# Welcome to our Maths Workshop

Y5/Y6



- What does maths look like in Y5 and Y6?
- How is maths taught at Birley Primary Academy?
- How can children be supported?

### At Birley Primary Academy, our shared vision for mathematics is:

· To foster a sense of curiosity and excitement about the subject · For every child to develop their mathematical fluency and to be able to reason and problem solve confidently!

'. To provide a context for learning to ensure children develop an understanding of how mathematics is used in the wider world

· To provide a mathematics curriculum where children continually build on the knowledge they have already mastered and are able to make rich connections across mathemătical ideas

· To enable children to confidently reason about their mathematics by promoting the

use of accurate mathematical language

To secure children's knowledge and accuracy when recalling number facts

To develop children's mathematical thinking by using a range of models to support learning e.g., concrete manipulatives and pictorial representations, before moving onto abstract symbols

· To promote enjoyment of learning through practical activity, exploration and

discussion

· To build resilience and promote a positive growth mind set in mathematics

What are the National Curriculum Programmes of Study?

The link below will take you to the programmes of study for each year group. This shows you what your child will be learning when at school and what a child of that age is expected to achieve by the end of the year (Age Related Expectations).

National Curriculum Programmes of Study for Key Stage 1 and Key Stage 2

### Y5 Programme of Study:

I can identify multiples and factors, including finding all factor pairs of a number, and common factors of two

I can multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including

I can divide numbers up to 4 digits by a one-digit number using the formal written method of short division.

I can solve problems involving multiplication and division including using their knowledge of factors and multiples,

I can solve problems involving addition, subtraction, multiplication and division and a combination of these,

I can solve problems involving multiplication and division, including scaling by simple fractions and problems

I can know and use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers.

I can establish whether a number up to 100 is prime and recall prime numbers up to 19.

I can multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.

I can recognise and use square numbers and cube numbers, and the notation for squared

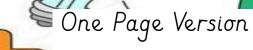
I can multiply and divide numbers mentally drawing upon known facts.

and interpret remainders appropriately for the context.

including understanding the meaning of the equals sign.







### Number and Place Value

Multiplication and Division

- I can read, write, order and compare numbers to at least 1 000 000 and determine the value of each
- I can count forwards or backwards in steps of powers of 10 for any given number up to 1000000
- I can interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through zero.
- I can round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and
- I can solve number problems and practical problems that involve all of the above.
- I can read Roman numerals to 1000 (M) and recognise. years written in Roman numerals.

long multiplication for two-digit numbers.

### Addition and Subtraction

- I can add and subtract whole numbers with more than 4 digits. including using formal written methods (columnar addition and subtraction).
- I can add and subtract numbers mentally with increasingly large.
- I can use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy.
- I can solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

### Geometry- Properties of Shape

- I can identify 3-D shapes, including cubes and other cuboids, from 2-D representations.
- · I can use the properties of rectangles to deduce related facts and find missing lengths and angles.
- I can distinguish between regular and irregular polygons based on reasoning about equal sides and angles.
- . I can know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.
- I can draw given angles, and measure them in degrees (σ).
- I can identify angles at a point and one whole turn (total 360°).
- I can identify angles at a point on a straight line and half a turn (total 180°)

- I can compare and order fractions whose denominators are all multiples of the same number.
- I can identify, name and write equivalent fractions of a given fraction, represented visually, including tenths and hundredths.
- I can recognise mixed numbers and improper fractions and convert from one form to the other and write mathematical statements > 1 as a mixed number
- I can add and subtract fractions with the same denominator and denominators that are multiples of the same number.
- I can multiply proper fractions and mixed numbers by whole numbers, supported by materials and diagrams.
- I can read and write decimal numbers as fractions (for example 0.71 = 71/100)
- I can recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents.
- I can round decimals with two decimal places to the nearest whole number and to one decimal place
- I can read, write, order and compare numbers with up to three decimal places.
- I can solve problems involving number up to three decimal places.
- I can 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.
- I can solve problems which require knowing percentage and decimal equivalents of 1/2, 1/4, 1/5, 2/5, 4/5 and fractions with a denominator of a multiple of 10 or 25

- and millimetre; gram and kilogram; litre and millilitre).
- I can understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and
- I can calculate and compare the area of rectangles (including squares), and including using standard units, square centimetres (cm<sup>2</sup>) and square metres (m<sup>2</sup>) and estimate the area of irregular shapes.
- I can estimate volume [for example, using 1 cm<sup>3</sup> blocks to build cuboids (including cubes)] and capacity [for example, using
- I can solve problems involving converting between units of time.

- I can convert between different units of metric measure (for example, kilometre and metre; centimetre and metre; centimetre
- I can measure and calculate the perimeter of composite rectilinear shapes in centimetres and metres.
- I can use all four operations to solve problems involving measure [for example, length, mass, volume, money] using decimal notation, including scaling.

### Position and Direction

involving simple rates.

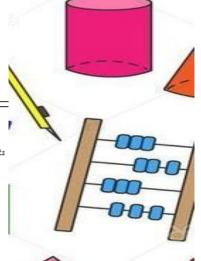
I can identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not

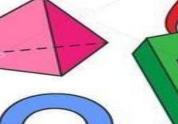
### YEAR 5

### Statistics

- I can solve comparison, sum and difference problems using information presented in a line graph
- I can complete, read and interpret information in tables, including timetables

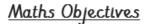
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### Y6 Programme of Study:





### Number and Place Value

- I can read, write, order and compare numbers up to 10 000 000 and determine the value of each digit.
- I can round any whole number to a required degree of accuracy.
- I can use negative numbers in context and calculate intervals across zero.
- I can solve number and practical problems that involve all of the above.

