Year 5 Maths Knowledge Organisers Summer

Week	Week	Week	Week	Week	Week	Week	_	Week	Week	Week	Week	Week	Week	Week
1	2	3	4	5	6	7		1	2	3	4	5	6	7
4OPS Place value + & - X & ÷	Fractions, decimals <u>%</u>	Missing numbers		etry 1 etry 2	<u>Tir</u>	<u>me</u>	Half term	4OPS Place value + & - X & ÷	Position & direction		<u>Statistics</u>	Со	nsolidat	on







- 1 more
- 1 less
- Greater than
- Less than
- Equal
- Equivalent
- Millions
- **Thousands**
- Hundreds
- Tens
- Ones
- Zero
- Place Value
- Order
- Round
- Negative Number
- Digit

More or Less +1,000 Number 1,000 more 4,600 5,600 6,643 7,643 9,021 8,021

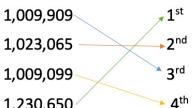
1,230,650

Place Value

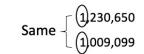
Y5/6

Ordering

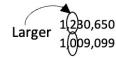
Order from largest to smallest



· Look at the largest digit first (millions)



• Then go to the next digit. If the digit it greater, then the number is larger



Rounding

Round 3,576,219 to the nearest million

Identify the millions

(3)576,219

Look at the digit beside the millions

Rounding rhyme – 0,1,2,3,4 stays the number before

-1,000

5,6,7,8,9 rounds up on the number line

So, rounding 3,576,219 to the nearest million will mean it will round up on the number line because of the 5 digit in the hundred thousands.

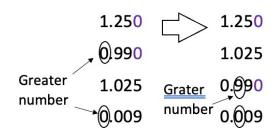
4,000,000

Ordering Decimals

Order starting with the smallest

1.25 0.99 1.025 0.009

Add place holders (write zeros) and follow the steps above



Roman Numerals

| = 1 · Bridging numbers Value = 5 V,L and D (you can't have 2 together)

Xylophones = 10 ● Top rule - you cannot have more than 3 of the same letter in a row

Like = 50

MMXXIII = 2023

Cows = 100 Do = 500

Milk = 1000

Recognise value of digits

What is the value of 4?

1,042,851

Move from the ones across writing the value of the column above



Forty thousand



- ➤ Add
- Plus
- > Total
- > Sum
- Altogether
- > Equals
- Digit
- Tens
- Ones
- Hundreds
- Subtract
- Minus
- > Take away
- Regroup

Add and subtract mentally

1.3 digit and ones

Circle the ones and subtract

2.3-digits and tens Circle the tens and add 839 + 60 = 899

$$3 + 6 = 9$$

3. 3-digit and hundreds
Circle the hundreds
649 – 400 = 249

$$6 - 4 = 2$$

Prove all with resources and drawings in school. E.g.

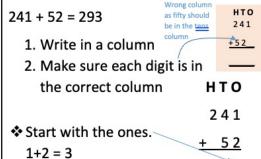
$$243 - 30 = 213$$



Column addition example

	4	5	8	6	4
+	2	3	4	9	7
	6	9	3	6	1
		1	1	1	

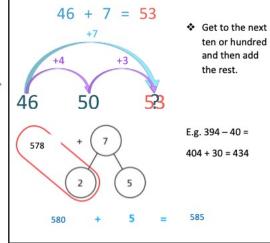
Column addition (without regrouping)



Then go to the tens.

2,93

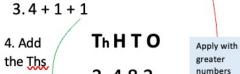
Mental addition and subtraction bridging



Addition and subtraction Y5/6

Column addition (with regrouping)

1. Start with ones, 2 + 8 = 10
So regroup by carrying
The 1 to the tens column



2 482 number up to 1
+ 3 138
5 620

Column subtraction example

	3	5	⁶ 7	13 / 4	¹ 2′
-		3	4	7	6
	3	2	2	6	6

<u>Column subtraction (with regrouping)</u>

- ➤ Start with ones, 5 7, you cannot do so regroup by taking one ten from the 7, leaving 6 tens, and put in the ones column to make 15. 15 6 = 9
- ➤ Next, the tens. 6 8, you cannot do so regroup by taking one of the hundreds, leaving 7 hundred, and put it in the tens column to make 16.

$$16 - 8 = 8$$

$$\triangleright$$
 Finally, $7-2=5$



589

You cannot do 5 – 7 so go to the tens column. Take a ten to leave 6 tens and make 15 in the ones column.



