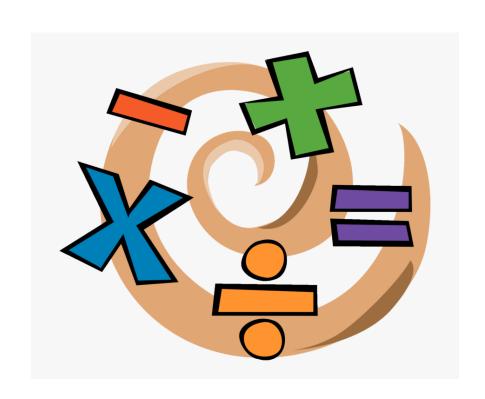
Year 5 maths





Welcome to this guide to Maths in Year 5. In this booklet you will find knowledge organisers for every Maths topic covered in Year 5 and then some extracts from our calculation policy showing the methods taught. The knowledge organisers include the key vocabulary the children will come across in each topic as well as the key objectives taught and models and images used.

We hope you find these useful and that they will help show you what is being taught in school this year.

Year 5 Team

Place Value

Number and Place Value								Know	vledg	e Org	ganiser		
Key Vocabulary		Compare and Order					er						
millions	е(equals				greater	th	ıan		less than			
thousands	26 + 3	8 = 8	× 8			23 873 >	8	256		90	1 198 <	1 091	098
hundreds	Both calc	ulation	s have		The	number on t			,				ght has 1
tens		value 64		tei		sands and th		-			lion and		-
ones					rig	ht has 0 ten	th	nousands.		ti	ne left ho	ıs 0 mill	ions.
zero							1 [
place value	smallest	8	898	6735		6835		7019		9002	11 2	235	greatest
greater than						Magghin		Ni la o .					
less than						Negativ	e	Number	'S				
order	-25-24-23-22	- 21-20 -19- 1	18- 17-16-15 -14	-13-12-11-10-9	-8 -7 -6	6 -5 -4 -3 -2 -1	0	1 2 3 4 5	6 7 8	9 10 11 12 13	14 15 16 17	18 19 20 21	22 23 24 25
round													
rounded					Со	unting in	ı F	Powers	of 10				
negative number	Counting	in 10s						Counting		s			
partition	365	375	385	395	405	415		2841	2941	3041	3141	3241	3341
digit				ens becom	-								
interval	hundred			ens becom	es one	more	The hundreds increase until 9 hundreds becomes one more thousand and 0 hundreds.				omes one		
sequence	Counting	Counting in 10 000s				Counting	in 100	000-					
linear sequence				296 10		306 109		2 972 1		000s	3 172 1	154	3 27 2 151
twinkl visit twinkl.com	The ten thousands increas become one more hundred ten thousands.			e until 9 ten thousands		The hundred thousands increase until 9 hundred thousands becomes one more million and 0 hundred thousands.							

Number and Place Value

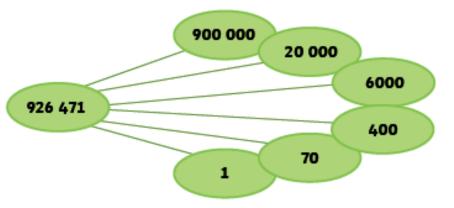
Knowledge Organiser

Numbers to One Million

926 471

Hundred Thousands	Ten Thousands	Thousands	Hundreds	Tens	Ones
9	2	6	4	7	1

nine hundred and twenty-six thousand, four hundred and seventy-one





Roman Numerals

	I = 1	II = 2	III = 3	
IV = 4	V = 5	VI = 6	VII = 7	VIII = 8
IX = 9	X = 10	XI = 11	XX = 20	XXX = 30
XL = 40	L = 50	LX = 60	LXX = 70	LXXX = 80
XC = 90	C = 100	CL = 150	CC = 200	CCC = 300
CD = 400	D = 500	DC = 600	DCC = 700	DCCC = 800
CM = 900	M = 1000	MC = 1100	MD = 1500	MM = 2000



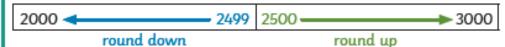
CCXLVIII = 248 DCCLXXXIV = 784 MMXIX = 2019

