

River View Primary School

Mathematics

Year 5

Summer

What will I know by the end of the unit?

Shape

Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. Use the properties of rectangles to deduce related facts and find missing lengths and angles. 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 angles at a point and one whole turn (360°). Identify angles at a point on a straight line and $\frac{1}{2}$ a turn (180°). Identify other multiples of 90° .

Position and Direction

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.

Decimals

Multiply and divide whole and decimal numbers by 10, 100 and 1000. Solve problems involving numbers up to three decimal places. Add and subtract decimals with up to three decimal places. Add and subtract numbers with decimals from whole numbers. Create simple rules for decimal sequences.

Negative Numbers

Count forwards and backwards with positive and negative whole numbers, including through zero. Interpret negative numbers in context.

Converting Units

Convert between different units of metric measure. Understand and use approximate equivalences between metric units and common imperial units. Use all four operations to solve problems involving measure using decimal notation, including scaling.

Volume

Estimate volume and capacity.

Technical Vocabulary

regular shapes	shapes which have all equal sides and angles
irregular shapes	shapes which do not have all equal sides and angles
polygon	a flat two-dimensional shape with three or more straight sides
two-dimensional shape	flat figures with two-dimensions, such as length and width
three-dimensional shape	solids with three-dimensions, such as length, width and height
angle	the number of degrees rotated around a point
acute	describes an angle between 0 and 90 degrees
obtuse	describes an angle between 90 and 180 degrees
reflex	describes an angle between 180 and 360 degrees
estimate	roughly calculate
reflection	a shape flipped over in a mirror line resulting in a mirror image
translation	when a shape is moved from one place to another by sliding it
positive number	a number greater than zero
negative number	a number less than zero
estimate	roughly calculate
approximate	to estimate a number, amount or total, often through rounding
equivalence	being equivalent (the same)
scale	a ratio between two sets of measurements
volume	the amount of space the object takes up
capacity	the amount of space in an object