Click here to

Vocabulary Missing number Add

5|5|6|2|2

With all column

missing number

carries.

problems, go through

the normal method

and note down your

Inverse operations

? - 764 =

Some missing

number problems

inverse to find the

need to use the

missing value.

999 - 764 = 235

Click here to

return to

selection

page

999

- Plus
- Total
- Sum
- Altogether
- Equals
- Digit
- **Tens**
- Ones
- **Hundreds**
- Subtract
- Minus
- Take away
- Regroup

Add and subtract mentally

1.3 digit and ones

Circle the ones and subtract

2.3-digits and tens Circle the tens and add 839 + 60 = 899

$$\frac{3+6}{3+6} = 9$$

3. 3-digit and hundreds Circle the hundreds 649 - 400 = 249

$$6 - 4 = 2$$

Prove all with resources and drawings in school. E.g.

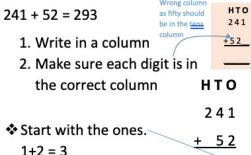


Column addition

example

		1	1	1	
	6	9	3	6	1
+	2	3	4	9	7
	4	5		6	4

Column addition (without regrouping)



Then go to the tens.

Mental addition and subtraction bridging 46 + 7 = 53. Get to the next ten or hundred and then add the rest. 46 50 E.g. 394 - 40 = 578 404 + 30 = 434



Column addition (with regrouping)

1. Start with ones, 2 + 8 = 10So regroup by carrying The 1 to the tens column

$$2.8 + 3 + 1 = 12$$

Don't forget to add the 1 That you regrouped!

$$3.4 + 1 + 1$$

4. Add

2,93

the Ths.

	Th H T O	Apply with
	2 4 8 2	greater numbers up to 1
+	3 1 3 8	
	5 6 2 0	

Column subtraction example

	3	5	⁶ 7	¹³ ⁄⁄	12
-		3	4	7	6
	3	2	2	6	6

Column subtraction (with regrouping)

- ➤ Start with ones, 5 7, you cannot do so regroup by taking one ten from the 7, leaving 6 tens, and put in the ones column to make 15. 15 - 6 = 9
- ➤ Next, the tens. 6 8, you cannot do so regroup by taking one of the hundreds, leaving 7 hundred, and put it in the tens column to make 16. 16 - 8 = 8

$$16 - 8 = 8$$

$$\triangleright$$
 Finally, $7-2=5$

¹8 7 5 287

589

HTO

You cannot do 5 -7 so go to the tens column. Take a ten to leave 6 tens and make 15 in the ones column.

- **≻**Multiply
- **►** Multiplication
- ➤ Lots of
- **≻**Times
- **▶** Division
- ▶ Grouping
- **>** Sharing
- **≻**Arrays

Short division

 $217 \div 7 = 31$

- 1. This division is quicker because you are dividing by a times table up to 12. This example is dividing by 7.
- 2. Write in a bus stop

7 217

3. Look at the first digit in 217. How many 7s are in 2? Zero.

	U	-	_
7	(2	1	7

4. Look at the next digit with the 2. How many 7s in 21? Three.

	031	į
7	21)7	

5. How many 7s in 7? One.

Highest common factor (HCF)

What is a factor?

- A factor is a number that goes into another number.
- . LCF is when you compare 2 or more numbers, list their factors and identify what factor is common between them. The highest value is the HCF.

Top tip - list the factors as pairs and start from 1, then go to 2, 3, etc. ctors for 12

		Fa
actors	for 16	
1	16	1
2	8	2
	۰	3
4	4	\perp

HT0

324

<u>3 2</u>4

X 1 3

9 7 2 HTO

3 2 4

X 13

972

3 2 4 0

4212

What is the HCF for 16 and 12?

