White Horse Federation

Medium Term Maths planning – Year 5

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
NUMBER : Number and place value -read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit -count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 -round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 -solve number problems and practical problems that involve all of the above **NUMBER : Addition and subtraction** -add whole numbers with more than 4 digits, including using formal written methods (columnar addition) -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	**NUMBER : Number and place value** -interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero -read Roman numerals to 1000 (M) and recognise years written in Roman numerals. -solve number problems and practical problems that involve all of the above **NUMBER : Addition and subtraction** -subtract whole numbers with more than 4 digits, including using formal written methods (columnar subtraction) -solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.. **NUMBER : Multiplication and division** -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	**NUMBER : Multiplication and division** -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 -solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign **NUMBER : Fractions (including decimals and percentages)** -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 -add and subtract fractions with the same denominator and multiples of the same number -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	**NUMBER : Multiplication and division** -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 -multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 **NUMBER : Fractions (including decimals and percentages)** -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 = 1 1/5) -multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams. -round decimals with two decimal places to the nearest whole number and to one decimal place **GEOMETRY : position and direction** -identify, describe and represent the position of a shape following a reflection or	**NUMBER : Fractions (including decimals and percentages)** -recognise the percent symbol (%) and understand that percent 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** -estimate volume (e.g. using 1 cm3 blocks to build cubes and cuboids) and capacity (e.g. using water) -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 (cm2) and square metres (m2) and estimate the area of irregular shapes **GEOMETRY : properties of shapes**	**GEOMETRY : properties of shapes** -know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles -draw given angles, and measure them in degrees (0) -identify: angles at a point and one whole turn (total 360o); angles at a point on a straight line and ½ a turn (total 180o); other multiples of 90o **MEASUREMENT** -convert between different units of metric measure (e.g. kilometre and metre; metre and centimetre; centimetre and millimetre; kilogram and gram; litre and millilitre) -understand and use equivalences between metric units and common imperial units such as inches, pounds and pints -use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling **STATISTICS** -solve comparison, sum and difference problems using

NUMBER : Multiplication and division -identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers -multiply and divide numbers mentally drawing upon known facts	numbers up to 19 -recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3)	-read, write, order and compare numbers with up to three decimal places -solve problems involving number up to three decimal places **MEASUREMENT** -solve problems involving converting between units of time	translation, using the appropriate language, and know that the shape has not changed.	-identify 3-D shapes, including cubes and cuboids, from 2-D representations -use the properties of rectangles to deduce related facts and find missing lengths and angles -distinguish between regular and irregular polygons based on reasoning about equal sides and angles.	information presented in line graphs -complete, read and interpret information in tables, including timetables.

Domains are in **BOLD** Statutory requirements for each domain follow the domain.
Need to consider non-statutory requirements when doing weekly planning