

Year 5 Medium Term Plan

Year 5 Medium Term Planning Autumn 1	Year 5 Medium Term Planning Autumn 2
<p>Place value to 1,000,000</p> <ul style="list-style-type: none"> ● To read, write, order and compare numbers at least to 1,000,000 and determine the value of each digit. ● To count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000. 	<p>Written methods for multiplication</p> <ul style="list-style-type: none"> ● To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. ● To multiply numbers up to 4 digits by a one- or two-digit number using an efficient written method, including long multiplication for two-digit numbers. ● To solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.
<p>Mental addition and subtraction</p> <ul style="list-style-type: none"> ● To add and subtract whole numbers with more than 4 digits, including using efficient written methods (columnar addition and subtraction). ● To add and subtract numbers mentally with increasingly large numbers. ● To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why 	<p>Divide 4-digit numbers</p> <ul style="list-style-type: none"> ● To divide numbers up to 4 digits by a one-digit number using the efficient written method of short division and interpret remainders appropriately for the context. ● To multiply and divide numbers mentally drawing upon known facts. ● To solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.
<p>Factors of numbers and prime numbers</p> <ul style="list-style-type: none"> ● To identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. ● To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. ● To solve problems involving multiplication and division where larger numbers are used by decomposing them into factors. ● To know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers. ● To establish whether a number up to 100 is prime and recall prime numbers up to 19. 	<p>Fractions and decimals: tenths and hundredths</p> <ul style="list-style-type: none"> ● To compare and order fractions whose denominators are all multiples of the same number. ● To identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths. ● To read and write decimal numbers as fractions (for example, $0.71 = 71/100$).
<p>Using multiplication and division facts</p> <ul style="list-style-type: none"> ● To multiply and divide numbers mentally drawing upon known facts. ● To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. ● To solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. 	<p>Decimals: tenths, hundredths, thousandths</p> <ul style="list-style-type: none"> ● To read, write, order and compare numbers with up to three decimal places. ● To read and write decimal numbers as fractions (for example, $0.71 = 71/100$). ● To round decimals with two decimal places to the nearest whole numbers and to one decimal place. ● To recognise and use thousandths and relate them to tenths, hundredths and decimals equivalents. ● To solve problems involving number up to three decimal places.
<p>Angles</p> <ul style="list-style-type: none"> ● To know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles ● To draw given angles, and measure them in degrees ($^{\circ}$). ● To identify: ● angles at a point and one whole turn (total 360°) ● angles at a point on a straight line and $1/2$ a turn (total 180°) ● other multiples of 90°. 	<p>2D and 3D shapes</p> <ul style="list-style-type: none"> ● To distinguish between regular and irregular polygons based on reasoning about equal sides and angles. ● To use the properties of rectangles to deduce related facts and find missing lengths and angles. ● To identify 3D shapes including cubes and cuboids from 2D representations
<p>Length, perimeter and area</p> <ul style="list-style-type: none"> ● To convert between different units of measure (for example, kilometre and metre; metre and centimetre; centimetre and millimetre; kilogram and gram; litre and millilitre). ● To understand and use equivalences between metric units and common imperial units such as inches, pounds and pints. ● To use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling. ● To measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres. ● To calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular shapes. 	<p>Tables and bar charts</p> <ul style="list-style-type: none"> ● To complete, read and interpret information in tables, including timetables

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<p>Negative numbers, and solving problems involving numbers</p> <ul style="list-style-type: none"> ● To read, write, order and compare numbers at least to 1,000,000 and determine the value of each digit. ● To count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000. ● To interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero. ● To round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000. ● To solve number problems and practical problems that involve all of the above. 	<p>Addition and subtraction: mental and written methods for large numbers</p> <ul style="list-style-type: none"> ● To add and subtract whole numbers with more than 4 digits, including using efficient written methods (columnar addition and subtraction). ● To add and subtract numbers mentally with increasingly large numbers. ● To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. ● To use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy
<p>Addition and subtraction of large numbers and money</p> <ul style="list-style-type: none"> ● To add and subtract whole numbers with more than 4 digits, including using efficient written methods (columnar addition and subtraction). ● To add and subtract numbers mentally with increasingly large numbers. ● To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. ● To use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy. ● To solve problems involving numbers up to three decimal places. 	<p>Multiplication and division: written methods</p> <ul style="list-style-type: none"> ● To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. ● To multiply numbers up to 4 digits by a one- or two-digit number using an efficient written method, including long multiplication for two-digit numbers. ● To divide numbers up to 4 digits by a one-digit number using the efficient written method of short division and interpret remainders appropriately for the context. ● To solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign.
<p>Long multiplication, square numbers and cube numbers</p> <ul style="list-style-type: none"> ● To multiply and divide numbers mentally drawing upon known facts. ● To multiply and divide whole numbers and those involving decimals by 10, 100 and 1000. ● To solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. <ul style="list-style-type: none"> ● To multiply numbers up to 4 digits by a one- or two-digit number using an efficient written method, including long multiplication for two-digit numbers. ● To recognise and use square numbers and cube numbers, and the notation for squared (2) and cubed (3). ● To 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 	<p>Calculating with fractions</p> <ul style="list-style-type: none"> ● To recognise mixed numbers and improper fractions and convert from one form to the other; write mathematical statements > 1 as a mixed number: $2/5 + 4/5 = 6/5 = 11/5$. ● To add and subtract fractions with the same denominator and multiples of the same number. ● To multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.
<p>Adding and subtracting fractions</p> <ul style="list-style-type: none"> ● To recognise mixed numbers and improper fractions and convert from one form to the other; write mathematical statements > 1 as a mixed number: $2/5 + 4/5 = 6/5 = 11/5$. ● To add and subtract fractions with the same denominator and multiples of the same number. 	<p>Percentages</p> <ul style="list-style-type: none"> ● To 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.
<p>Reflections and translations</p> <ul style="list-style-type: none"> ● 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. 	<p>Capacity</p> <ul style="list-style-type: none"> ● To convert between different units of measure (kilometre and metre; metre and centimetre; centimetre and millimetre; kilogram and gram; litre and millilitre). ● To understand and use basic equivalences between metric units and common imperial units such as inches, pounds and pints. ● To estimate volume and capacity ● To use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling
<p>Mass</p> <ul style="list-style-type: none"> ● To convert between different units of measure (kilometre and metre; metre and centimetre; centimetre and millimetre; kilogram and gram; litre and millilitre). ● To understand and use basic equivalences between metric units and common imperial units such as inches, pounds and pints. ● To use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling. 	<p>Line graphs/comparative graphs</p> <ul style="list-style-type: none"> ● To solve comparison, sum and difference problems using information presented in a line graph.