4 is the HCF.

Multiplication and

division Y5/6

2 is a common factor but it isn't the highest.

0 - orders (squared or cubed)

Order of operations

Remember BODMAS

D - division

B - brackets

M - multiplication

A – addition

S - subtraction

Follow this order to complete calculations correctly.

E.g. $(16-10) \div 3 = ?$

1. Brackets 1st, so 16-10=6

2. Then, $6 \div 3 = 2$

So, (16-10) ÷ 3

equals 2.

Important facts

Apply times tables

you know... $2 \times 8 = 16$ 20 has a 0 so your 20 x 8 = 160 1

If you know $2 \times 8 = 16$, then

will have 1 zero as $2 \times 80 = 160$ it is 10x

Top tip – look at the number of zeros. This tells you if you need to write any zeros in your answer total, 20 and

20 x 80 = 1600

zeros as it is 100x greater

Column multiplication

324 x 13

1. Write the calculation in a column. Make sure the digits are in the correct column. HT0







- 2. Start with multiplying the 3 in 13 with the ones column. So,
- 3x4 =12. Carry the 1 in the number 12 into the tens column. 3. Move onto 3x2 (the tens column) and add the extra 1 that you H T O carried, 3x2=6, add 1=7
- 4. Then, 3x3 (in the hundreds column), which is 9
- 5. You have multiplied the 3 in 13, now move onto the 1 ten in 13.
- 6. Put a zero (0) in the ones column as we are x by 10 not 1.
- 7. Then follow the same process described in the previous Steps but multiplying each digit by 1 instead (1x4,1x2,1x3)
- 8. Finally, 972 + 3240 = 4212. Use the column method (see the addition and subtraction KO for support)

Long division

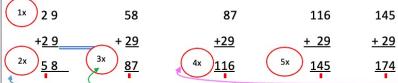
$$6786 \div 29 = 234$$

29 6786

Anything x0 is always 0 as you do not have

any groups.

1. You don't know the 29x table? Calculate the first 5 numbers in the 29x table by adding 29 five times.



2. 29 6786

How many 29s in 6? Zero. So go to the next digit to make 67 and write 0.

023 4. 29 6 786

How many in 98? Three. 98-87=11

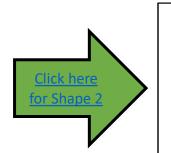
02 3. 29 6 7 8 6

How many 29s in 67? Use your notes to help. Two times. 67-58=9. Carry the 9 to the next column. 0234

5. 29 6 7 8 6

How many 29s in 116? Four times.





- **≻**Angle
- ➤ Right Angle
- ➤ Acute Angle
- ➤ Obtuse Angel
- ➤ Reflex Angle
- ➤ Triangle
- ➤ Isosceles Triangle
- ➤ Scalene Triangle
- ➤ Right Angled Triangle
- **≻**Equilateral Triangle
- **➢** Diameter
- ➤ Vertically opposite
- **≻**Angles

The Angles Right Angles are 90° 90° but less than 180°

Vertically opposite angles are

always the same

 35°

other side is 35°

180° to find b.

 $180^{\circ} - 35^{\circ} = 145^{\circ}$

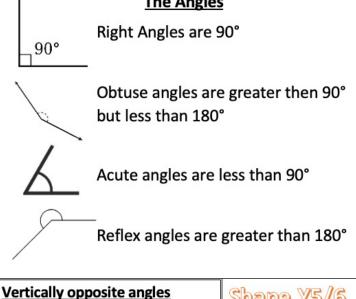
so have a total of 180°

1. If one side is 35° then the

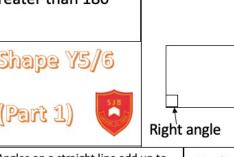
altogether. Subtract 35 from

e.g.

