

Maths Year 5 Yearly Overview



Year 5 Maths Overview

Maths at Granby

- Objectives are written in order of teaching and in line with the White Rose Scheme of Work.
- An objective may equal part of a lesson, a one lesson or may require multiple lessons and broken into even smaller steps.
- The length of units may vary depending on cohort needs as previous year group objectives may need to be revised or retaught first.
- The lengths of units may vary or continue into the next term depending on events, trips, visitors and the assessment weeks which may interrupt a sequence of learning.
- Teachers will use their professional discretion to make decisions about the length and order of teaching sequences, and record changes on the overview accordingly.

Key:

Number and place value
Addition and Subtraction
Multiplication and division
Fractions
Decimals
Percentages
Measures
Geometry
Statistics
Algebra
Ratio

Maths Year 5 Yearly Overview



Autumn	Autumn 1			Autumn 2	
Domain	Number and place value	Addition and subtraction	Multiplication and division	Fractions	
Objectives	<p>To be able to read and write Roman numerals to 1,000</p> <p>To recognise and write 5-digit numbers.</p> <p>To compare and order numbers to 100,000</p> <p>To compare and order -5 digit numbers.</p> <p>To be to order numbers up to 100,000</p> <p>To be able to solve word problems.</p> <p>Compare and order numbers to 1,000,000</p> <p>To be able to order numbers up to 1,000,000</p> <p>To represent numbers up to 100,000</p> <p>To recall multiplication in word problems.</p> <p>To be able to use 10, 100, 1000, more or less</p> <p>To round numbers to the nearest 10,100,1,000</p>	<p>To be able to add and subtract numbers mentally with increasing large numbers.</p> <p>To be able to add numbers with more than 4 digits using a formal written method.</p> <p>To be able to subtract numbers with more than 4 digits using a formal written method.</p> <p>To use inverse operations.</p> <p>To round to check.</p> <p>To find the missing number.</p> <p>To compare calculations</p> <p>To solve multi-step addition and subtraction word problems.</p>	<p>To identify multiples</p> <p>To be able to identify common multiples</p> <p>To be able to identify factors</p> <p>To be able to identify common factors.</p> <p>To identify prime numbers</p> <p>To identify squared numbers.</p> <p>To be able to multiply by 10, 100, 1,000</p> <p>To consolidate times tables</p> <p>To be able to divide by 10, 100, 1000</p>	<p>To find fractions equivalent to a unit fraction.</p> <p>To find fractions equivalent to a non- unit fraction.</p> <p>To recognise equivalent fractions.</p> <p>To convert improper fractions to a mixed number.</p> <p>To be able to compare fractions less than 1.</p> <p>To be able to order fractions less than 1.</p> <p>To compare and order fractions greater than 1.</p> <p>To add and subtract fractions with the same denominator.</p> <p>To be able to add fractions within 1</p> <p>To be able to add fractions greater than 1.</p> <p>To add fractions greater than 1</p> <p>To be able to add a mixed number.</p> <p>To be able to add 2 mixed numbers.</p> <p>To be able to subtract fractions.</p> <p>To subtract from a mixed number.</p> <p>To subtract from a mixed number breaking the whole.</p> <p>To subtract 2 mixed numbers</p>	