### Addition and Subtraction

- I can solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.
- ( can perform mental calculations, including with mixed operations and large numbers.
- I can use their knowledge of the order of operations to carry out calculations involving the four operations.
- I can solve problems involving addition, subtraction, multiplication
  and division use estimation to check answers to calculations and
  determine, in the context of a problem, an appropriate degree of
  accuracy.

### Geometry- Properties of Shape

- I can draw 2-D shapes using given dimensions and angles.
- I can recognise, describe and build simple 3-D shapes, including making nets.
- ( can compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons.
- I can illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius.
- I can recognise angles where they meet at a point, are on a straight line, or are vertically opposite and find
  missing angles.

### Multiplication and Division

- I can multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method
  of long multiplication.
- I can divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context.
- I can divide numbers up to 4 digits by a two-digit number using the formal written method of short division
  where appropriate, interpreting remainders according to the context.
- I can identify common factors, common multiples and prime numbers.
- I can perform mental calculations, including with mixed operations and large numbers.
- · I can use my knowledge of the order of operations to carry out calculations involving the four operations.
- I can solve problems involving addition, subtraction, multiplication and division.
- I can use estimation to check answers to calculations and determine, in the context of a problem, an
  appropriate degree of accuracy.

### Fractions

- I can use common factors to simplify fractions; use common multiples to express fractions in the same denomination.
- I can compare and order fractions, including fractions > I
- I can add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions.
- I can multiply simple pairs of proper fractions, writing the answer in its simplest form [for example, 1/4 x 1/2 = 1/8].
- I can divide proper fractions by whole numbers (for example, 1/3 2= 1/6).
- I can associate a fraction with division and calculate decimal fraction equivalents (for example, 0.375) for a simple fraction (for example, 3/8).
- I can identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 10, 100 and 1000 giving answers up to three decimal places.
- I can multiply one-digit numbers with up to two decimal places by whole numbers.
- I can use written division methods in cases where the answer has up to two decimal places.
- I can solve problems which require answers to be rounded to specified degrees of accuracy.
- I can recall and use equivalences between simple fractions, decimals and percentages, including in different contexts.

### Measurement

- I can solve problems involving the calculation and conversion of units of measure, using decimal notation, up to three decimal places where appropriate.
- I can use, read, write and convert between standard units, converting measurements of length mass, volume
  and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation toup to three
  decimal places.
- I can convert between miles and kilometres.
- I can recognise that shapes with the same areas can have different perimeters and vice versa.
- I can recognise when it is possible to use formulae for area and volume of shapes.
- I can calculate the area of parallelograms and triangles.
- ( can calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic
  centimetres (cm²) and cubic metres (m²), and extending to other units (for example, mm² and km²).

I can use simple formulae.

plane and reflect them in the axes.

Position and Direction

- I can generate and describe linear number sequences.
- I can express missing number problems algebraically.
- (can find pairs of numbers that satisfy an equation with two unknowns.
- I can enumerate possibilities of combinations of two variables.

I can describe positions on the full coordinate grid (all four

I can draw and translate simple shapes on the coordinate

### Ratio and Proportion.

- I can solve problems involving the relative sizes of two quantities where missing values can be found by using
  integer multiplication and division facts.
- I can solve problems involving the calculation of percentages (for example, of measures, and such as 15% of 360) and the use of percentages for comparison.
- I can solve problems involving similar shapes where the scale factor is known or can be found.
- I can solve problems involving unequal sharing and grouping using knowledge of fractions and multiples.

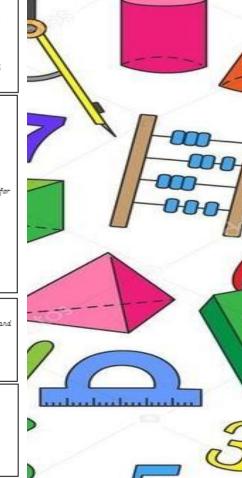
### Statistics

- I can interpret and construct pie charts and line graphs and use these to solve problems.
- I can calculate and interpret the mean as an average.

