



Maths Medium Term

Year: 5

Term: Autumn

Teacher: Miss Mills

Week	Topic	Objectives
1	NUMBER AND PLACE VALUE	To be able to partition 3 and 4 digit numbers To be able to state the value of any given digit up to 1000,000. To compare large whole numbers. To compare and order numbers. To add and subtract 1s, 10s and 100s. To round numbers to the nearest 10, 100 and 1000.
2	NUMBER AND PLACE VALUE (IN DECIMALS)	To identify the value of each digit to two decimal places. To compare numbers to two decimal places. To count beyond zero. To order decimal numbers. To understand the effect of multiplying and dividing by 10 and 100. To be able to use mental methods for whole number calculations.
3	ADDITION	To be able to estimate answers using knowledge of rounding and place value. To be able to solve addition calculations using mental methods. To be able to use jotting to solve addition calculations. To be able to use solve addition calculations with 4 digits using written methods. To be able to solve 2 step addition problems.
4	SUBTRACTION	To be able to estimate answers using knowledge of rounding and place value. To be able to solve subtraction calculations using mental methods. To be able to use jotting to solve subtraction calculations (number line). To be able to use solve subtraction calculations with 4 digits using written methods. To be able to solve 2 step subtraction problems. To be able to solve 2 step addition and subtraction problems, deciding on which methods and operations to use.
5	MONEY	To be able to estimate answers using knowledge of rounding and place value.



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		<p>To be able to add amounts of money using written method.</p> <p>To be able to subtract amount of money using written method.</p> <p>To be able to calculate change from £10, £20 or £50 or beyond.</p> <p>To be able to solve addition and subtraction problems in the context of money.</p>
6	MULTIPLICATION AND DIVISION	<p>To be able to identify what a factors and prime numbers are.</p> <p>To know how to find all the pairs of factors of a number.</p> <p>To know how to find prime numbers.</p> <p>To record square number using (²).</p>
7	FRACTIONS	<p>To be able to compare and order fractions.</p> <p>To be able to identify equivalent fractions.</p> <p>To be able to read and write decimal numbers as fractions.</p>
8	FRACTIONS	<p>To find fractions of an amount.</p> <p>To find fractions of quantity.</p> <p>To be able to solve problems involving fractions.</p>
9	MULTIPLICATION TO SOLVE PROBLEMS	<p>To be able to estimate answers.</p> <p>To be able to solve multiplication calculations using mental methods.</p> <p>To be able to use jotting to solve multiplication calculations.</p> <p>To be able to use solve multiplication calculations using written methods (grid method, expanded method and compact method).</p> <p>To be able to solve 2 step multiplication problems.</p>
10	DIVISION TO SOLVE PROBLEMS	<p>To be able to estimate answers.</p> <p>To be able to solve division calculations using mental methods.</p> <p>To be able to use jotting to solve division calculations.</p> <p>To be able to use solve division calculations using written methods.</p> <p>To be able to solve 2 step division problems.</p>



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		To solve word problems that involves multiplication and division.
11	SHAPE AND POSITION AND DIRECTION	To measure and calculate the perimeter of rectangular shapes. To sort regular and irregular polygons. To estimate and compare acute, obtuse and reflex angles. To draw given angles and measure them in degrees. To use the properties of rectangles to find missing lengths and angles.
12	TIME	To read 12 hour and 24 hour clocks. To be able to write time in 12 hour and 24 hour clocks. To be able to convert time to a digital 12 hour and 24 hour clock.
13	TIME	To be able to convert units of time e.g. seconds, minutes To be able to solve problems involving time. To be able to read and interpret information in timetables.
14	STATISTICS	To be able to interpret continuous and discrete data. To read and understand scales. To be able to read, complete and interpret information presented in tables. To solve problems involving data presented in a line graph.