Rounding

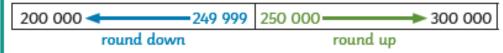
Rounding to the nearest 10



Rounding to the nearest 1000



Rounding to the nearest 100 000



Addition and Subtraction

Addition and Subt	raction	Knowledge Organiser			
Key Vocabulary	Addition	Subtrac	tion		
Add	Place Value Grid: 3274 + 5601 = 8875	Place Value Grid: 35 727 - 6313 = 29 414			
Total					
Make		TTh	10 000 10 000	2 ten thousands left	
Plus	1000 1000 1000			5 thousands – 6	
Sum				thousands cannot	
More		Th	(m) (m) (m) (m)	be done. Exchange ten thousand for ten	
Altogether	H 100 100 100 100		1000 1000 1000	thousands becoming 15	
Difference				thousands – 6 thousands = 9 thousands	
Subtract	20 20 20			- 7 thousands	
Less		н		7 hundreds – 3 hundreds	
Minus			100 100	= 4 hundreds	
Take away					
Column addition		T		2 tens – 1 ten = 1 ten	
Column subtraction	Column Method				
Estimate	Starting with the ones, add each column in turn. Regroup tens, hundreds, thousands,	o		7 ones – 3 ones = 4 ones	
Inverse operation	ten thousands and/or as required.				
Number facts		Column	1 Method		
Place value	45864		g with the ones, subtract each	35 74 2	
Complex	+23497		in turn. Exchange tens, hundr		
twinkl vist winkl.com	<u>69361</u> 111	thousands and/or ten thousands as re			

Estimate and Approximate

Rounding to Estimate

Round to ten-

Rounding is not as accurate when both numbers are rounded up. A better estimate comes from "rounding" one down and one up.

Estimating on a Number Line



The arrow is about $\frac{3}{4}$ of the way across the line so it is 40 000



Inverse Operations

32 732

Use the inverse to check-

53 476

20 744

To check 53 476 - 32 732 = 20 744 use 32 732 + 20 744 = 53 476

Start with a number, subtract 409 and double. I end with 6264. To find the starting number use the inverse: halve, then add 409. Half of 6264 = 3132. 3132 + 409 = 3541. The starting number was 3541.

Multistep Problems

Using a Bar Model

The sum of two numbers is 25 567.

The difference is 1875.



Subtract 1875 from 25 567 = 23 692.

Halve 23 692 to find smaller number = 11 846.

Add 1875 to find larger number = 13 721.

	£20		£
£3.75	£8.49	?	£
£	12.24	£7.76	Ļ

£20 is used to buy 2 books costing £3.75 and £8.49.

How much change is given?

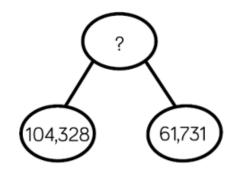
£20.00 - £12.24 = £7.76



Written Methods and Visuals



Skill: Add numbers with more than 4 digits



166,059			
104,328	61,731		

$$104,328 + 61,731 = 166,059$$

HTh	TTh	Th	Н	Т	0
		1000 1000 1000	100 100 100	10 10	000 000 000
	000	1000	100 100 100 100 100 100	10 10 10	•

1	0	4	3	2	8
+	6	1	7	3	1
1	6	6	0	5	9

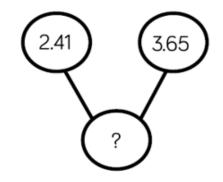
Year: 5/6

- Place value counters are the most effective concrete resources when adding numbers with more than 4 digits.
- At this stage, children should be encouraged to work in the abstract, using the column method to add larger numbers efficiently.



Skill: Add with up to 3 decimal places

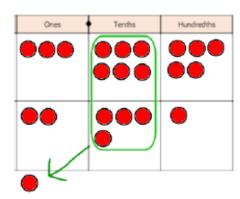




		3.65
6.06	+ 2.41	
3.65	2.41	6.06
		1

3.65 + 2.41 = 6.06

Ones	Tenths	Hundredths
	(01) (01)	001 001
	(1) (1) (1)	
00	Q1 Q1	0.01
	(a)	
0		

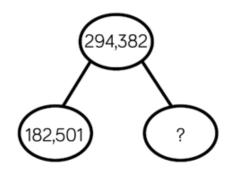


- Place value counters are the most effective manipulatives when adding decimals with 1,2 and then 3 decimal places.
- Ensure children have experience of adding decimals with a variety of decimal places. This includes putting this into context when adding money and other measures.



Skill: Subtract numbers with more than 4 digits

Year: 5/6



294,382			
182,501	111,881		

$$294,382 - 182,501 = 111,881$$

HTh	TTh	Th	Н	Т	0
	988 888 888	**	100 100 000 100 100 100 100 100 74	0000	00

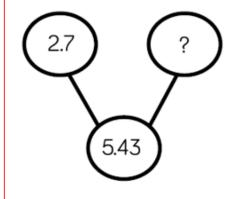
	2	9	3/	13	8	2
-	1	8	2	5	0	1
	1	1	1	8	8	1

- Place value counters on a place value grid are the most effective concrete resource when subtracting numbers with more than 4 digits.
- At this stage, children should be encouraged to work in the abstract, using column method to subtract larger numbers efficiently.



