

Year5 Maths Curriculum 2014	Name:			
<b>Numbers and the number system</b>				
read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit <b>KPI</b>				
count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000				
interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero <b>KPI</b>				
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				
read Roman numerals to 1000 (M) and recognise years written in Roman numerals.				
<b>Addition and subtraction</b>				
add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) <b>KPI</b>				
add and subtract numbers mentally with increasingly large numbers <b>KPI</b>				
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				
<b>Multiplication and division</b>				
identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers <b>KPI</b>				
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				
multiply and divide numbers mentally drawing upon known facts				
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				
recognise and use square numbers and cube numbers, and the notation for squared and cubed				
solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes <b>KPI</b>				
solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign				
solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates <b>KPI</b>				
<b>Fractions and decimals</b>				
compare and order fractions whose denominators are all multiples of the same number <b>KPI</b>				
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				
add and subtract fractions with the same denominator and denominators that are multiples of the same number				
multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams				
read and write decimal numbers as fractions [for example, $0.71 = 71/100$ ] <b>KPI</b>				
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 <b>KPI</b>				
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 100, and as a decimal				
solve problems which require knowing percentage and decimal equivalents of $\frac{1}{2}$ , $\frac{1}{4}$ , $\frac{1}{5}$ , $\frac{2}{5}$ and $\frac{4}{5}$ and those fractions with a denominator of a multiple of 10 or 25. <b>KPI</b>				
<b>Measurement</b>				
convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) <b>KPI</b>				
understand and use approximate 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 <b>KPI</b>				
calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm <sup>2</sup> ) and square metres (m <sup>2</sup> ) <b>KPI</b> and estimate the area of irregular shapes				
estimate volume [for example, using 1 cm <sup>3</sup> blocks to build cuboids (including cubes)] and capacity [for example, using water]				
solve problems involving converting between units of time				
use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling				
<b>Geometry</b>				
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 (o) <b>KPI</b>				
identify: angles at a point and one whole turn (total 360o), angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180o) other multiples of 90o				
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. <b>KPI</b>				
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				
<b>Statistics</b>				
solve comparison, sum and difference problems using information presented in a line graph				
complete, read and interpret information in tables, including timetables <b>KPI</b>				