

Bloxham Yearly Overview Year 5

Term 1	
Strand	Key Learning
Place value	<ul style="list-style-type: none"> • Read, write, compare and order 5-digit numbers • understanding the place value and using < and > signs • add and subtract multiples of 10, 100 and 1000 to and from 5-digit numbers • use written addition to add two 4-digit numbers
Addition and subtraction	<ul style="list-style-type: none"> • add and subtract 2-digit numbers mentally • choose a strategy for solving mental additions or subtractions • solve word problems
Multiplication and division	<ul style="list-style-type: none"> • understand place value in decimal numbers • multiply and divide numbers up to two decimal places by 10 & 100 • multiply and divide by 10 and 100 • add and subtract 0.1 and 0.01 • multiply and divide by 4 by doubling or halving twice • use mental multiplication strategies to multiply by 20, 25 and 9
Subtraction	<ul style="list-style-type: none"> • solve subtraction using a written method for 3-digit - 3-digit numbers and for 4-digit numbers • use counting up (Frog) as a strategy to perform mental subtraction • find change from a multiple of ten pounds using counting up
Term 2	
Strand	Key Learning
Fractions	<ul style="list-style-type: none"> • Recognise which numbers are divisible by 2, 3, 4, 5, 6, 9 and 25 and identify multiples • find factors • compare and place fractions on a line • find equivalent fractions and reduce them to their simplest form
Multiplication and division	<ul style="list-style-type: none"> • use mental strategies to multiply and divide multiples of 10 and 100 • use a written method to multiply 3-digit and 4-digit numbers by 1-digit numbers and estimate answers, divide 3-digit numbers by 1-digit numbers using written method, express remainders as fraction
Fractions and decimals	<ul style="list-style-type: none"> • place numbers to 100 000 and decimals up to two places on a line, round numbers to the nearest 10, 100 and 1000 and decimals up to two places to the nearest whole number • compare and order numbers with up to two decimal places • reduce fractions to their simplest form • know and recognise equivalent fractions and decimals to half, tenths and fifths
Multiplication and division	<ul style="list-style-type: none"> • revise mental and written addition and subtraction strategies • choose to use a mental strategy or written method to solve addition and subtraction • solve multiplication and division questions including 2- and 3-digit by 1-digit and 2-digit by 2-digit using a mental or a written method • identify the operation being used on numbers • understand that addition and subtraction are inverse operations multiplication and division • use function machines

Term 3	
Strand	Key learning
Place value Multiplication and division Decimals	<ul style="list-style-type: none"> • Read, write and order numbers with up to 6 digits and understand the place value of each digit • place 6-digit numbers on a number line • solve place value additions & subtractions with 6-digit numbers • understand place value in decimal numbers as 1/10s & 1/100s • multiply and divide by 10 /100/1000 using a place value grid • understand place value in decimal numbers to 2-decimal places • place decimal numbers on a line • round two-place decimal numbers to nearest tenth and whole number • say the number a tenth or a hundredth more
Decimals Problem solving Subtraction	<ul style="list-style-type: none"> • use mental addition strategies for decimals & whole numbers • use counting on as a strategy to perform mental addition of 2-place decimals to the next whole number • solve missing number sentences • use mental strategies to solve word problems • use counting up as a strategy to perform written subtraction
Division Multiplication	<ul style="list-style-type: none"> • use rules of divisibility to find if numbers are divisible by 2, 3, 4, 5, 9 and 10 • identify prime numbers • revise finding factors of numbers • find squares and square roots of square numbers • make and test rules • use mental multiplication and division strategies • relate mental division strategies to multiples of ten of divisor
Money	<ul style="list-style-type: none"> • use a written column method to add amounts of money • add 2-place decimals using written column addition • subtract decimal numbers using counting up (Frog)
Term 4	
Strand	Key learning
Multiplication and division	<ul style="list-style-type: none"> • Use a written method (grid) to multiply pairs of 2-digit numbers • use short division to divide 3-digit numbers by 1-digit numbers, including those which leave a remainder
Fractions Multiplication	<ul style="list-style-type: none"> • find unit fractions and non-unit fractions of 3-digit numbers • use short multiplication to multiply 3-digit numbers by 1-digit numbers • begin to use short multiplication to multiply 4-digit numbers by 1-digit numbers
Fractions	<ul style="list-style-type: none"> • place mixed numbers on lines • count up in fractions using equivalence • convert improper fractions to mixed numbers and vice versa • write improper fractions as mixed numbers and vice versa • multiply proper fractions by whole numbers
Subtraction Addition Solve problems	<ul style="list-style-type: none"> • solve subtraction of 4-digit numbers using written column subtraction (decomposition) • add several numbers using written column addition • use column addition to solve problems and answer questions

