read Roman numerals to 1000 (M) and recognise years written in Roman numerals. 						
Addition & Subtraction						
<ul style="list-style-type: none"> add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) 						
<ul style="list-style-type: none"> add and subtract numbers mentally with increasingly large numbers 						
<ul style="list-style-type: none"> use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy 						
<ul style="list-style-type: none"> solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. 						
Multiplication & Division						
<ul style="list-style-type: none"> identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers 						
<ul style="list-style-type: none"> know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers 						
<ul style="list-style-type: none"> establish whether a number up to 100 is prime and recall prime numbers up to 19 						
<ul style="list-style-type: none"> multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers 						

<ul style="list-style-type: none"> multiply and divide numbers mentally drawing upon known facts 						
<ul style="list-style-type: none"> 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 						
<ul style="list-style-type: none"> recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) 						
<ul style="list-style-type: none"> solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes 						
<ul style="list-style-type: none"> solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign 						
<ul style="list-style-type: none"> solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. 						
Fractions						
<ul style="list-style-type: none"> compare and order fractions whose denominators are all multiples of the same number 						
<ul style="list-style-type: none"> identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths 						
<ul style="list-style-type: none"> recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number 						
<ul style="list-style-type: none"> add and subtract fractions with the same denominator and denominators that are multiples of the same number 						
<ul style="list-style-type: none"> multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams 						
<ul style="list-style-type: none"> read and write decimal numbers as fractions 						
<ul style="list-style-type: none"> recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents 						
<ul style="list-style-type: none"> round decimals with two decimal places to the nearest whole number and to one decimal place 						
<ul style="list-style-type: none"> read, write, order and compare numbers with up to three decimal places 						
<ul style="list-style-type: none"> solve problems involving number up to three decimal places 						
<ul style="list-style-type: none"> 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 						

<ul style="list-style-type: none"> • solve problems which require knowing percentage 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. 						
Measurement						
<ul style="list-style-type: none"> • convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) 						
<ul style="list-style-type: none"> • understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints 						
<ul style="list-style-type: none"> • measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres 						
<ul style="list-style-type: none"> • calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes 						
<ul style="list-style-type: none"> • estimate volume [for example, using 1 cm³ blocks to build cuboids (including cubes)] and capacity [for example, using water] 						
<ul style="list-style-type: none"> • solve problems involving converting between units of time 						
<ul style="list-style-type: none"> • use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling. 						
Properties of Shapes						
<ul style="list-style-type: none"> • identify 3-D shapes, including cubes and other cuboids, from 2-D representations 						
<ul style="list-style-type: none"> • know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles 						
<ul style="list-style-type: none"> • draw given angles, and measure them in degrees (o) 						
<ul style="list-style-type: none"> • identify: <ul style="list-style-type: none"> • angles at a point and one whole turn (total 360o) • angles at a point on a straight line and a turn (total 180o) • other multiples of 90o 						
<ul style="list-style-type: none"> • use the properties of rectangles to deduce related facts and find missing lengths and angles 						
<ul style="list-style-type: none"> • distinguish between regular and irregular polygons based on reasoning about equal sides and angles. 						

<ul style="list-style-type: none"> 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. 						
Statistics						
<ul style="list-style-type: none"> solve comparison, sum and difference problems using information presented in a line graph 						
<ul style="list-style-type: none"> complete, read and interpret information in tables, including timetables. 						