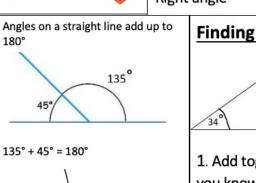
Obtuse angles are greater then 90° Acute angles are less than 90° Reflex angles are greater than 180°

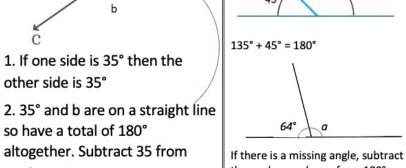






〈60°





the angles you know from 180° 180° - 64° = 116° a=116°

Finding missing angles

Angles in a triangle

add up to 180°

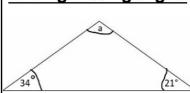
Labelling a 2D shape

Side

60° x 3

= 180°

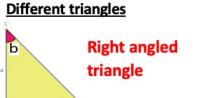
Corner



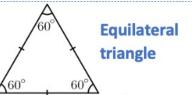
1. Add together the angles you know

2. Subtract this total from 180

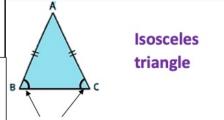
 $a = 125^{\circ}$



- 1. It has an angle measuring 90°, which is shown by the square
- 2. The other 2 angles add up to 90° $(a + b = 90^{\circ})$



- 1. All angles are 60°
- 2. All sides are the same



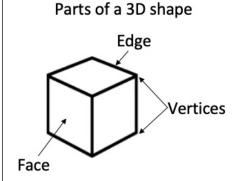
- 1. Two angles are equal
- 2. Two lengths are equal



- .1. All angles are different
- .2. All lengths are different
- * Remember all angles in a triangle add up to 180°!



- ≥3D shapes
- **≻**Cube
- **≻**Cuboid
- **≻**Sphere
- ➤ Square based pyramid
- **≻**Tetrahedron
- ➤ Triangular prism
- ➤ Vertices
- **≻**Edges
- **≻** Faces
- ➤ Angles
- ➤ Degrees
- **≻**Radius
- ➤ Diameter
- **≻**Volume



Radius and diameter

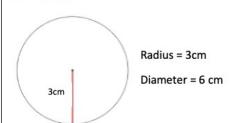


Diameter is the distance from one side of the circle to the opposite side of the circle.



Radius is the distance from the middle of the circle to the side.

The diameter is twice as long as the radius



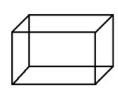


Cube

Faces = 6

Vertices = 8





Cuboid

Faces = 6

Vertices = 8

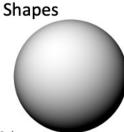
Edges = 12

Tetrahedron

Vertices = 4

Faces = 4

Edges = 6



Sphere

Faces = 1

Vertices = 0

Edges = 0



Triangular prism

Square based pyramid

Faces = 5

Edges = 8

Vertices = 5

Faces = 5

Vertices = 6

Edges = 9

Shape

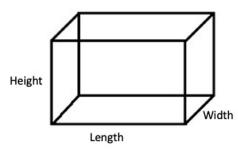
Y6 (Part 2)

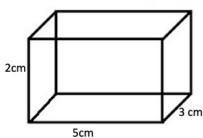
Volume

Volume is the 3D space something can hold

Volume = length x width x height

The units in volume always end in ³ for cubed (<u>e.g.</u> cm³)

