

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. 7×3 and 3×7 , 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!*

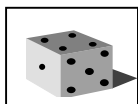
Telephone challenges

- ◆ 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.

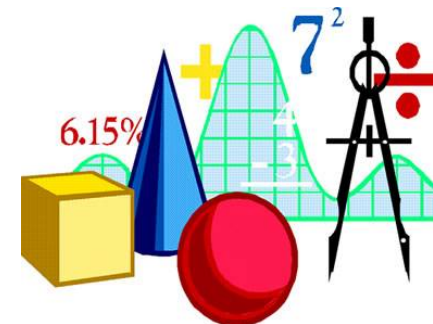
Telephone: 01264 738 281

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?



North Tawton Community Primary School and Nursery



Year 5 maths targets.

This booklet provides information for parents and carers on the end of year expectations for children in our school.

All the objectives will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

If you have any queries regarding the content of this booklet or want support in knowing how best to help your child please talk to your child's teacher.

Targets – Year 5

My child can ...

- Count forwards and backward with positive and negative numbers through zero.
- Count forwards/backwards in steps of powers of 10 for any given number up to 1,000,000.
- Compare and order numbers up to 1,000,000.
- Compare and order numbers with 3 decimal places.
- Read Roman numerals to 1,000.
- Identify all multiples and factors, including finding all factor pairs.
- Use known tables to derive other number facts.
- Recall prime numbers up to 19.
- Recognise and use square numbers and cube numbers.
- Recognise place value of any number up to 1,000,000.
- Round any number up to 1,000,000 to the nearest 10, 100, 1000, 10,000 or 100,000.
- Round decimals with 2 decimal places to nearest whole number and 1 decimal place.
- Add and subtract:
 - Numbers with more than 4-digits using formal written method.
- Use rounding to check answers.
- Multiply:
 - 4-digits by 1-digit/ 2-digit
- Divide:
 - Up to 4-digits by 1-digit
- Multiply & divide:
 - Whole numbers & decimals by 10, 100 and 1,000
- Recognise and use thousandths.
- Recognise mixed numbers and improper fractions and convert from one to another.
- Multiply proper fractions and mixed numbers by whole numbers.
- Identify and write equivalent fractions.
- Solve time problems using timetables and converting between different units of time.
- Compare, draw, estimate and measure angles accurately.
- Convert between units of measure. E.g. km to m.
- Compare, estimate and calculate the perimeter and area or shapes.

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.
$$400\Box - 399\Box$$

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.