Skill: Subtract with up to 3 decimal places



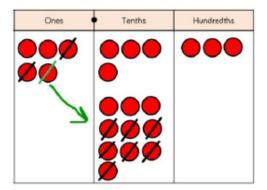


	5.43	
2.7		2.73

$$\frac{\cancel{5}.43}{\cancel{5}.43}$$
 -2.7
 $\cancel{2.73}$

$$5.43 - 2.7 = 2.73$$

Ones	Tenths	Hundredths
0000	(a) (a) (a) (a)	600 GO GO
•	Q1 Q1 Q1 Q1	
	(1) (1) (1)	
	01 01	



- Place value counters on a place value grid are the most effective manipulative when subtracting decimals with 1, 2 and then 3 decimal places.
- Ensure children have experience of subtracting decimals with a variety of decimal places. This includes putting this into context when subtracting money and other measures.

Multiplication and Division

Multiplication and	Multiplication and Division Knowledge Organiser					
Key Vocabulary	Factors	Prime Numbers				
multiply	A factor is a number that divides into another number exactly, without leaving a remainder.	1 2 3 4 5 6 7 8 9 10				
groups of	A common factor is a factor of 2	11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30				
lots of	or more numbers.	31 32 33 34 35 36 37 38 39 40				
times	1 2 4 5 10 20 2	41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60				
divide	The factors of 20 are 1, 2, 4, 5, 10 and 20.	61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80				
share	The factor pairs are: 1 and 20 2 and 10	71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90				
remainder	4 and 5 Factors of 15	91 92 93 94 95 96 97 98 99 100				
factor	Squared ² and Cubed ³ Numbers	Related Calculations				
multiple		8 × 9 = 72 9 × 8 = 72				
product		80 × 9 = 720 90 × 8 = 720				
	2 ² - 4 2 ³ - 8 5 ² - 25 5 ³ - 125	72 ÷ 9 = 8				
twinkl visit bent.com	2 × 2 - 4	720 ÷ 9 = 80				

Multiplication and Division

Knowledge Organiser

Short Multiplication

Long Multiplication

$$2543 \times 7 = 17801$$

	2	5	4	3
×				7
1	7	8	0	1
-	2	2	(2)	

Remember to move any regrouped digits into the next column. After the next multiplication, add the regrouped number to the answer.

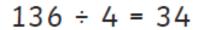
$2543 \times 67 = 170381$

		2	5	4	3
	×			6	7
	1	7	8	0	1
	1	3	3	2	
1	5	2	5	8	0
1	7	0	3	8	1
	1	1			

Before multiplying by the number in the tens column, remember to use zero as a placeholder because the 6 in 67 is 6 tens (60).

Division

Short Division



		3	4	
4	1	3	6	
-	1	2	0	→ 30 × 4
		1	6	
	-	1	6	→ 4 × 4
			0	

		3	8
4	1	¹ 5	32

15 ÷ 4 = 3 remainder 3

Remember to regroup any remainders and move them into the next column.

		4	5	5	ŗ	3
5	2	2	² 7	² 8		

28 ÷ 5 = 5 remainder 3

If your calculation has a remainder, remember to record it in the answer using the letter r.



Written Methods and Visuals



Skill: Multiply 4-digit numbers by 1-digit numbers

Thousands	Hundreds	Tens	Ones
1990	100 100 100 100	10 00	
	100 100 100 100	100	
	100 100 100 100	100	000
100 000		10	

 $1,826 \times 3 = 5,478$

	Th	Н	Т	О
	1	8	2	6
×				3
	5	4	7	8
	2		1	

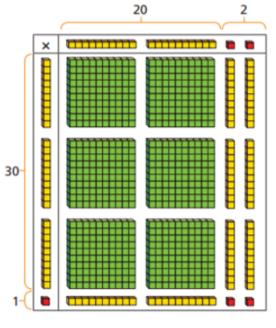
Year: 5

• When multiplying 4digit numbers, place value counters are the best manipulative to use to support children in their understanding of the formal written method. If children are multiplying larger numbers and struggling with their times tables, encourage the use of multiplication grids so the children can focus on the use of the written method.



