# Maths Objectives <br> Year 5 

## NUMBER

## Number and place value

Pupils should be taught to:

- read, write, order and compare numbers to at least 1000000 and determine the value of each digit
- count forwards or backwards in steps of powers of 10 for any given number up to 1000000
- interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero
- round any number up to 1000000 to the nearest 10, 100, 1000, 10000 and 100000
- solve number problems and practical problems that involve all of the above
- read Roman numerals to $1000(\mathrm{M})$ and recognise years written in Roman numerals.


## Addition and subtraction

Pupils should be taught to:

- add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)
- add and subtract numbers mentally with increasingly large numbers
- use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy
- solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.


## Multiplication and division

Pupils should be taught to:

- identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.
- solve problems involving multiplication and division where larger numbers are used by decomposing them into their factors
- know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers
- establish whether a number up to 100 is prime and recall prime numbers up to 19
- 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
$\square$ multiply and divide numbers mentally drawing upon known facts
$\square$ 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
$\square$ multiply and divide whole numbers and those involving decimals by 10, 100 and 1000
$\square$ recognise and use square numbers and cube numbers, and the notation for squared ( ${ }^{2}$ ) and cubed ( ${ }^{3}$ ) $\square$ solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign
$\square$ solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.


## Fractions (including decimals and percentages)

Pupils should be taught to:

- compare and order fractions whose denominators are all multiples of the same number
- identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths
- recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements $>1$ as a mixed number (e.g. $2 / 5+4 / 5=6 / 5=11 / 5$ )
- add and subtract fractions with the same denominator and multiples of the same number
- multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams
'SNobody else is quite like me'
- read and write decimal numbers as fractions (e.g. $0.71={ }^{71} /{ }_{100}$ )
- recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- round decimals with two decimal places to the nearest whole number and to 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 per cent symbol (\%) and understand that per cent relates to "number of parts per hundred", and write percentages as a fraction with denominator hundred, and as a decimal fraction
- solve problems which require knowing percentage and decimal equivalents of $1 / 2,1 / 4,1 / 5,2 / 5,4 / 5$ and those with a denominator of a multiple of 10 or 25 .


## MEASUREMENT

Pupils should be taught to:

- convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)
- understand and use equivalences between metric units and common imperial units such as inches, pounds and pints
- measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres
- calculate and compare the area of squares and rectangles
including using standard units, square centimetres $\left(\mathrm{cm}^{2}\right)$ and square metres $\left(\mathrm{m}^{2}\right)$ and estimate the area of irregular shapes
- estimate volume (e.g. using $1 \mathrm{~cm}^{3}$ blocks to build cubes and cuboids) and capacity (e.g. using water)
- solve problems involving converting between units of time
- use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling.


## GEOMETRY

## Properties of shapes

Pupils should be taught to:

- identify 3-D shapes, including cubes and other cuboids, from 2-D representations
- know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles
- draw given angles, and measure them in degrees ( ${ }^{\circ}$ )
- identify:
- angles at a point and one whole turn (total $360^{\circ}$ )
- angles at a point on a straight line and $11 / 2$ a turn (total $180^{\circ}$ )
- other multiples of $90^{\circ}$
$\square$ use the properties of rectangles to deduce related facts and find missing lengths and angles $\square$ distinguish between regular and irregular polygons based on reasoning about equal sides and angles.


## Position and direction

Pupils should be taught 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.


## STATISTICS

Pupils should be taught to:

- solve comparison, sum and difference problems using information presented in a line graph
- complete, read and interpret information in tables, including timetables.
'JNobody else is quite like me'

