



Year 5 – End of Year Maths Targets



Number and place value	Addition and subtraction	Multiplication and division	Fractions, decimals and percentages	Measurement	Geometry
<ul style="list-style-type: none"> ❖ read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit ❖ count forwards or backwards in steps of powers of 10 for any given number up to 1 000 000 ❖ interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero ❖ round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000 ❖ solve number problems and practical problems that involve all of the above ❖ read Roman numerals to 1000 (M) and recognise years written in Roman numerals 	<ul style="list-style-type: none"> ❖ add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction) ❖ add and subtract numbers mentally with increasingly large numbers ❖ use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy ❖ solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why 	<ul style="list-style-type: none"> ❖ identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers ❖ know and use the vocabulary of prime numbers, prime factors and composite (nonprime) numbers ❖ establish whether a number up to 100 is prime and recall prime numbers up to 19 ❖ multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers ❖ multiply and divide numbers mentally drawing upon known facts ❖ divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context ❖ multiply and divide whole numbers and those involving decimals by 10, 100 and 1000 ❖ recognise and use square numbers and cube numbers ❖ solve problems involving multiplication and division 	<ul style="list-style-type: none"> ❖ compare and order fractions whose denominators are all multiples of the same number ❖ identify, name and write equivalent fractions of a given fraction ❖ recognise mixed numbers and improper fractions and convert from one form to the other ❖ add and subtract fractions with the same denominator and denominators that are multiples of the same number ❖ multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams ❖ read and write decimal numbers as fractions ❖ recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents ❖ round decimals with two decimal places to the nearest whole number and to one decimal place ❖ read, write, order and compare numbers with up to three decimal places ❖ solve problems involving number up to three decimal places ❖ recognise the per cent symbol (%) and understand that per cent relates to ‘number of parts per hundred’, and write percentages as a fraction with denominator 100, and as a decimal 	<ul style="list-style-type: none"> ❖ convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre) ❖ understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints ❖ measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres ❖ calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm²) and square metres (m²) and estimate the area of irregular shapes ❖ estimate volume [for example, using 1 cm³ blocks to build cuboids (including cubes)] and capacity [for example, using water] ❖ solve problems involving converting between units of time ❖ use all four operations to solve problems involving measure 	<ul style="list-style-type: none"> ❖ identify 3-D shapes, including cubes and other cuboids, from 2-D representations ❖ know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles ❖ draw given angles, and measure them in degrees (°) ❖ identify: <ul style="list-style-type: none"> ▪ angles at a point and one whole turn (total 360) ▪ angles at a point on a straight line and ½ turn (total 180) ▪ other multiples of 90 ❖ use the properties of rectangles to deduce related facts and find missing lengths and angles ❖ distinguish between regular and irregular polygons based on reasoning about equal sides and angles ❖ identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p>Statistics</p> <ul style="list-style-type: none"> ❖ solve comparison, sum and difference problems using information presented in a line graph ❖ complete, read and interpret information in tables, including timetables </div>