## Year 5 End of Year Maths Expectations

## Working at the Expected Standard (EXP):

Pupil(s) are confidently and independently able to apply their knowledge:

## Number \& Place Value

> Read, write, order and compare numbers up to at least 1,000,000 and determine the value of each digit.
> 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.
> 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 ordering and comparing numbers up to $1,000,000$, counting forwards or backwards in steps, interpreting negative numbers and rounding.
> Read Roman numerals up to $1000(\mathrm{M})$ and recognise years written in Roman numerals.

## Addition \& Subtraction

> Add and subtract whole numbers with more than 4 digits, 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.

## Multiplication \& Division

> Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers.
> Know and use the vocabulary of prime numbers, prime factors and composite (nonprime) numbers.
> 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 (2) and cubed (3).
> Solve problems involving multiplication and division, including using his/her knowledge of factors and multiples, squares and cubes.
> 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.

## Fractions

> 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 e.g. $2 / 5+4 / 5=$ $6 / 5=1$ and $1 / 5$.
> 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 e.g. $0.71=71 / 100$.
> 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.
> Solve problems involving numbers with up to three decimal places.
> Recognise the percent symbol (\%), understand that percent 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.

## 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 $\left({ }^{\circ}\right)$.
$>$ Identify angles at a point and one whole turn (total $360^{\circ}$ ).
$>$ Identify angles at a point on a straight line and $1 / 2$ a turn (total $180^{\circ}$ ).
> Identify other multiples of 90 .
> 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.

## Position \& 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.

## Measurement

> 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 ( $\mathrm{cm}^{2}$ ) and square metres ( $\mathrm{m}^{2}$ ), and estimate the area of irregular shapes.
> Estimate volume e.g. using $1 \mathrm{~cm}^{3}$ blocks to build cuboids (including cubes) and capacity e.g. using water.
> Solve problems involving converting between units of time.
> Use all four operations to solve problems involving measure e.g. length, mass, volume, money, using decimal notation, including scaling.

## Statistics

> Solve comparison, sum and difference problems using information presented in a line graph.
> Complete, read and interpret information in tables, including timetables.