### YEAR 6

Maths Objectives

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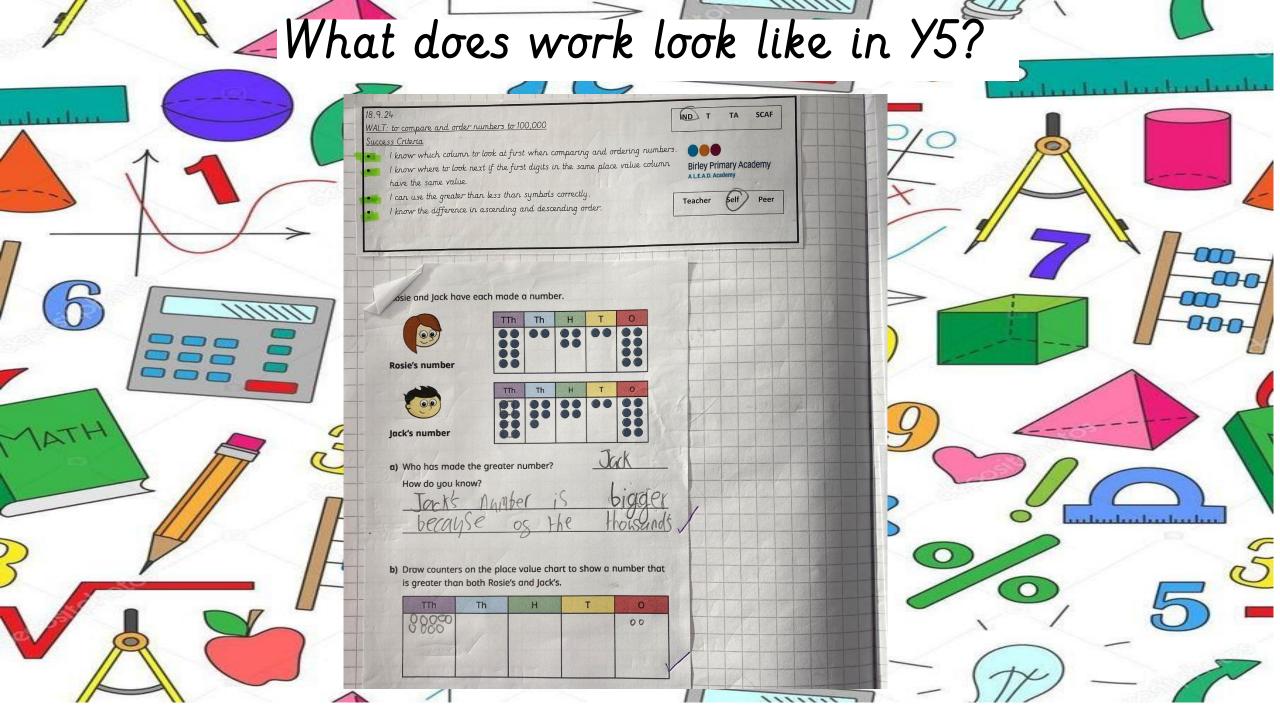


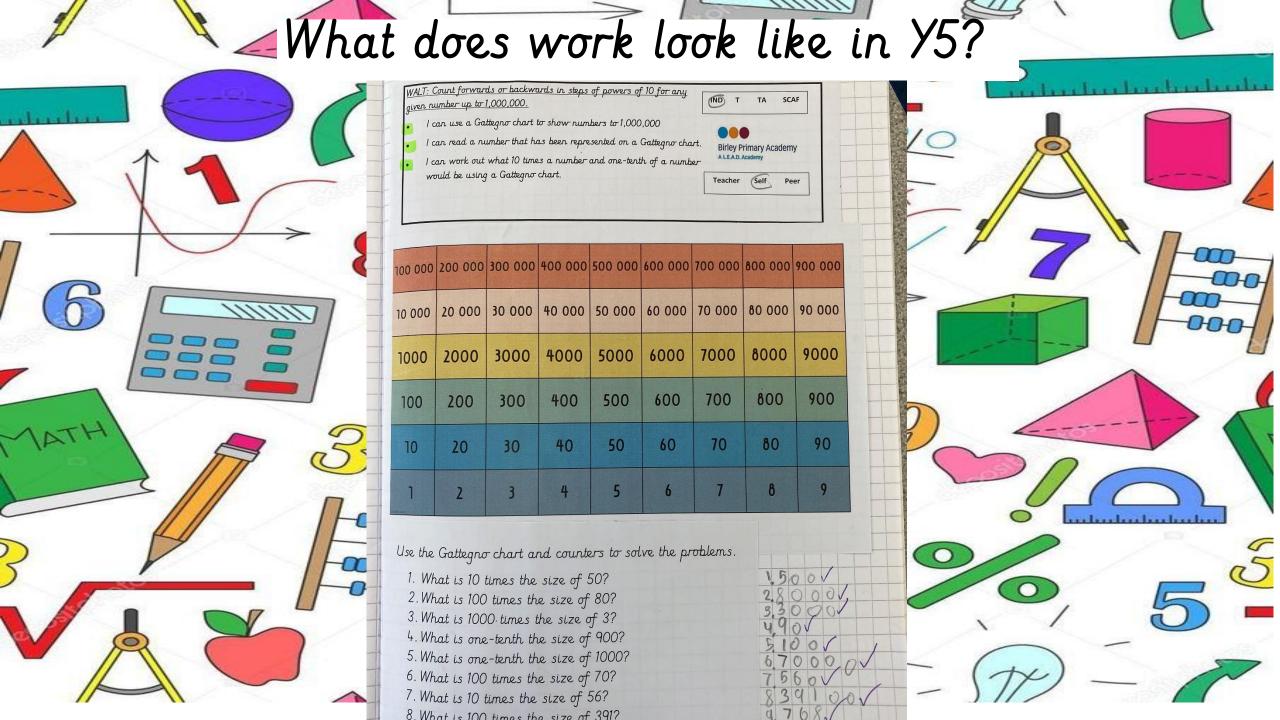
### Coverage Throughout the Year

Maths lessons are carefully planned throughout the year to ensure full coverage of the National Curriculum Programmes of Study. Please see the overview below for Y5 and Y6

