

Year 5

Maths Overview



**St George's Beneficial
C of E Primary School**

Week → 1 2 3 4 5 6 7 8 9 10 11 12 13 14

Autumn

Place Value

Negative
numbers

Addition &
Subtraction

Multiplication &
Division (A & B)

Spring

Shape

Fractions (A & B)

Decimals &
Percentages

Summer

Perimeter &
Area

Volume

Decimals

Converting
units

Statistics

Position &
Direction

Unit

Small Steps

Place Value

Year 4 – Step 5: Represent numbers to 10,000

Year 4 – Step 6: Partition numbers to 10,000

~~1. Roman numerals to 1000~~

~~2. Numbers to 10,000~~

3. Numbers to 100,000

4. Numbers to 1,000,000

5. Read and write numbers to 1,000,000

6. Powers of 10

7. 10, 100, 1000, 10000, 100000 more or less

~~8. Partition numbers to 1,000,000~~

~~9. Number line to 1,000,000~~

10. Compare and order numbers to 100,000

11. Compare and order numbers to 1,000,000

12. Round to the nearest 10, 100 or 1000

13. Round within 100,000

~~14. Round within 1,000,000~~

Negative numbers

1. Understand negative numbers

2. Count through zero in 1s

3. Count through zero in multiples

4. Compare and order negative numbers

5. Find the difference

Addition & Subtraction

1. Mental strategies
2. Add whole numbers with more than four digits
3. Subtract whole numbers with more than four digits
4. Round to check answers
5. Inverse operations (addition and subtraction)
6. Multi-step addition and subtraction problems
7. Compare calculations
8. Find missing numbers

Multiplication & Division (A & B)

- (A)
1. **Multiples**
 2. **Common multiples**
 3. **Factors**
 4. **Common factors**
 5. Prime numbers
 6. **Square numbers**
 7. Cube numbers
 8. **Multiply by 10, 100 and 1000**
 9. **Divide by 10, 100 and 1000**
 10. **Multiples of 10, 100 and 1000**

(B)

- 1. Multiply up to a 4-digit number by a 1-digit number**
- 2. Multiply a 2-digit number by a 2-digit number (area model)**
- 3. Multiply a 2-digit number by a 2-digit number**
- 4. Multiply a 3-digit number by a 2-digit number**
- 5. Multiply a 4-digit number by a 2-digit number**
- 6. Solve problems with multiplication**

Year 3 – Step 7: Divide a 2-digit number by a 1-digit number – no exchange

Year 3 – Step 8: Divide a 2-digit number by a 1-digit number – flexible partitioning

Year 3 – Step 9: Divide a 2-digit number by a 1-digit number – with remainders

Year 4 – Step 11: Divide a 2-digit number by a 1-digit number (1)

Year 4 – Step 12: Divide a 2-digit number by a 1-digit number (2)

Year 4 – Step 13: Divide a 3-digit number by a 1-digit number

7. Short division

8. Divide a 4-digit number by a 1-digit number

9. Divide with remainders

10. Efficient division

11. Solve problems with multiplication and division

Shape

Year 4 – Step 1: Understand angles as turns

Year 4 – Step 2: Identify angles

Year 4 – Step 3: Compare and order angles

1. Understand and use degrees

2. Classify angles

3. Estimate angles

4. Measure angles up to 180°

5. Draw lines and angles accurately

~~6. Calculate angles around a point~~

~~7. Calculate angles on a straight line~~

8. Lengths and angles in shapes

9. Regular and irregular polygons

10. 3-D shapes

Fractions (A & B)

(A)

Year 3 – Step 9: Equivalent fractions on a number line

Year 3 – Step 10: Equivalent fractions as bar models

Year 4 – Step 9: Equivalent fractions on a number line

Year 4 – Step 10: Equivalent fraction families

1. Find fractions equivalent to a unit fraction

2. Find fractions equivalent to a non-unit fraction

3. Recognise equivalent fractions

4. Convert improper fractions to mixed numbers

5. Convert mixed numbers to improper fractions

6. Compare fractions less than 1

7. Order fractions less than 1

8. Compare and order fractions greater than 1

9. Add and subtract fractions with the same denominator

10. Add fractions within 1

11. Add fractions with total greater than 1

12. Add to a mixed number

13. Add two mixed numbers

14. Subtract fractions

15. Subtract from a mixed number

16. Subtract from a mixed number – breaking the whole

17. Subtract two mixed numbers

	(B) 1. Multiply a unit fraction by an integer 2. Multiply a non-unit fraction by an integer 3. Multiply a mixed number by an integer 4. Calculate a fraction of a quantity 5. Fraction of an amount 6. Find the whole 7. Use fractions as operators
Decimals & Percentages NOTE: When covering steps 8-11, do not use numbers with more than 2 decimal places.	1. Decimals up to 2 decimal places 2. Equivalent fractions and decimals (tenths) 3. Equivalent fractions and decimals (hundredths) 4. Equivalent fractions and decimals 5. Thousandths as fractions 6. Thousandths as decimals 7. Thousandths on a place value chart 8. Order and compare decimals (same number of decimal places) 9. Order and compare any decimals with up to 2 decimal places 10. Round to the nearest whole number 11. Round to 1 decimal place 12. Understand percentages 13. Percentages as fractions 14. Percentages as decimals 15. Equivalent fractions, decimals and percentages

Perimeter & Area	1. Perimeter of rectangles 2. Perimeter of rectilinear shapes 3. Perimeter of polygons 4. Area of rectangles 5. Area of compound shapes 6. Estimate area
Volume	1. Cubic centimetres 2. Compare volume 3. Estimate volume 4. Estimate capacity
Decimals	1. Use known facts to add and subtract decimals within 1 2. Complements to 1 3. Add and subtract decimals across 1 - Year 4 (Money) – Step 5: Calculate with money - Year 4 (Money) – Step 6: Solve problems with money 4. Add decimals with the same number of decimal places 5. Subtract decimals with the same number of decimals places 6. Add decimals with different numbers of decimal places 7. Subtract decimals with different numbers of decimals places 8. Efficient strategies for adding and subtracting decimals 9. Decimals sequences 10. Multiply by 10, 100 and 1000 11. Divide by 10, 100 and 1000 12. Multiply and divide decimals – missing values

Converting units	1. Kilograms and kilometres 2. Millimetres and millilitres 3. Convert units of length 4. Convert between metric and imperial units 5. Convert units of time 6. Calculate with timetables
Statistics	1. Draw line graphs 2. Read and interpret line graphs 3. Read and interpret tables 4. Two-way tables 5. Read and interpret timetables
Position & Direction	1. Read and plot coordinates 2. Problem solving with coordinates 3. Translation 4. Translation with coordinates 5. Lines of symmetry 6. Reflection in horizontal and vertical lines