## Number and place value

- read, write, order and compare numbers to at least 1000000 and determine the value of each digit
- count forwards or backwards in steps of powers of 10 for any given number up to 1000000
- interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero
- round any number up to 1000000 to the nearest $10,100,1000,10$ 000 and 100000
- solve number problems and practical problems that involve all of the above
- read Roman numerals to $1000(\mathrm{M})$ and recognise years written in Roman numerals.


## Fractions including decimal

- 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
- 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
- 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 decima places
- solve problems involving number up to three decimal places
- recognise the per cent symbol (\%) and understand that per cen


## Addition and Subtraction

- add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)
- 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
- solve addition and subtraction multi-step problems in contexts deciding which operations and methods to use and why.


## Measures

- convert between different units of metric measure (for example kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)
- 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
- calculate and compare the area of rectangles (including squares) and including using standard units, square centimetres (cm2) and square metres ( m 2 ) and estimate the area of irregular shapes
- estimate volume [for example, using 1 cm 3 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.


## Multiplication and Division

- identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers
- $\square$ 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 numbers up to 19
- $\square$ 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
- $\square$ multiply and divide numbers mentally drawing upon known facts
- $\square$ 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
- $\square$ 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 (2) and cubed (3)
- solve problems involving multiplication and division including using their knowledge of factors and multiples, squares and cubes
- $\quad \square$ solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign $\square$ solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates.


## Geometry - properties of shape

- 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)
- identify: - angles at a point and one whole turn (total 360o angles at a point on a straight line and a turn (total 1800), othe multiples of 90 o
- 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


## Geometry - position and direction

- 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

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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 $1 / 2,1 / 4,1 / 5,2 / 5,4 / 5$ and those fractions with a denominator of a multiple of 10 or 25 .


## Statistics

- solve comparison, sum and difference problems using information presented in a line graph
- complete, read and interpret information in tables, including timetables.