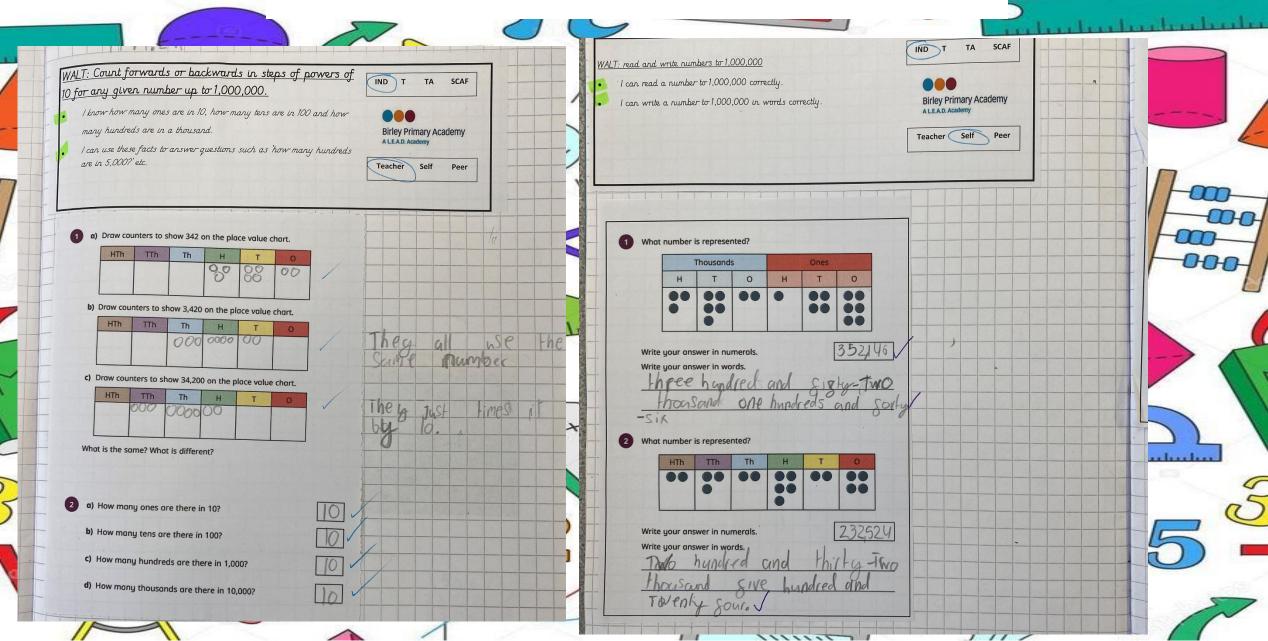
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 1	Number: Place Value			Number: Addition and Subtraction		Number: Multiplication and Division	
Autumn 2	Number: Multiplication and Division		Number: Fractions				Consolidation
Spring 1	Number: Multiplication and Division			Number: Fractions		Consolidation	
Spring 2	Number: Decimals and Percentages			Measurement: Statistics Perimeter and Area		Statistics	
Summer 1	Geometry: Shape			Geometry: Position and Direction		Number: Decimals	
Summer 2	Numb Decin		Number: Negative Numbers		rement: ting Units	Measurement: Volume	Consolidation

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	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7				
Autumn 1	Number: Place Value			Number: Addition, Subtraction, Multiplication and Division							
Autumn 2			ımber: actions		Measurement: Converting Units	Consolidation					
Spring 1	Number: Decimals		Number: Percentages		Number: Algebra						
Spring 2	Measurement: Area, Perimeter and Volume		Ratio		Geometry: Position and Direction						
Summer 1	Statistics		Geometry: Properties of Shape		Consolidation						
Summer 2	Consolidation										



