

Year 5 Maths Yearly Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Week 1	<p><u>Place Value</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit <input type="checkbox"/> count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 	<p><u>Number</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 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 <input type="checkbox"/> solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign <input type="checkbox"/> solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. 	<p><u>Fractions</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> compare and order fractions whose denominators are all multiples of the same number 	<p><u>Percentage</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> recognise the percent 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 	<p><u>Stats</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> solve comparison, sum and difference problems using information presented in a line graph <input type="checkbox"/> complete, read and interpret information in tables, including timetables. 	<p><u>Measurement: Converting Units</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) <input type="checkbox"/> understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints
Week 2	<p><u>Place Value</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 <input type="checkbox"/> solve number problems and practical problems that involve all of the above 	<p><u>Number</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> multiply and divide numbers mentally drawing upon known facts <input type="checkbox"/> multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 	<p><u>Fractions</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> add and subtract fractions with the same denominator and denominators that are multiples of the same number 	<p><u>Percentage</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> recognise the percent 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 	<p><u>Geometry: Angles</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles <input type="checkbox"/> draw given angles, and measure them in degrees (o) 	<p><u>Measurement: Converting Units</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.
Week 3	<p><u>Place Value</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero <input type="checkbox"/> solve number problems and practical problems that involve all of the above <input type="checkbox"/> read Roman numerals to 1000 (M) and recognise years written in Roman numerals 	<p><u>Number</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 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 	<p><u>Fractions</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number [for example, $1\frac{1}{2} = 1\frac{1}{2}$] 	<p><u>Decimal Numbers</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> read, write, order and compare numbers with up to three decimal places 	<p><u>Geometry: Angles</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> identify: <ul style="list-style-type: none"> <input type="checkbox"/> angles at a point and one whole turn (total 360o) <input type="checkbox"/> angles at a point on a straight line and a turn (total 180o) <input type="checkbox"/> other multiples of 90o <input type="checkbox"/> use the properties of rectangles to deduce related facts and find missing lengths and angles 	<p><u>Measurement: Area & Perimeter</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres <input type="checkbox"/> 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
Week 4	<p><u>Number</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) <input type="checkbox"/> add and subtract numbers mentally with increasingly large numbers 	<p><u>Number</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign <input type="checkbox"/> solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. 	<p><u>Fractions</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams 	<p><u>Decimal Numbers</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> round decimals with two decimal places to the nearest whole number and to one decimal place 	<p><u>Geometry: Shapes</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 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. <input type="checkbox"/> identify 3-D shapes, including cubes and other cuboids, from 2-D representations <input type="checkbox"/> distinguish between regular and irregular polygons based on reasoning about equal sides and angles. 	<p><u>Measurement: Time</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> solve problems involving converting between units of time
Week 5	<p><u>Number</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) <input type="checkbox"/> add and subtract numbers mentally with increasingly large numbers 	<p><u>Number</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes <input type="checkbox"/> recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3) 	<p><u>Fractions</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths <input type="checkbox"/> read and write decimal numbers as fractions [for example, $0.71 = \frac{71}{100}$] <input type="checkbox"/> recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents 	<p><u>Decimal Numbers</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> solve problems involving number up to three decimal places 	<p><u>Geometry: Shapes</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 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. 	<p><u>Measurement: Time</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> solve problems involving converting between units of time

			<input type="checkbox"/> solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ and those fractions with a denominator of a multiple of 10 or 25.			
Week 6	<p>Number</p> <input type="checkbox"/> solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. <input type="checkbox"/> use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy	<p>Number</p> <input type="checkbox"/> identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers <input type="checkbox"/> know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers <input type="checkbox"/> establish whether a number up to 100 is prime and recall prime numbers up to 19	<p>Percentage</p> <input type="checkbox"/> recognise the percent 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	<p>Stats</p> <input type="checkbox"/> solve comparison, sum and difference problems using information presented in a line graph <input type="checkbox"/> complete, read and interpret information in tables, including timetables.	<p>Measurement: Volume</p> <input type="checkbox"/> estimate volume [for example, using 1 cm ³ blocks to build cuboids (including cubes)] and capacity [for example, using water]	