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Spring	Spring 1			Spring 2		
Domain	Multiplication and division	Fractions	Decimals	Percentages	Measures	Statistics
	<p>To multiply up to 4-digit numbers by a 1-digit number.</p> <p>To multiply a 2-digit number by a 2-digit number (area model)</p> <p>To multiply up to 2-digit number by a 2-digit number</p> <p>To multiply a 3-digit number by a 2-digit number</p> <p>To multiply a 4-digit number by a 2-digit number</p> <p>To multiply up to 4 digits by 2 digits.</p> <p>To solve problems with multiplication.</p> <p>To understand short division.</p> <p>To divide up to a 4 digit number by a 1 digit number</p> <p>To divide 4 digit numbers by 1 digit with remainders.</p> <p>To solve problems using multiplication and division.</p> <p>To use efficient division</p>	<p>To multiply a unit fraction by a whole number.</p> <p>To multiply a non-unit fraction by an integer.</p> <p>To find a fraction of an amount</p> <p>To multiply a mixed number</p> <p>To find the whole using fractions</p> <p>To calculate a fraction of a quantity.</p> <p>To use fractions as operators</p>	<p>To write and order decimals up to 2 decimal places</p> <p>To find equivalent fractions and decimals (tenths)</p> <p>To find equivalent fractions and decimals (hundredths)</p> <p>To recognise equivalent fractions and decimals.</p> <p>To understand thousandths as fractions</p> <p>To understand thousandths as decimals</p> <p>To understand thousandths on a place value chart.</p> <p>To order and compare decimals (same number of decimal places)</p> <p>To order and compare any decimals with up to 3 decimal places</p> <p>To round to the nearest whole number</p> <p>To round to 1 decimal place</p>	<p>To understand percentages</p> <p>To understand percentages as fractions</p> <p>To understand Percentages as decimals</p> <p>To find equivalent fractions, decimals and percentages</p>	<p>To calculate the perimeter of rectangles</p> <p>To calculate the perimeter of rectilinear shapes.</p> <p>To calculate the perimeter of polygons</p> <p>To calculate the area of rectangles</p> <p>To calculate the area of compound shapes</p> <p>To estimate area.</p>	<p>To draw line graphs</p> <p>To read and interpret line graphs</p> <p>To read and interpret tables</p> <p>To understand two-way tables</p> <p>To read and interpret timetables</p>

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Summer	Summer 1			Summer 2		
Domain	Measures	Geometry – properties of shape	Geometry - position and direction	Decimals	Number and Place Value	Measures
Objectives	<p>RECAP OF YR3 and 4</p> <p>To understand days weeks and months of time.</p> <p>To convert hours, minutes and seconds.</p> <p>To convert between analogue and digital times</p> <p>To convert to the 24 hour clock.</p> <p>To convert from the 24 hour clock.</p>	<p>To understand and use degrees</p> <p>To classify angles</p> <p>To estimate angles</p> <p>To measure angles up to 180</p> <p>To draw lines and angles accurately</p> <p>To calculate angles around a point</p> <p>To calculate angles on a straight line</p> <p>To measure lengths and angles in shapes</p> <p>To recognise regular and irregular polygons</p> <p>To describe and recognise 3D shapes</p> <p>To read and plot coordinates</p> <p>To problem solve with coordinates</p> <p>To translate a shape.</p> <p>To translate using with coordinates</p>		<p>To use known facts to add and subtract decimals within 1</p> <p>To find decimal complements to 1</p> <p>To add and subtract decimals across 1</p> <p>To add and subtract decimals across 1</p> <p>To add decimals with the same number of decimal places</p> <p>To subtract decimals with the same number of decimal places</p> <p>To add decimals with different numbers of decimal places</p>	<p>To understand negative numbers</p> <p>To count through zero in 1s</p> <p>To count through zero in multiples</p> <p>To compare and order negative numbers</p> <p>To find the difference</p>	<p>To understand kilograms and kilometres</p> <p>To understand millimetres and millilitres</p> <p>To convert units of length</p> <p>To compare volume</p> <p>To estimate volume</p> <p>To estimate capacity</p> <p>To convert between metric and imperial units</p> <p>To convert units of time</p> <p>To calculate with timetables</p> <p>To understand cubic centimetres</p>

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		<p>To identify lines of symmetry</p> <p>To reflect in horizontal and vertical lines</p>	<p>To subtract decimals with different numbers of decimal places</p> <p>To use efficient strategies for adding and subtracting decimals.</p> <p>To calculate decimal sequences.</p> <p>To multiply and divide by 10, 100 and 1,000</p>		
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