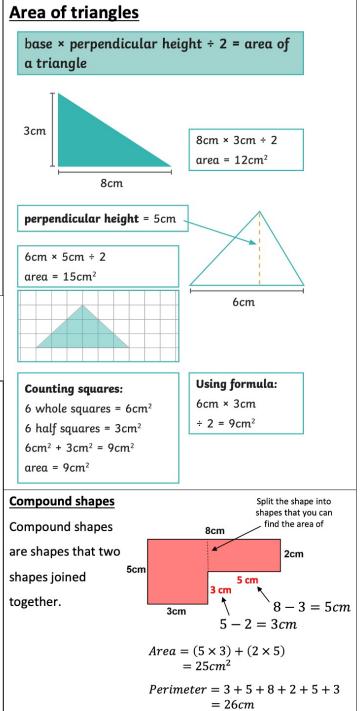




 $5 \times 3 \times 3 = 12 \text{cm}^3$ $6 \times 2 = 12 \text{cm}^3$



Vocabulary Area of rectangles Area of triangles ➤ Perimeter length × width = area of a rectangle a triangle ➤ Area ➤ Volume 4cm **>** Units > Width 3cm ➤ Length Counting squares: ➤ Rectangle 8cm 8cm > Formula $area = 18cm^2$ ➤ Height Subscript Use formula: ➤ Base 6cm × 3cm 6cm × 5cm ÷ 2 ➤ Parallelogram $8cm \times 4cm area = 32cm^2$ $area = 15cm^2$ $area = 18cm^2$ Missing lengths Area, perimeter and Use 2 colours to show vertical and 6cm volume Y5/6 horizontal lines. __ + 6 = 9 and 7 + __ = 15 Counting squares: Volume of cuboids 6 whole squares = 6cm² 6 half squares = 3cm² length × width × height = volume of a cuboid $6cm^2 + 3cm^2 = 9cm^2$ $area = 9cm^2$ **Compound shapes** Compound shapes height 3cm length 6cmare shapes that two 5cm shapes joined width 4cm together. Multiply dimensions in **any** order: $3cm \times 6cm \times 4cm$ volume = 72cm³







- Fraction
- ➤ Part
- > Whole
- Equal
- Share
- ➤ Half
- Quarter
- ➤ Third
- > Equivalent
- Numerator
- DenominatorProper Fraction
- > Improper Fraction
- > Factor
- ➤ Highest Common Factor
- ➤ Lowest Common Multiple
- ➤ Simplify
- ➤ Simplest Form
- ➤ Mixed Number
- > Whole Number

Subtract fractions

Lowest common multiple

8=8,16,24,32,<mark>40</mark>

5=5,10,15,20,25,30,35,<mark>40</mark>

$$\frac{7}{8} - \frac{3}{5}$$

$$x5 \left(\frac{35}{40} - \frac{24}{40} \right) x8 = \frac{13}{40}$$

Add Fractions

 Find a common multiple of 5 and 3

$$\begin{array}{c}
\underline{e.g.} \, 15 \\
4 \\
5 \\
+ \\
\hline
15
\end{array}$$

$$\begin{array}{c}
\times 3 \\
\times 5 \\
+ \\
\hline
15
\end{array}$$

$$\begin{array}{c}
\times 5 \\
\times$$

Whatever you do to the top you must do to the bottom

3.
$$x3 \sqrt{\frac{4}{5} + \frac{2}{3}} \times x5$$
$$x3 \sqrt{\frac{12}{15} + \frac{10}{15}} \times x5$$

Divide fractions

4		2		
7	•	5		
Stay	Change	Flip		
4		5		20
7	_ X	2	=	14
,				6
			=	1—
			_	1 3

Multiply Fractions

$$\frac{5}{8}$$
 X $\frac{3}{5}$

Times the top AND times the bottom

$$\frac{5 \times 3}{8 \times 5}$$

$$= \frac{15}{40}$$

Fractions



Mixed number →Improper Fractions

- $2\frac{3}{5}$ 1. Multiply whole number by the denominator
- 2x 5 = 10
 - 2. Add the number to the answer

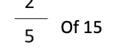
Lowest common multiples

$$\frac{3}{8} + \frac{5}{12}$$

$$x3\left(\frac{9}{24} + \frac{10}{24}\right)x2$$

5 Numerator

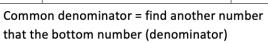


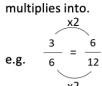


Divide by the bottom
Times by the top

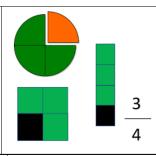
$$3 \times 2 = 6$$

$$\frac{2}{5}$$
 Of 15 = 6









Divide fraction by whole

number

Multiply fraction by whole number



$$= \frac{2}{5} \times \frac{3}{1}$$



Improper fractions

mixed fractions

1. How many 3s in 17?

 $5 \frac{1/-15}{3}$ Subtract 15 from 17

Turn whole number into fraction so $3 = \frac{1}{3}$ $\frac{5}{7} \quad \frac{\bullet}{\bullet} \quad \frac{3}{1}$ Stay Change Flip

$$\frac{5}{7}$$
 X $\frac{1}{3} = \frac{3}{21}$



- Percent (%) = out
 of 100
- Percentage
- Discount
- > Equivalent
- Convert
- Compare
- Order
- Whole

Top tips!