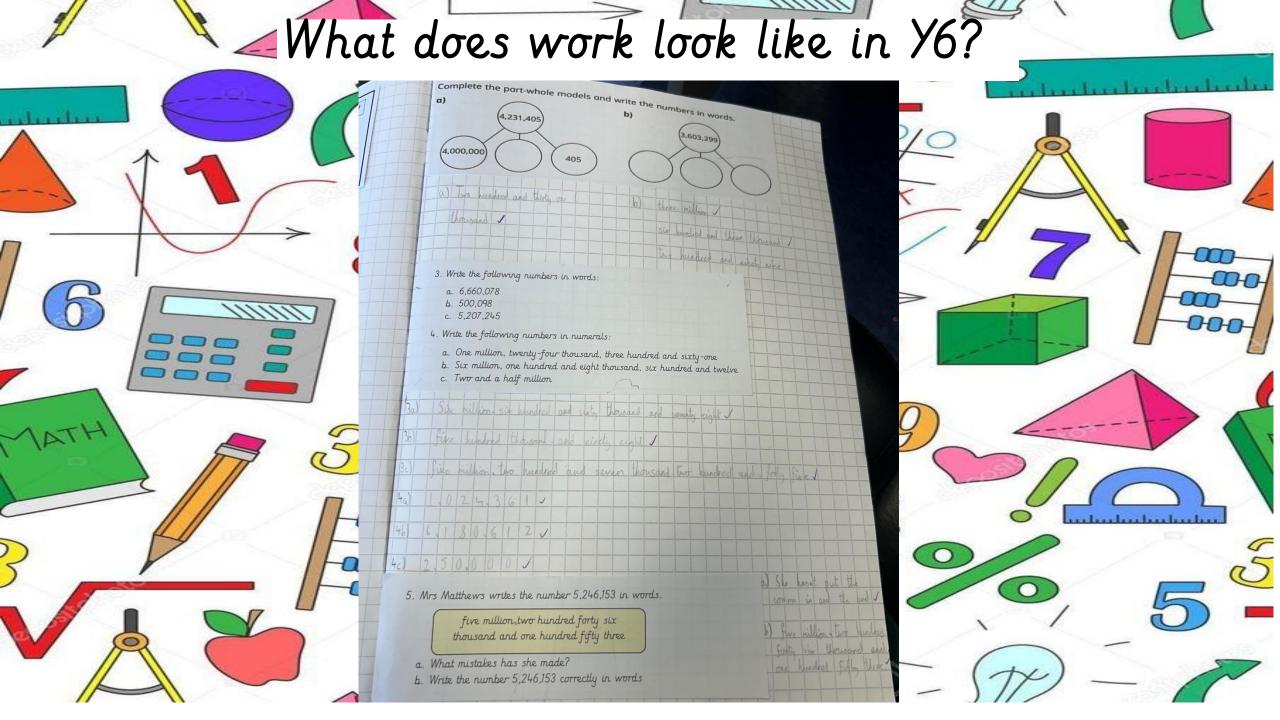


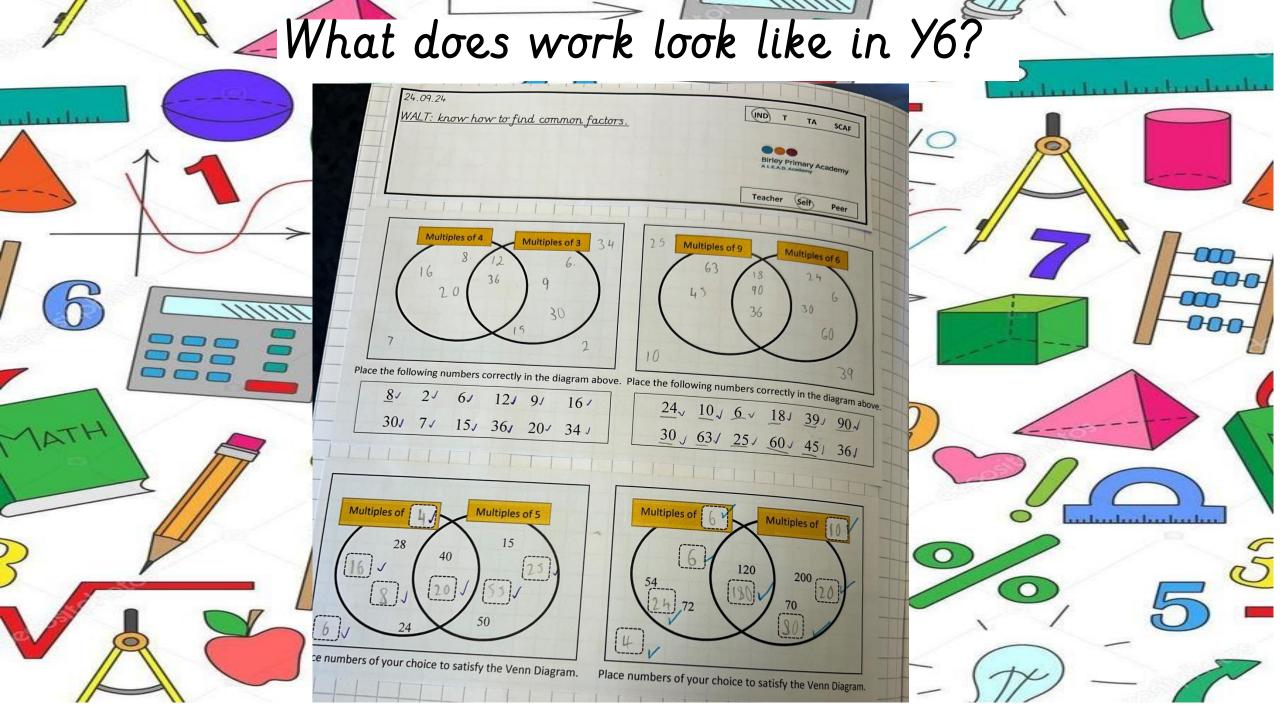
## What does work look like in Y5?



### What does work look like in Y5? IND T TA SCAF Addition and subtraction fluency check Birley Primary Academy WALT: understand numbers to 1,00,000 IND T TA SCAF I can identify the value of each digit in a numbrup to 1,000,000. I can represent numbers to 1,000,000 in different ways. Birley Primary Academy I can add 10,100 and 1000 to a number to 1,000,000 1. 432 + 436 = 2. 271 + 143 = what numbers are represented in the place value charts? 3. 590 + 345 = 4. 3451 + 5432 = 5. 1763 + 4342 = 6. 1083 + 2155 = 822,961/ 7. 59041 + 23875 = +345 8. 56833 + 44105 = 71000 + 44105 100,938

### What does work look like in Y6? WALT: recognise numbers up to 10,000,0 year tearning objective. 398001 I can explain the importance of zero when representing large numbers Birley Primary Academy I can explain the value of each digit within a number Teacher Self Peer I can partition numbers up to ten million What are the values of the bold digits? d) 71,903 \_\_ a) 2,950. . e) 1,432,310 1,000,000 c) 195,000 \_ Complete the part-whole models and number sentences. (30,000 c) 23,700 = 20,000 + 3,000 + d) 104,039 = 100,000 + 0 .. e) 249,073 = 200,000 + 40,000 + 9,000 + 70 + 3



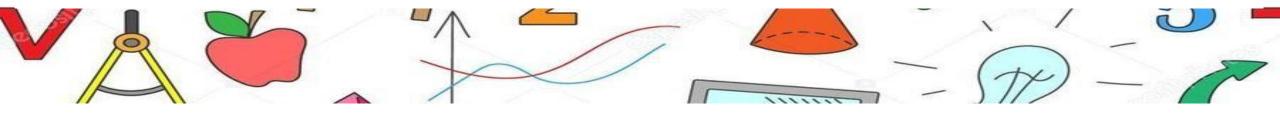


## Calculation Policy

This document guides you through the appropriate calculation methods within each year group and the progression of skills throughout the school.