Skill: Multiply 2-digit numbers by 2-digit numbers





 $22 \times 31 = 682$

	100	0 0
10	100 100	10 10
10	100 100	10 10
10	100 100	10 10
0	· ·	0 0

×	20	2
30	600	60
1	20	2

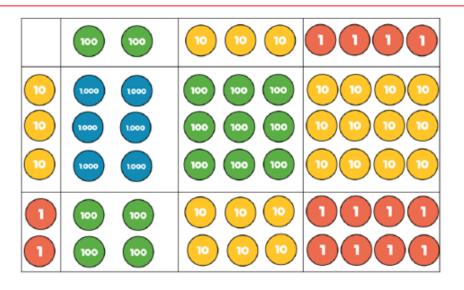
	Н	Т	0
		2	2
×		3	1
		2	2
	6	6	0
	6	8	2

• When multiplying a multi-digit number by 2-digits, use the area model to help children understand the size of the numbers they are using. This links to finding the area of a rectangle by finding the space covered by the base 10. The grid method matches the area model as an initial written method before moving on to the formal written multiplication method.



Skill: Multiply 3-digit numbers by 2-digit numbers

Year: 5/6



Th	Н	Т	0
	2	3	4
×		3	2
	4	6	8
17	1 ⁰	2	0
7	4	8	8

×	200	30	4
30	6,000	900	120
2	400	60	8

- Children can
 continue to use the
 area model when
 multiplying 3-digit
 numbers by 2-digits.
 Place value counters
 become more
 efficient to use but
 Base 10 can be used
 to highlight the size
 of the numbers.
- Encourage children to move towards the formal written method, seeing the links with the grid method.

 $234 \times 32 = 7,488$



Skill: Multiply 4-digit numbers by 2-digit numbers

Year: 5/6

TTh	Th	Н	Т	0
	2	7	3	9
×			2	8
2	1 5	9	1 7	2
	1 5		1 7 8	2

•	When multiplying 4-
	digits by 2-digits,
	children should be
	confident in written
	method.

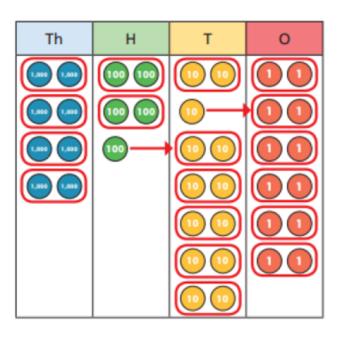
- If they are still struggling with the times tables, provide multiplication grids to support when they are focusing on the use of the method.
- Consider where exchanged digits are placed and make sure this is consistent.

 $2,739 \times 28 = 76,692$



Skill: Divide 4-digits by 1-digit (grouping)





	4	2	6	6
2	8	5	13	12

- Place value counters or plain counters can be used on a place value grid to support children to divide 4-digits by 1digit. Children can also draw their own counters and group them through a more pictorial method.
- Children should be encouraged to move away from the concrete and pictorial when dividing numbers with multiple exchanges.

 $^{8,532 \}div 2 = 4,266$

Fractions

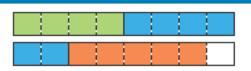
Fractions		Knowledge Organiser
Key Vocabulary	Equivalent Fractions	Compare and Order Fractions
numerator	To find equivalent fractions, we multiply or divide the numerator and denominator by the same number.	We can compare and order fractions by using common denominators.
denominator	×5 ×10	×2
unit fraction	$\frac{1}{2} = \frac{5}{10} = \frac{50}{100}$	$\frac{\frac{1}{3}, \frac{5}{6}, \frac{7}{12}}{\frac{4}{12}, \frac{10}{12}, \frac{7}{12}}$ $\frac{11}{8} > \frac{5}{4}$ $\times 2$
non-unit fraction	$\frac{1}{2} = \frac{1}{10} = \frac{1}{100}$	12, 12, 12 1, 7, 15 1, 7, 12
whole		5, 12, 0
equivalent	Mixed Numbers	Improper Fractions
mixed number	Mixed numbers contain a whole number and a fraction. whole $2\frac{1}{4}$ fraction	An improper fraction has a numerator which is greater than or equal to the denominator.
improper fraction	Convert an Improper Fraction to a Mixed Number	Convert a Mixed Number to an Improper Fraction
simplest form	9 ÷ 4 = 2r1 2 1/4 This shows you	Multiply the whole by
multiple	4 Divide the numerator by the denominator.	the denominator to make an improper fraction. $2\frac{5}{6} - \frac{12}{6} + \frac{5}{6} - \frac{17}{6}$ Add the fractions together.
common denominator	Adding and Subtracting Fractions	
common numerator	To add or subtract fractions with denominators that have the same denominator.	are multiples of the same number, we must change one fraction to
twinkl visit winkl.com	$\frac{1}{3} + \frac{1}{3} - \frac{2}{3}$	$\frac{1}{4} + \frac{3}{8} - \frac{2}{8} + \frac{3}{8} - \frac{5}{8}$ $\frac{5}{6} - \frac{2}{3} - \frac{5}{6} - \frac{4}{6} - \frac{1}{6}$

