Maths, Year 5, Summer 2

What I will know by the end of the Spring 2 term

Arithmetic 1	I can use derived produces to calculate multiplications e.g. 4 x 6 = 24 so 4 tenths x 6 = 24 tenths. I can multiply decimal numbers by multiples of powers (up to 3 d.p). I can use derived products to calculate divisions. I can divide decimal numbers by multiples of powers (up to 3 d.p).
Geometry	I can recognise, name and sketch polygons, including various special triangles and quadrilaterals. I can compare angles using < > and =
Data & Measure	I can solve problems involving speed, distance and time (using a double number line). I can convert between fractions, decimals and percentages. I can identify common factors, multiples and prime numbers.
Arithmetic 2	I can evaluate terms in an expression that includes brackets. I can insert brackets in an expression so it has a specified value e/g/ 2 x 5 + 1 + 2 to equal 16.
Reasoning	I can calculate time durations by interpreting information in a grid. I can calculate equivalences and fractions of periods in time.
Additional Coverage	I can convert between fractions. I can add and subtract decimals finding compliments of 1.

Useful Links

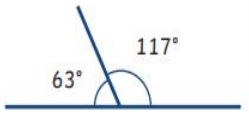
https://www.mymaths.co.uk/
https://play.ttrockstars.com/auth/school/student/64764
https://www.bbc.co.uk/teach/supermovers/ks2-maths-collection/z7frpg8
https://home.oxfordowl.co.uk/maths/primary-multiplication-division/help-with-times-tables/

Identifying Angles

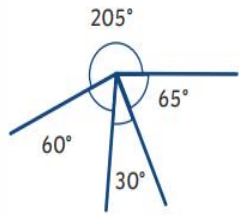
Acute Angles
Any angle that measures less than 90° is called an **acute** angle.

Obtuse Angles
Any angle that measures greater than 90° and less than 180° is called an **obtuse** angle.

Reflex Angles
Any angle that measures greater than 180° is called a **reflex** angle.



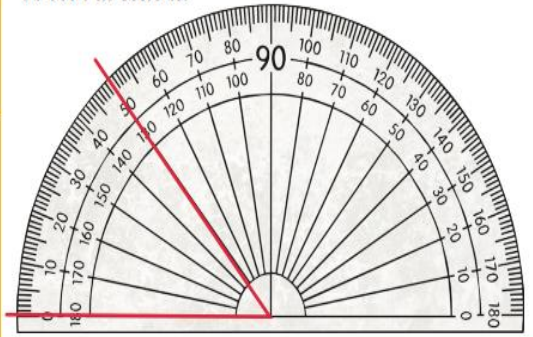
Angles on a straight line always total 180°.



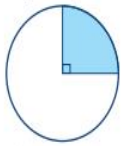
Angles around a point always total 360°.

Measuring and Drawing Angles

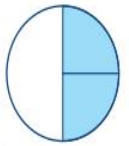
To measure angles, we use a protractor. Look carefully at how the numbers on the scale count from 0° to 180° in both directions.



Multiples of 90° can be used as descriptions of a turn.

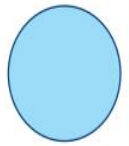


$\frac{1}{4}$ turn = 90°



$\frac{1}{2}$ turn = 180°

$\frac{3}{4}$ turn = 270°



1 turn = 360°

Related Calculations

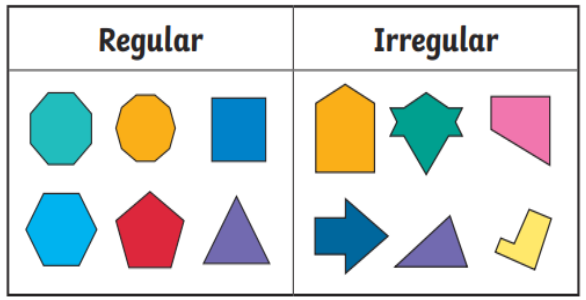
8 × 9 = 72 80 × 9 = 720	9 × 8 = 72 90 × 8 = 720
72 ÷ 9 = 8 720 ÷ 9 = 80	72 ÷ 8 = 9 720 ÷ 8 = 90

Prime Numbers

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

A common factor is a factor of 2 or more numbers.

