Year 5 Key Targets

Number and place value
To read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit.
To interpret negative numbers in context, counting forwards and backwards with positive and negative whole numbers including through zero.

Calculation
To add and subtract whole numbers with more than four digits, including using formal written methods (columnar addition and subtraction) and mentally with increasingly large numbers (eg 12,462 - 2,300 = 10,162).
To identify multiples and factors including finding all factor pairs of a number and common factors of two numbers. To solve problems involving multiplication and division including using a knowledge of factors and multiples, squares and cubes.

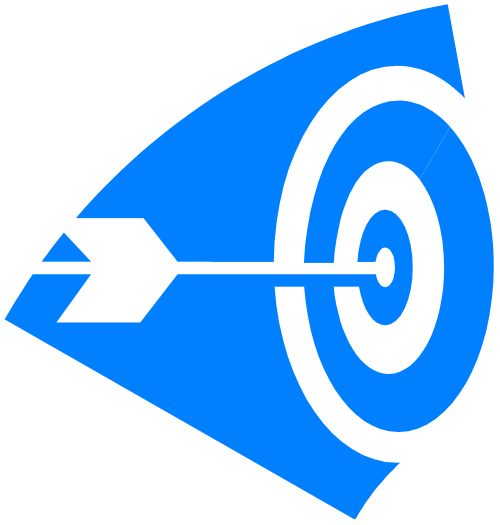
Fractions (including decimals)
To compare and order fractions whose denominators are all multiples of the same number. To read and write decimal numbers as fractions e.g. 0.71 = 71/100. To read, write, orders and compare numbers with up to three decimal places.
To solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and those fractions with a denominator of a multiple of 10 or 25.

Measurement
To convert between different units of metric measure (eg kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre). To measure and calculate the perimeter and area of composite rectilinear shapes in centimetres and metres.

Geometry: Properties of shape
To draw given angles and measures them in degrees. To distinguish between regular and irregular polygons based on reasoning about equal sides and angles.

How to help your child at home

Targets and activities for pupils in Year 5



Fun activities to do at home

Finding areas and perimeters

Perimeter = distance around the edge of a shape
Area of a rectangle = length x breadth (width)

- Collect 5 or 6 used envelopes of different sizes.
- Ask your child to estimate the perimeter of each one to the nearest centimetre. Write the estimate on the back.
- Now measure. Write the estimate next to the measurement.
- How close did your child get?
- Now estimate then work out the area of each envelope.
- Were perimeters or areas easier to estimate? Why? You could do something similar using an old newspaper, e.g. Work out which page has the biggest area used for photographs.
- Choose a page and work out the total area of news stories or adverts on that page.

How much?

While shopping, point out an item costing less than £1. Ask your child to work out in their head the cost of 3 items. Ask them to guess first. See how close they come. If you see any items labelled, for example, '2 for £3.50', ask them to work out the cost of 1 item for you, and to explain how they got the answer.

Times tables

Say together the six times table forwards, then backwards. Ask your child questions, such as: Nine sixes? How many sixes in 42? Six times four? Forty-eight divided by six? Three multiplied by six? Six times what equals sixty? Repeat with the seven, eight and nine times tables. Ask your child a different times-table fact every day, e.g. What is 6 times 8? Can you use this to work out 12 x 8? and: What is 48 divided by 6?

Line it up

You need a ruler marked in centimetres and millimetres.
Use the ruler to draw 10 different straight lines on a piece of paper. Ask your child to estimate the length of each line and write the estimate on the line. Now give them the ruler and ask them to measure each line to the nearest millimetre. Ask them to write the measurement next to the estimate, and work out the difference. A difference of 5 millimetres or less scores 10 points. A difference of 1 centimetre or less scores 5 points. How close to 100 points can she get?

Guess my number

Choose a number between 0 and 1 with one decimal place, e.g. 0.6. Challenge your child to ask you questions to guess your number. You may only answer 'Yes' or 'No'. For example, they could ask questions like 'Is it less than a half?' See if they can guess your number in fewer than 5 questions. Now let your child choose a mystery number for you to guess. Extend the game by choosing a number with one decimal place between 1 and 10, e.g. 3.6. You may need more questions!

Number game

You need about 20 counters or coins.
Take turns. Roll two dice to make a three-digit number, e.g. if you roll a 4, 2 and 1, this could be 421 or 142 for example. Add these two numbers in your head. If you are right, you win a counter. Tell your partner how you worked out the sum. The first to get 10 counters wins. Now try subtracting the numbers.

Dicey subtractions

- Take turns to roll a dice twice.
- Fill in the missing boxes. 400 _ - 399_ 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.