Fractions

Knowledge Organiser

Add Fractions Where the Total is Greater Than 1

$$\frac{1}{2} + \frac{3}{4} + \frac{5}{8} - \frac{4}{8} + \frac{6}{8} + \frac{5}{8} - \frac{15}{8} - 1\frac{7}{8}$$



Subtract from a Mixed Number

$$1\frac{2}{3} - \frac{2}{9} - 1\frac{6}{9} - \frac{2}{9} - 1\frac{4}{9}$$

starting number	find the equivalent fraction	subtract

Add Mixed Numbers

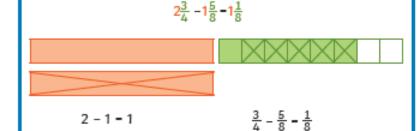
$$1\frac{1}{4} + \frac{3}{8} = 1\frac{2}{8} + \frac{3}{8} = 1 + \frac{5}{8} = 1\frac{5}{8}$$

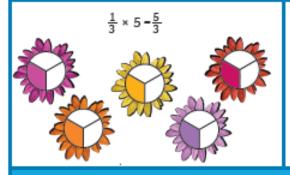
$$1\frac{1}{4} + \frac{3}{8} - \frac{5}{4} + \frac{3}{8} - \frac{10}{8} + \frac{3}{8} - \frac{13}{8} - 1\frac{5}{8}$$

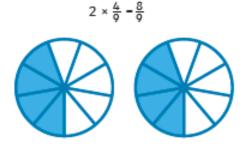
Multiply Unit Fractions by an Integer











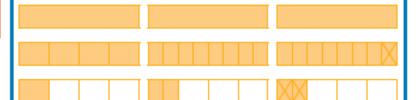
Multiply Mixed Numbers by Integers

Subtract from a Mixed Number - Breaking the Whole

 $2\frac{1}{4} - \frac{3}{8} - 2\frac{2}{8} - \frac{3}{8} - 1\frac{10}{8} - \frac{3}{8} - 1\frac{7}{8}$

Convert to an improper fraction and multiply the numerator by the integer.

$$2\frac{1}{4} \times 2$$
 - $\frac{9}{4} \times 2$ - $\frac{18}{4}$ - $4\frac{2}{4}$ - $4\frac{1}{2}$

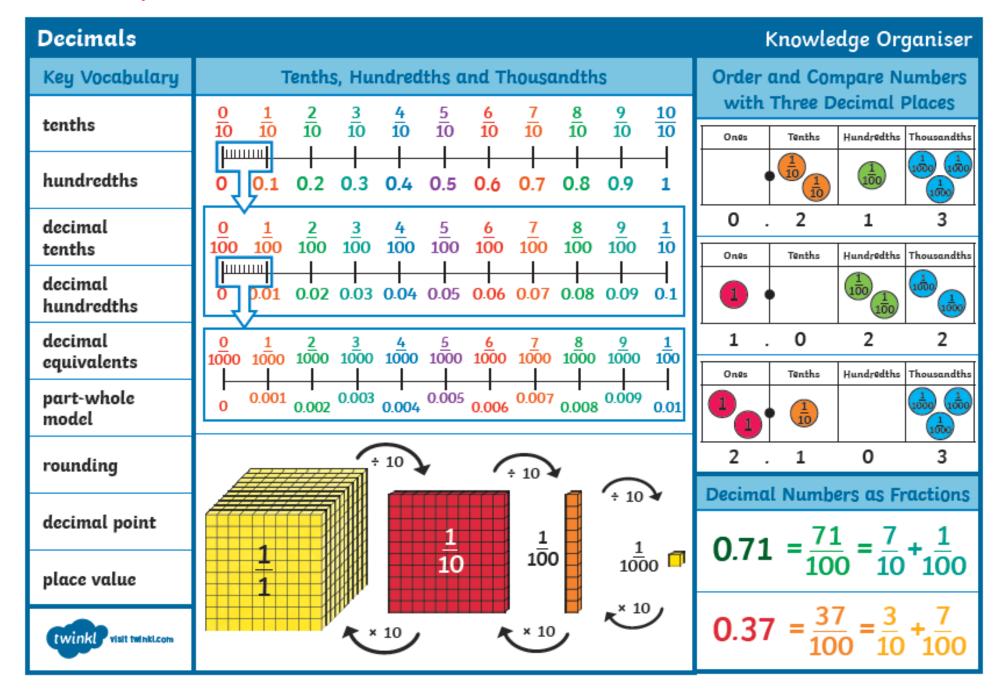




Use repeated addition.