Term 5	
Strand	Key learning
Money	<ul style="list-style-type: none"> Mentally add 2-place decimal numbers in the context of money using rounding add several small amounts of money using mental methods mentally subtract amounts of money including giving change calculate the difference between two amounts using counting up (Frog) solve word problems, including 2-step problems, choosing an appropriate method
Fractions Multiplication Decimals	<ul style="list-style-type: none"> multiply fractions less than 1 by whole numbers, convert improper fractions to whole numbers use short multiplication to multiply 3-digit and 4-digit numbers by 1-digit numbers use long multiplication to multiply 2-digit and 3-digit numbers by teens numbers read, write and compare decimals to three decimal places begin to understand the third decimal place represents 1000ths multiply and divide numbers by 10, 100 and 1000 using 3-place decimal numbers in the calculations place 2-place decimals on a number line and round them to the nearest tenth and whole number
Decimals Addition and subtraction	<ul style="list-style-type: none"> read, write, order and compare 3-place decimal numbers using a number line understand and use negative numbers in the context of temperature add 5-digit numbers using written column addition subtract 5-digit numbers using written method (decomposition) check answers to subtractions using addition (written column method) solve subtractions of 4- and 5-digit numbers using written column subtraction (decomposition) or Frog (counting up)
Term 6	
Strand	Key learning
Multiplication and division Fractions	<ul style="list-style-type: none"> Identify factors and multiples, find factor pairs revise equivalent fractions compare and order fractions with related denominators add fractions with same denominator, then related denominators then convert answer into a mixed number subtract fractions with same denominator, then related denominators revise multiplying fractions by whole numbers
Multiplication and division	<ul style="list-style-type: none"> use short division to divide 3-digit numbers by 1-digit numbers and 4-digit numbers by 1-digit numbers, including those which leave a remainder express a remainder as a fraction use long multiplication to multiply 3-digit and 4-digit numbers by teens
Decimals, percentages and their equivalence to fractions	<ul style="list-style-type: none"> understand what percentages are, relate them to hundredths know key equivalences between percentages and fractions, use these to find percentages of amounts of money find equivalent fractions, decimals and percentages solve problems involving fraction and percentage equivalents write dates using Roman numerals
Multiplication and division Measurement Statistics	<ul style="list-style-type: none"> find cubes of numbers to 10 draw and interpret line graphs showing change in temperature over time begin to understand rate use timetables with times written using the 24-hour clock use Frog to find time intervals of several hours and minutes solve problems involving scaling by simple fractions use factors to multiply solve problems involving rate

Themed strands that are linked to other subjects

Measurement	<ul style="list-style-type: none"> • Revise converting 12-hour clock times to 24-hour clock times • find a time a given number of minutes or hours and minutes later • calculate time intervals using 24-hour clock format • measure lengths in mm and convert to cm • find perimeters in cm and convert cm to m
Measurement Shape	<ul style="list-style-type: none"> • Use a protractor to measure and draw angles in degrees • recognise, use terms and classify angles as obtuse, acute and reflex • recognise that angles on a line total 180° and angles round a point total 360° • identify and name parts of a circle including diameter, radius and circumference • draw circles to a given radius using a pair of compasses • relate angles to turns, and recognise that a 360° angle is a complete turn • use angle facts to solve problems related to turn
Measurement Shape	<ul style="list-style-type: none"> • Know properties of equilateral, isosceles, scalene and right-angled triangles • find that angles in a triangle have a total of 180°; sort triangles according to their properties; • use scales to weigh amounts to the nearest half interval; • convert from grams to kilograms and vice versa, from millilitres to litres and vice versa, and from metres to kilometres and vice versa; • read scales to the nearest half division; understand that we measure distance in kilometres and miles; • use ready reckoning to give approximate values of miles in kilometres and vice versa; draw line conversion graphs
Measurement Shape	<ul style="list-style-type: none"> • Understand what a polygon is; • draw polygons using dotted square and isometric paper; • revise terms obtuse, acute and reflex angles, perpendicular and parallel sides; • recognise quadrilaterals as polygons and identify their properties; • classify quadrilaterals; • draw regular polygons and explore their properties; • revise SI units of weight, capacity and length; • understand that we can measure in Imperial units and relate these to their instances in daily life
Shape Position and direction	<ul style="list-style-type: none"> • Read and mark co-ordinates in the first two quadrants; • draw simple polygons using co-ordinates; • translate simple polygons through simple consistent changes to the co-ordinates; • reflect simple shapes in the y-axis or in a line, noting what happens to the co-ordinates; • translate simple shapes and note what happens to the co-ordinates; • draw 2D shapes, regular and irregular, using given dimensions and angles; use the properties of 2D shapes, including rectangles, to deduce related facts; • identify 3D shapes from 2D representations; create 3D shapes using 2D nets; • draw 3D shapes
Measurement Shape	<ul style="list-style-type: none"> • Find the area and perimeter of squares and rectangles by calculation; • estimate and find the area of irregular shapes; • calculate the perimeter and area of composite shapes; • use the relations of area and perimeter to find unknown lengths • begin to understand the concept of volume; • find the volume of a cube or cuboid by counting cubes; • understand volume as measurement in three dimensions; • relate volume to capacity; • recognise and estimate volumes