The content of this document is set out in year group blocks under the following headings: addition, subtraction, multiplication and division.

The calculation policy can be found on the school website.

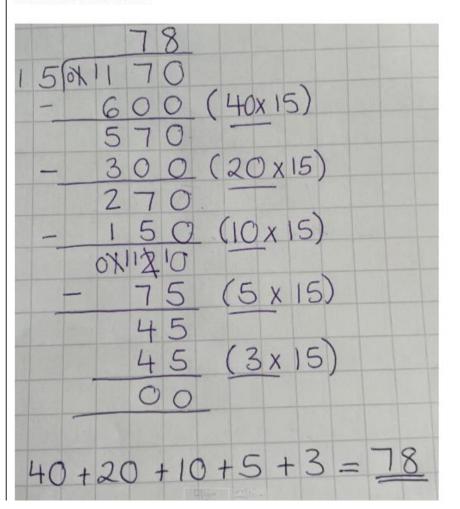


## Calculation Policy for Long Division

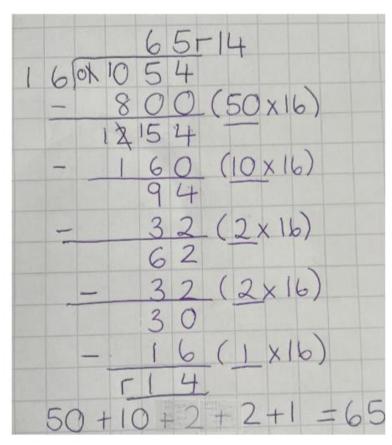
### 'Long Division' by 'Chunking'(Y6)

Use repeated addition. Children use known facts to take away in 'chunks'. E.g. 10 x, doubling, halving

Without remainders.



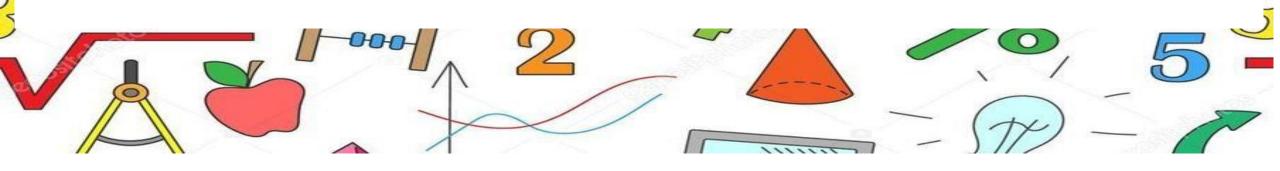
With remainders.



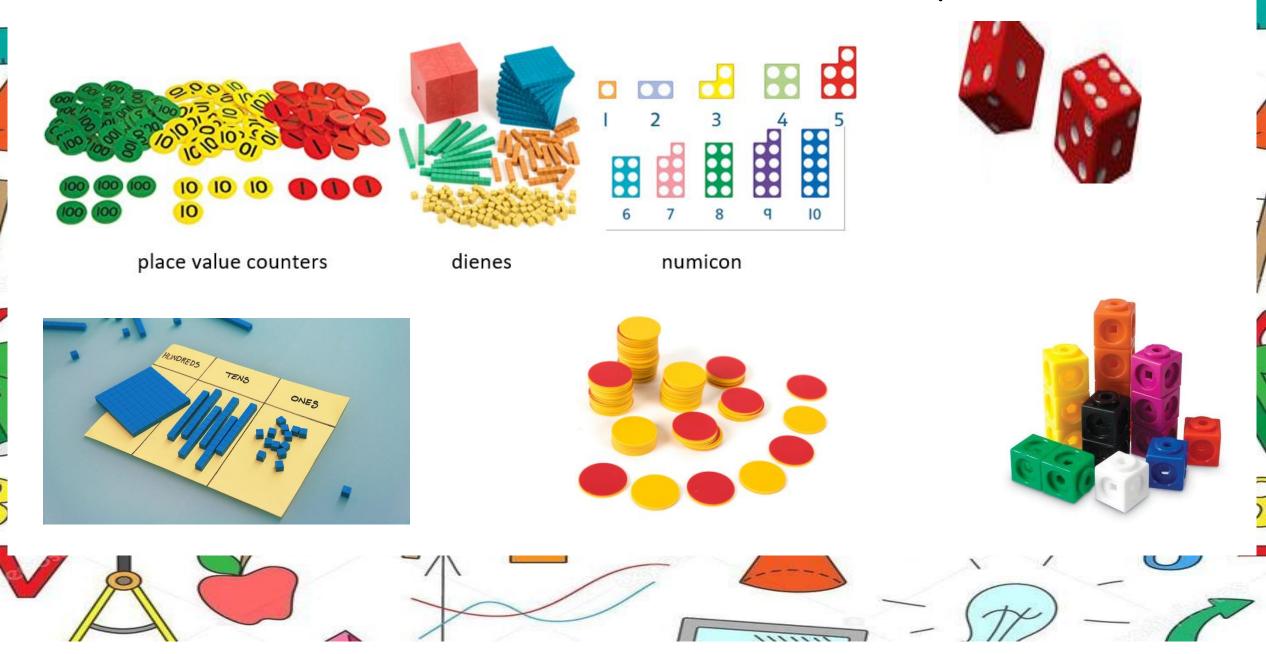
One method to pay particular attention to.