Regular and Irregular Polygons

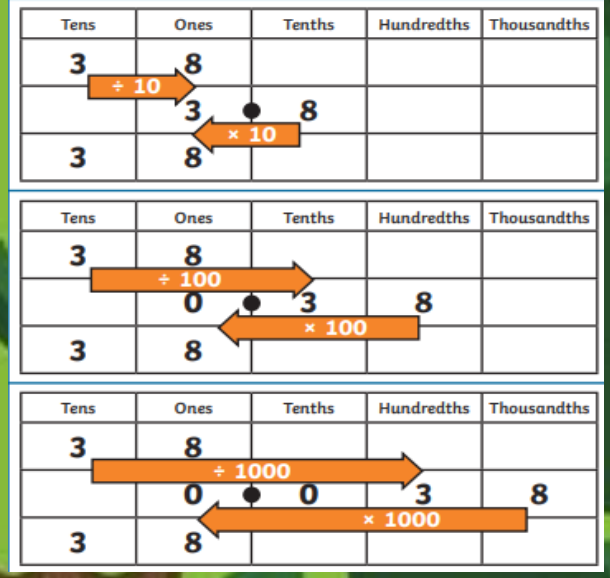


A polygon is any two-dimensional shape formed with straight lines.

In a regular polygon, all the sides and angles are equal.

In an irregular polygon, the sides and angles are not equal.

Multiplying and Dividing by 10, 100 and 1000



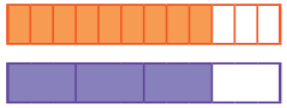
Simplify Fractions

$\frac{9}{12}$

Factors of 9: 1, 3, 9

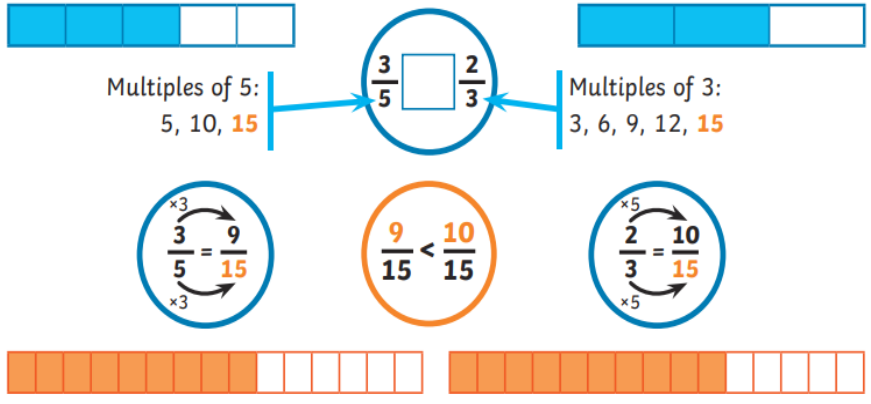
Factors of 12: 1, 2, 3, 4, 6, 12

$\frac{9}{12} = \frac{3}{4}$ (÷3)

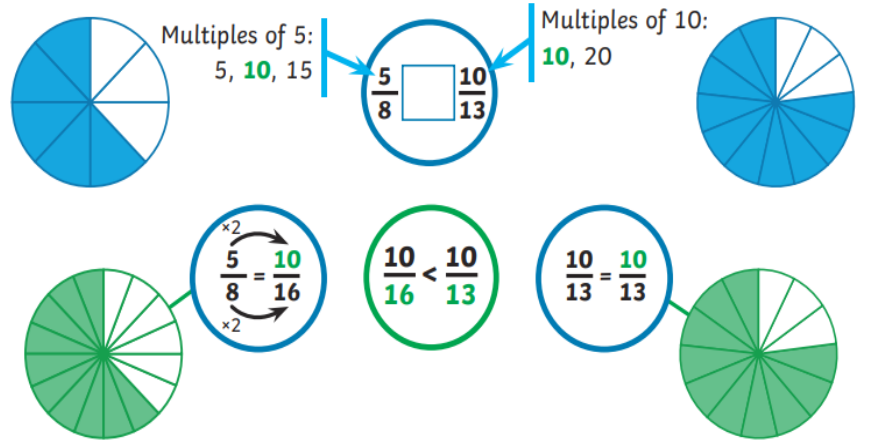


Compare and Order Fractions

Use the Common Denominator



Use the Common Numerator



Useful Vocabulary:

Expression	A Maths Story with a minimum of two numbers and at least one maths operation (+, −, x, or ÷).
Polygon	A flat, two-dimensional (2D) shape with straight sides that are fully closed.
Common factor	A whole number which is a factor of two or more numbers.
Prime number	A positive, whole number that is only divisible by 1 and itself.
Percentage	A percentage is a **part of a whole**. It expresses a part of a whole number as parts out of 100. A percentage is shown by the symbol %.
Duration	The time during which something exists or lasts.