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<p>Negative numbers and Roman numerals</p> <ul style="list-style-type: none"> ● To count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000. ● To interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers through zero. ● To round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 and 100,000. ● To solve number problems and practical problems that involve all of the above. ● To read numerals to 1000 (M) and recognise years written in Roman numerals. 	<p>Addition and subtraction of money</p> <ul style="list-style-type: none"> ● To add and subtract whole numbers with more than 4 digits, including using efficient written methods (columnar addition and subtraction). ● To add and subtract numbers mentally with increasingly large numbers. ● To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.
<p>Adding and subtracting large and small numbers</p> <ul style="list-style-type: none"> ● To add and subtract whole numbers with more than 4 digits, including using efficient written methods (columnar addition and subtraction). ● To add and subtract numbers mentally with increasingly large numbers. ● To solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why. ● To use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy. ● To solve problems involving numbers up to three decimal places. 	<p>Multiplication and division of money</p> <ul style="list-style-type: none"> ● To multiply numbers up to 4 digits by a one- or two-digit number using an efficient written method, including long multiplication for two-digit numbers. ● To multiply and divide numbers mentally drawing upon known facts. ● To identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. ● To solve problems involving multiplication and division where larger numbers are used by decomposing them into factors. ● To solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign.
<p>Long multiplication and division with remainders</p> <ul style="list-style-type: none"> ● To multiply numbers up to 4 digits by a one- or two-digit number using an efficient written method, including long multiplication for two-digit numbers. ● To divide numbers up to 4 digits by a one-digit number using the efficient written method of short division and interpret remainders appropriately for the context. ● To solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign. 	<p>Decimals and fractions</p> <ul style="list-style-type: none"> ● To read, write, order and compare numbers with up to three decimal places. ● To read and write decimal numbers as fractions (for example, $0.71 = 71/100$). ● To recognise and use thousandths and relate them to tenths, hundredths and decimals equivalents. ● To round decimals with two decimal places to the nearest whole numbers and to one decimal place.
<p>Working with fractions</p> <ul style="list-style-type: none"> ● To recognise mixed numbers and improper fractions and convert from one form to the other; write mathematical statements > 1 as a mixed number: $2/5 + 4/5 = 6/5 = 1 1/5$. ● To add and subtract fractions with the same denominator and multiples of the same number 	<p>Problems involving percentages</p> <ul style="list-style-type: none"> ● To 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. ● To solve problems which require knowing percentage and decimal equivalents of $1/2$, $1/4$, $1/5$, $4/5$ and those with a denominator of a multiple of 10 or 25.
<p>Diagonals and problems involving angles</p> <ul style="list-style-type: none"> ● To know angles are measured in degrees; estimate and compare acute, obtuse and reflex angles ● To draw given angles, and measure them in degrees ($^{\circ}$). <p>To identify:</p> <ul style="list-style-type: none"> ● angles at a point and one whole turn (total 360°) ● angles at a point on a straight line and $1/2$ a turn (total 180°) ● other multiples of 90°. ● To use the properties of a rectangle to deduce related facts and find missing lengths and angles. ● To distinguish between regular and irregular polygons based on reasoning about equal sides and angles. 	<p>Perimeter, area and scale drawing</p> <ul style="list-style-type: none"> ● To measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres. ● To calculate and compare the area of squares and rectangles including using standard units, square centimetres (cm^2) and square metres (m^2) and estimate the area of irregular shapes. ● To solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.
<p>Volume, time and money</p> <ul style="list-style-type: none"> ● To estimate volume (e.g. using 1 cm^3 blocks to build cubes and cuboids) and capacity (e.g. using water). ● To use all four operations to solve problems involving measure (e.g. length, mass, volume, money) using decimal notation including scaling ● To solve problems involving converting between units of time. 	<p>Using tables, and line graphs</p> <ul style="list-style-type: none"> ● To complete, read and interpret information in tables, including timetables. ● To solve comparison, sum and difference problems using information presented in a line graph.