Percentages are always out of 100!

Make a fraction over 100 to make conversion easier! (see fractions to percentages

Percentages and decimals Y5/6



C

Comparing percentages, decimals and fractions

20%

20%

10%

10%

20% = 40

10% = 20

30%

30%

Percentage of an amount

200

50%

200

50%

40%

40%

70%

70%

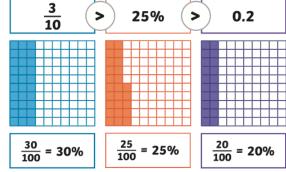
80%

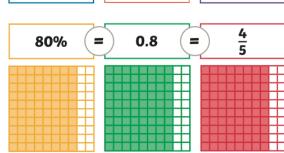
80%

90%

100%

100%

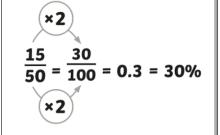


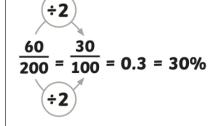


 $\frac{80}{100} = 80\%$

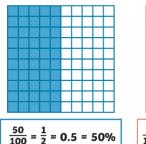
 $\frac{80}{100}$ = 80%

Fractions to percentages

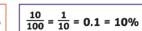


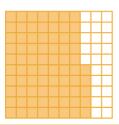


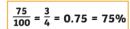
<u>Equivalent</u>



$$\frac{25}{100} = \frac{1}{4} = 0.25 = 25\%$$

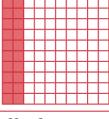








$$\frac{1}{100}$$
 = 0.01 = 1%



$$\frac{20}{100} = \frac{2}{10} = 0.2 = 20\%$$



$$10\% = \frac{1}{10} \text{ so we can divide by } 10$$

$$25\% = \frac{1}{4} \text{ so we can divide by 4}$$

 $\frac{80}{100}$ = 80%

$$1\% = \frac{1}{100} \text{ so we can divide by } 100$$



- Bar chart
- Pictogram
- Frequency table
- > Tally chart
- Pie chart
- Discrete data
- Continuous data
- ➤ Line graph
- > Sum
- Difference
- Comparison
- > Interpret
- Mean
- Average

Statistics Y5/6



Tables and tally charts

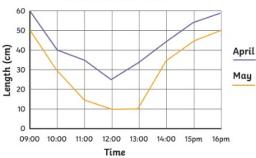
Method of Travel	Tally	Frequency
Walk	JH1 IIII	9
Bike	III	3
Car	JHT I	6
Bus	1111/1111	12
	TOTAL	30

Line graph

Line graphs are used to show changes to a measurement over time.

It is used for continuous data (numbers that are not fixed).

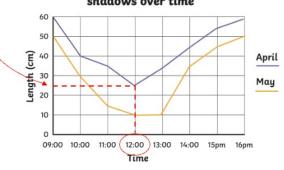
A line graph to show the length of shadows over time



To find values on a line graph, your child must use a ruler to draw lines to find the corresponding value.

For example, what time was the length of the shadow 25cm during April?

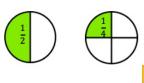
A line graph to show the length of shadows over time

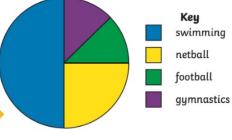


Mean is when you add up all the values and divide it by the total number of values.

Pie charts

Children should use what they know from previous years.