$$2\frac{1}{4} \times 2 - 2\frac{1}{4} + 2\frac{1}{4} - 4\frac{2}{4} - 4\frac{1}{2}$$

Decimals



Decimals

Knowledge Organiser

Multiplying and Dividing by 10, 100 and 1000

Tens	Ones	Tenths	Hundredths	Thousandths
3	8			
+	3,	8		
3	8	10		

Tens	Ones	Tenths	Hundredths	Thousandths
3	8			
	÷ 100			
	0 🦯	3	8	
3	8	× 100		

Tens	Ones	Tenths	Hundredths	Thousandths	
3	8				
	÷ 1000				
	0_0	0	′3	8	
_			× 1000		
3	8				

Adding and Subtracting Decimals

$$0.8 + 0.001 = 0.801$$

$$1.031 - 0.23 = 0.801$$

$$0.4005 + 0.4005 = 0.801$$



Rounding Decimals

1.7 1.8 1.2 1.3 1.5 1.6 1.4

If the tenths digit is 1, 2, 3 or 4, we round down to the nearest whole number.

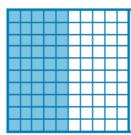
If the tenths digit is 5, 6, 7, 8 or 9, we round up to the nearest whole number.

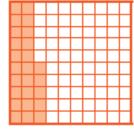
1.11 1.12 1.13 1.15 1.16 1.17 1.18 1.19 1.14

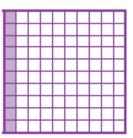
If the hundredths digit is 1, 2, 3 or 4, we round down to the nearest tenth.

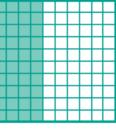
If the hundredths digit is 5, 6, 7, 8 or 9, we round up to the nearest tenth.

Percentage and Decimal Equivalents









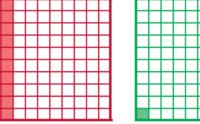
$$50\% = \frac{50}{100} = \frac{1}{2} = 0.5$$
 $25\% = \frac{25}{100} = \frac{1}{4} = 0.25$ $10\% = \frac{10}{100} = \frac{1}{10} = 0.1$

$$25\% = \frac{25}{100} = \frac{1}{4} = 0.25$$

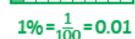
$$10\% = \frac{10}{100} = \frac{1}{10} = 0.1$$

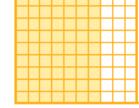
$$40\% = \frac{40}{100} = \frac{2}{5} = 0.4$$

Crossing the Whole









$$20\% = \frac{20}{100} = \frac{1}{5} = 0.2$$
 $1\% = \frac{1}{100} = 0.01$ $70\% = \frac{70}{100} = \frac{7}{10} = 0.7$

Converting Units

Converting Units Knowledge Organiser							
Key Vocabulary	Converti	ng Mass	Convertin	Converting Capacity			
mass		1000g = 1kg		1000ml = 1 litre			
gram		$\frac{1}{10}$ kg = 0.1kg = 100g	The last state of the last sta	$\frac{1}{10}$ l = 0.1l = 100ml			
kilogram	×1000	$\frac{1}{4}$ kg = 0.25kg = 250g	×1000	$\frac{1}{4}$ l = 0.25l = 250ml $\frac{1}{2}$ l = 0.5l = 500ml			
capacity	kg g	$\frac{1}{2}$ kg = 0.5kg = 500g	l ml	_			
volume	÷1000	$\frac{3}{4}$ kg = 0.75kg = 750g	÷1000	$\frac{1}{100}$ l = 0.01l = 10ml			
millilitre	Converting Length						
centilitre		×1000	×100	×10			
litre	/ k	em m	cm	mm			
millimetre		÷1000	÷100	÷10			
centimetre		1000 metres = 1 kilome	etre $\frac{1}{4}$ km = 0.29	5km = 250m			
kilometre		100cm = 1m	$\frac{1}{2}$ km = 0.5km = 500m				
twinkl visit twinkl.com		10mm = 1cm $\frac{1}{10}$ km = 0.1km = 100m	$\frac{3}{4}$ km = 0.75	5km = 750m			

