

# Key Year 5 Understanding

- Multiply and divide any whole number up to 10 000 by 10 or 100.
- Round numbers with 2 decimal place to the nearest whole number, e.g. 9.71 rounds up to 10, 147.48 rounds down to 147. (NB We only look to the first column on the right of the whole number to decide if rounding up or remaining the same.)
- Use tables knowledge to find fractions of amounts eg if I know  $6 \times 4 = 24$  then I know  $\frac{1}{6}$  of 24 = 4 and  $\frac{1}{4}$  of 24 = 6
- Work out in their head the difference between two numbers such as 3994 and 9007. (By knowing that 3994 is 6 away from 4000 and the jump to 9007 is then 5007 and can be easily calculated mentally.)
- Know the difference between negative and positive numbers eg by comparing temperatures
- To know and apply mental calculation tricks for multiplying and dividing eg doubling and doubling again for finding 4 times, and doubling again to find 8 times. To find 5 lots multiply by 10 and half.
- Maximise opportunities to measure in grams and kilograms in litres and millilitres in the kitchen and in mm, cm, m and km (Car journeys offer a variety of opportunities to discuss imperial measure.
- Be able to calculate how long in weeks and days until a significant event eg next birthday.

Continuing to develop time telling skills, moving between the 12 hour and 24 hour clock requires regular practice. Timetables for buses and trains are invariably in 24 hour format and are a good resource to support children's growing awareness of when they may need to apply their knowledge outside the maths lesson.

## Fun activities to do at home:

### Car numbers

- Try reading a car number as a measurement in centimetres, then converting it to metres, e.g. 456cm, which is 4.56m, or 4m and 56cm.
- Try this with car numbers that have zeros in them, e.g. 307cm, which is 3.07m or 3m and 7cm; 370cm, which is 3.7m, or 3m and 70cm. These are harder!

### Dicey subtractions

- Take turns to roll a dice twice.
- Fill in the missing boxes.

$$4000 - 3990$$

$$\text{e.g. } 4002 - 3994$$

- Count on from the smaller to the larger number, e.g. 3995, 3996, 3997, 3998, 3999, 4000, 4001, 4002.
- You counted on 8, so you score 8 points.
- Keep a running total of your score.
- The first to get 50 or more points wins.



## Tables

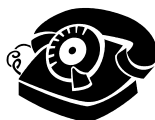
Make a times-table grid like this.

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

- Shade in all the tables facts that your child knows, probably the 1s, 2s, 3s, 4s, 5s and 10s.
- Some facts appear twice, e.g.  $7 \times 3$  and  $3 \times 7$ , so cross out one of each.
- Are you surprised how few facts are left? .
- There might only be 10 facts to learn. So take one fact a day and make up a silly rhyme together to help your child to learn it, e.g. *nine sevens are sixty-three, let's have lots of chips for tea!*

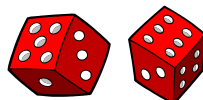
## Telephone challenges

- Challenge your child to find numbers in the telephone directory where the digits add up to 42.
- Find as many as possible in 10 minutes.
- On another day, see if they can beat their previous total.



## Target 1000

- Roll a dice 6 times.
- Use the six digits to make two three-digit numbers.
- Add the two numbers together. How close to 1000 can you get?



# How to help your Year 5 child.



# A booklet for parents.