### Concrete, Pictorial, Abstract

The concrete, pictorial, abstract approach (or CPA method) is a process of using "concrete" equipment to represent numbers (including fractions) and operations, such as addition, subtraction, division and multiplication, followed by a pictorial representation to represent the equipment or derived structures (like bar and part-whole models), before moving on to the "abstract" digits and various other symbols used in mathematics.



## Which concrete resources to we use in Y5/6?

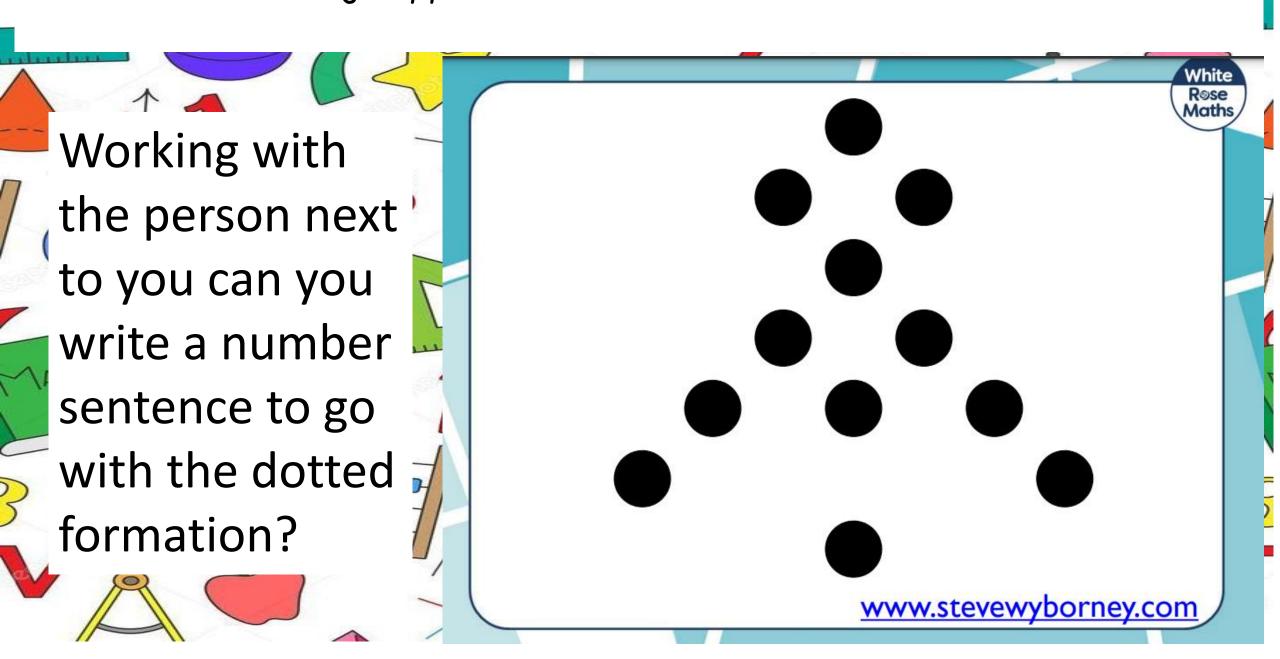


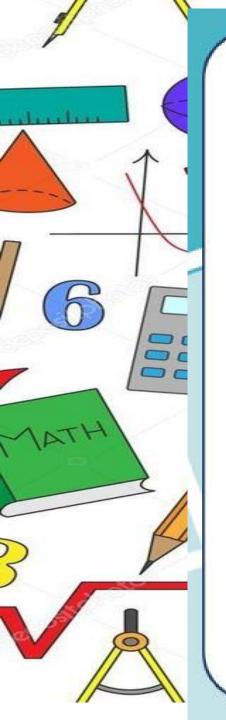
## Speak Like a Mathematician



During maths lessons children are encouraged to "SLAM" which means to Speak Like A Mathematician. The main reason for this is to improve children's ability to talk and write about maths, therefore developing their overall maths skills. There is also evidence which suggests that rich mathematical talk enables children to develop and use a wide range of mathematical vocabulary accurately, guides children towards a deeper understanding of mathematical structures, supports with understanding and remembering key facts, increases confidence and is beneficial for children who are new to learning English.

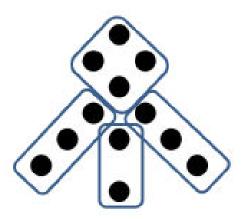
Activities which may support rich mathematical talk...