Units of Time

Minute 1 minute - 60 seconds











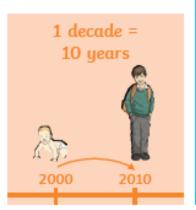
Year



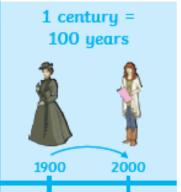
Leap Year



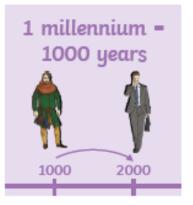
Decade



Century



Millennium





measurement and Volume

Volume	Knowledge Organiser
Key Vocabulary	Volume of Cubes and Cuboids
cubed	Volume is measured in cubed units. For example, cm³ , m³ and km³ .
area	To calculate the volume of cubes and cuboids:
cross-section	 Calculate the area of the cross-section (one face). Multiply the area of the cross-section (one face) by its depth.
prism	2. Transpig the area of the cross section (one face) by its acptiv.
cube	Area of cross section (face) = 2cm × 2cm = 4cm²
cuboid	4cm² × 2cm = Volume of 8cm³
face	
length	
height	Area of cross section (face) = 4cm × 2cm = 8cm²
width	8cm² × 3cm = Volume of 24cm³
depth	
twinkl visit twinkl.com	

Volume	Knowledge Organiser					
Key Vocabulary	Volume of Cubes and Cuboids					
cubed	Volume is measured in cubed units. For example, cm³ , m³ and km³ .					
area	To calculate the volume of cubes and cuboids:					
cross-section	1. Calculate the area of the cross-section (one face). 2. Multiply the cross-section (one face).					
prism	2. Multiply the area of the cross-section (one face) by its depth.					
cube	Area of cross section (face) = 2cm × 2cm = 4cm²					
cuboid	4cm² × 2cm = Volume of 8cm³					
face						
length						
height	Area of cross section (face) - /cm x 2cm - 8cm²					
width	Area of cross section (face) = 4cm × 2cm = 8cm ² 8cm ² × 3cm = Volume of 24cm ³					
depth						
twinkl visit twinkl.com						

Area and Perimeter

Perimeter and Area	ı.	Knowledge Organiser			
Key Vocabulary	Measure Perimeter	Calculate Perimeter			
metre	Measure the perimeter of a rectangle:	Calculate the missing sides of this rectilinear shape to find the perimeter:			
kilometre	w t	2cm			
perimeter	l Measure the length (l) and width (w). Perimeter = l + w + l + w or (l + w) × 2	8cm 7cm			
length	Measure the perimeter of regular shapes: Measure the length (l) and	missing side 1 missing side 2			
width	count the number of sides (s) on the shape.	* This shape is not drawn to the dimensions specified.			
rectangle	Measure the perimeter of irregular shapes:	Missing side 1 + 4cm = 8cm, so missing side 1 = 4cm.			
rectilinear		Missing side 2 = 2cm + 7cm = 9cm			
dimensions		Perimeter = sum of all sides = 2cm + 4cm + 7cm + 4cm + 9cm + 8cm = 34cm			
twinkl visit twinkl.com	Measure the length of each side and add them together.				

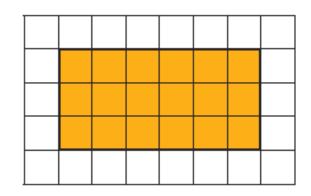
Length and Perimeter

Knowledge Organiser

Area of Rectangles

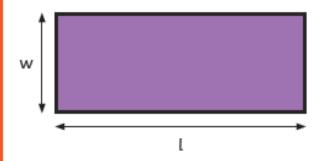
Area of Irregular Shapes

The area of a rectangle on a grid:



Multiply the length \times width $= 6 \times 3 = 18$ squares.

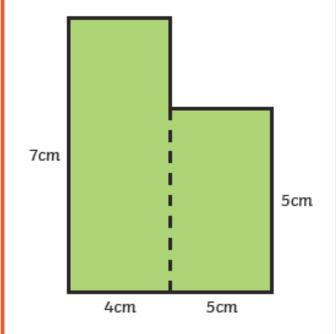
The area of a rectangle = length (l) \times width (w).





To find the area of a compound shape, divide the shape into rectangles with known dimensions:

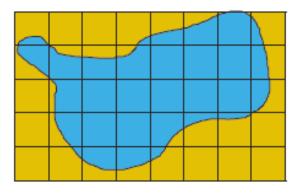
Area of Compound Shapes



Area = $7cm \times 4cm + 5cm \times 5cm$ = $28cm^2 + 25cm^2$

= 53cm²

To find the area of an irregular shape, find the number of whole squares and part squares.



Whole squares = 10 Part squares = 22

> Estimate of area = whole squares + half part squares

> > $= 10cm^2 + 11cm^2 = 21cm^2$

*There are other ways to estimate the area of irregular shapes.