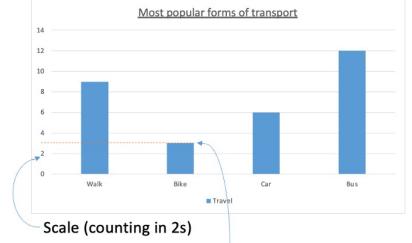
A pie chart to show children's

favourite sports

Use these fractions and the total to find out different values

24 children were asked in total. Swimming = $\frac{1}{2}$ so $\frac{1}{2}$ of 24 = 12 children Netball = $\frac{1}{4}$ so $\frac{1}{4}$ of 24 = 6 children Football = $\frac{1}{8}$ so $\frac{1}{8}$ of 24 = 3 children Gymnastics = $\frac{1}{8}$ so $\frac{1}{8}$ of 24 = 3 children



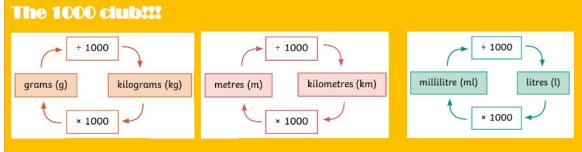


- To interpret a bar chart, children must draw a line to check the value of a bar.
- To draw a bar chart, the children must decide on a suitable scale, make sure the bars are an equal distance apart and the same thickness.



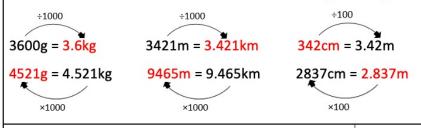
- Measure
- Compare
- Add
- Subtract
- Mass
- Volume
- Millilitres (ml)
- Litres (I)
- Kilograms (kg)
- Grams (g)
- Metres (m)
- Centimetres (cm)
- Millimetres (mm)
- Perimeter
- Time
- Analogue
- Digital
- Hours
- Minutes
- Seconds
- O'clock
- Half past
- Quarter past/to
- Midday
- Am and pm

Conversion

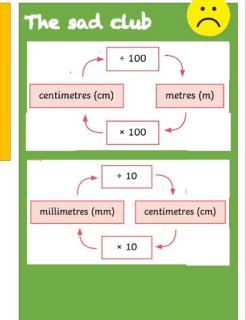


Kilo = 1000

Children learn what the 1000 club is which means you always multiply or divide by 1000.



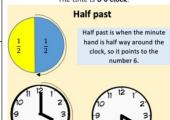
Conversion and time Y5/6 Telling the time - o'clock Past and to (5 minute intervals)

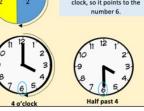


Digital and analogue

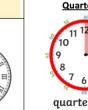








Roman numerals



When the minute

side, you count to

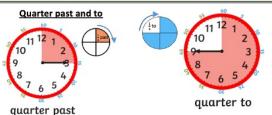
4 o'clock

hour is on this

many minutes it is past the last hour (count in 5s this way from 12)

you count to see how

20 minutes to 10 o'clock



10 minutes past 4 o'clock

How we measure time?

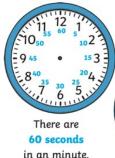


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return to

selection

page







Position and Direction

Knowledge Organiser

Key Vocabulary

coordinate

quadrant

x-axis

y-axis

reflection

mirror line

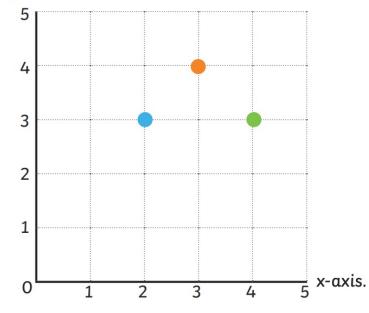
translation

horizontal

vertical



y-axis.



Coordinates are a useful way to locate a position on a map or grid.

The numbers across the horizontal line of the grid are on the **x-axis**.

The numbers on the vertical line of the grid are on the **y-axis**.

We always read or write the number on the x-axis before the y-axis.

The x and y position are written in brackets with a comma.

The coordinate of the orange spot is (3, 4).

To help you remember which point to read or write first, simply remember to move 'along the corridor and up the stairs'.

In other words, move on the **x-axis** and then move on the **y-axis**.





Position and Direction

Knowledge Organiser

Reflection

Translation

A shape is reflected when is flipped over a mirror line.

The reflected image is congruent to the original. This means that the measurements of the sides and angles have not changed. Each point of the reflected shape is the same distance from the mirror line as the original shape.

In maths, translation means moving an object on a grid. The object is moved without changing the size, turning or reflecting it.

When translating an object on a grid, it can move up or down, left or right.