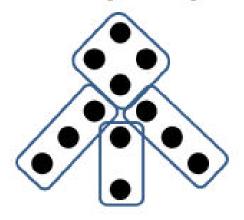


### **Number Talks**

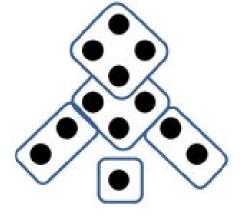
### How many ways ...?



$$4 + 3 + 3 + 2 = 12$$



$$4+3+2+3=12$$

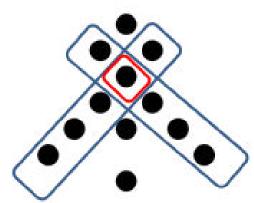


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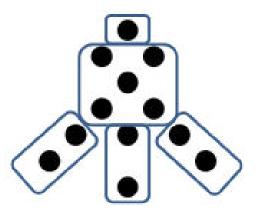
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Rose Maths

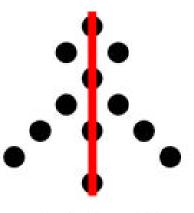
$$4+3+2+2+1=12$$



$$5 + 5 + 3 - 1 = 12$$



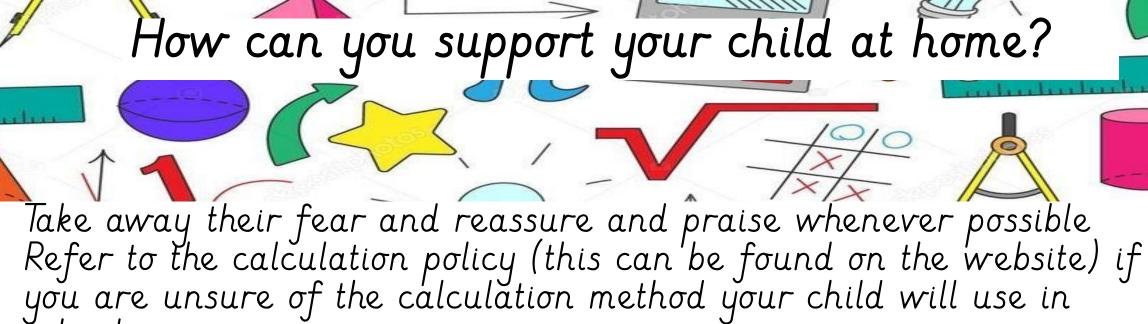
$$1+5+2+2+2=12$$



$$6 + 6 = 12$$

Good questions, and equally important, good listening can help children make sense of mathematics, build their confidence, and encourage mathematical thinking and communication. A good question opens up a problem and supports different ways of thinking about it. Some questions to try while helping a child might include: What do you already know about this?
What do you need to find out?
How might you begin?
How can you organise your information?
Can you draw a picture to explain your thinking?
Are there other possibilities?

- What would happen if ...?
  What do you need to do next?



- šchool
- Use maths in everyday routines at home and involve children in this process e.g. portioning meals, cutting vegetables into halves, 'quarters etc.
- Encourage games that use shapes and numbers Recognise the importance of maths in everyday life e.g. telling the time and managing money



# ldeas for everyday maths opportunities...

When watching T.V — look at the guide and work out the length of time until the next programme

Look at food packaging and recognise different 2D/3D shape properties

Practise telling the time in different formats — can they tell the time in digital and analogue?

Playing games together — bingo, monopoly, snakes and ladders, card games, connect four, battle ships

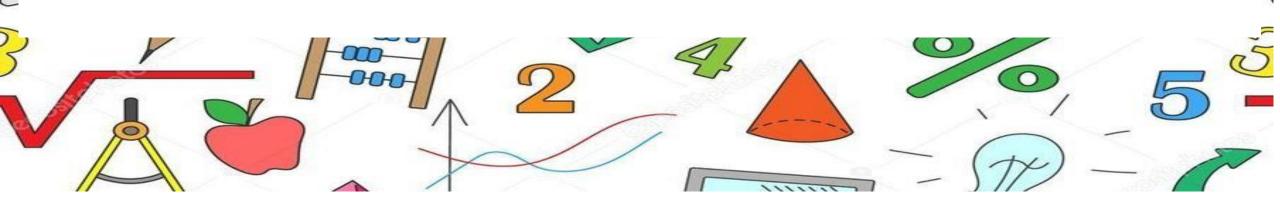
Pattern spotting-look at door numbers whilst walking to school.
Are these odd or even? Is there a pattern?

Cooking/baking — weighing out ingredients, portioning, calculating cooking time

Shopping — can children work out total costs? Can they calculate the change needed? Can they add the coins up if using cash?

### Websites to Support Children's Maths Learning at Home:

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Maths Zone - <a href="https://mathszone.co.uk/">https://mathszone.co.uk/</a>
BBC Bitesize - <a href="https://www.bbc.co.uk/bitesize/subjects/z826n39">https://www.bbc.co.uk/bitesize/subjects/z826n39</a>
I See Maths - <a href="https://www.iseemaths.com/games-resources/">https://www.iseemaths.com/games-resources/</a>
Hit the Button - <a href="https://www.topmarks.co.uk/maths-games/hit-the-button">https://www.topmarks.co.uk/maths-games/hit-the-button</a>
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## Times Table Rockstars (TTRS)



When it comes to times tables, speed AND accuracy are important—the more facts your child remembers, the easier it is for them to do harder calculations. Times Table Rock Stars is a fun and challenging programme designed to help students master the times tables.

## Times Table Rockstars (TTRS)

Every child in KS2 has a TTRS account. There are a number of different games children can play on the website.

Thank you for taking the time to attend the workshop today. If you have any questions, please feel free to stay and ask a member of staff.