Statistics

Statistics Knowledge Organiser											
Key Vocabulary	Reading and Understanding Tables				Completing Tables						
axis	A table to show ticket prices at a			Here is a table showing the favourite drink flavours of some children.							
continuous data	local cinema.					Boys Girls Tota				Total	
horizontal	- L	w. L.	w. I		(Orange	8		Othis	18	
data	Ticket Type	Weekday Price	VVecken	Weekend		ckcurrant			6		
interpret						Total	15				
label	Adult	£6	£7.50								
line graph	Child £4 £4.50				-				for blackcurrant,		
maximum value	Student £5.50 £6						ys who vot	ed ar	nd subtract the i	number of votes	
minimum value	for orange. In order to understand the data										
pattern	presented in			To f	To find how many girls voted for orange, look at the total number of						
predict	the table's title and the headings.				votes for orange and subtract the number of votes from boys.						
relationship	Remember to always look at the					To find the total number of votes for blackcurrant, the total number					
represent	heading that	tion	of girls or the total number of voters, simply add up the values from								
scale	falls under.					the appropriate row or column.					
survey											
table	Timetables	Timetables									
tally	Here is a bus	timatahla:									
timetable	Here is a bus	timetable.	Thi	ee dif	ferent bu	ses					
vertical	Three different buses The bus starts at this time and location.								and location		
x-axis	್ಲ ೫ Mill Ro		0726			0842	ine	bus st	arts at trus time o	ina location.	
y-axis	" ±	용 등 High Street 0729 08		803		The	The bus does not stop h		e.		
			0759		833	0946	The	bus te	erminates at this t	ime and location.	
twinkl vist twintLoom	Fulwoo	a	0845	0	919	0946					

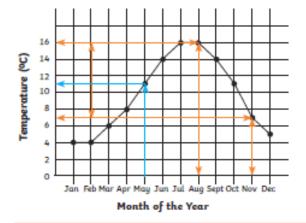
Statistics Knowledge Organiser

Read and Interpret Line Graphs

Here is a line graph showing the average temperature for each month.

The y-axis shows temperature in intervals of 2°C on a scale of 0°C to 16°C.

The points show the average temperature for each month.



The x-axis shows the months of the year.

Use Line Graphs to Solve Problems

To find the average temperature in May, follow the arrow up from May and across to the temperature. As this is halfway between 10°C and 12°C, the average temperature in May is 11°C.

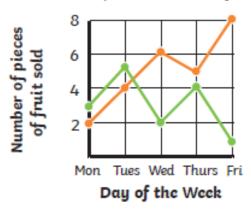
To find the difference between the average temperatures in August and in November, find the temperature for each month and calculate the difference between the two. The shape of the line graph can show how the temperature changed. he average temperature falls 9°C from August to November.

Draw Line Graphs

Here is a table showing the number of different types of fruit sold each day.

	Bananas	Apples
Mon	2	3
Tues	4	5
Wed	6	2
Thurs	5	4
Fri	8	1

This graph can be used to represent the data from the table.



Mark each point for the number of bananas sold each day and join each point with a line.

Mark each point for the number of apples sold each day and join each point with a line.



Properties of shape

Properties of Shape

Knowledge Organiser

Key Vocabulary

angle

right angle

acute

obtuse

reflex

protractor

horizontal

vertical

parallel

perpendicular

polygon

regular

irregular

two-dimensional

three-dimensional

flat face

curved surface

edge

curved edge

vertex

apex



Regular and Irregular Polygons

Regular	Irregular		
	→ ▲ ⊴		

A polygon is any two-dimensional shape formed with straight lines.

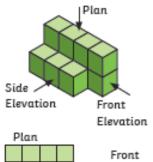
In a regular polygon, all the sides and angles are equal.

In an irregular polygon, the sides and angles are not equal.

Elevation

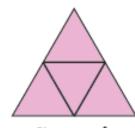
Representations

Cube models can be drawn as 2D representations using different elevations.



Side Elevation

A shape net is a 2D drawing of an unfolded 3D shape. When you are drawing or reasoning about shape nets, think carefully about where the edges of the faces meet.



Shape net of a tetrahedron

Properties of 3D Shapes

	Surf	aces	Ed	ges		Picture
Name	Flat	Curved	Flat	Curved	Vertices	
sphere	0	1	0	0	0	
cube	6	0	12	0	8	
cuboid	6	0	12	0	8	
cone	1	1	0	1	0	7
cylinder	2	1	0	2	0	
square-based pyramid	5	0	8	0	5	A
tetrahedron	4	0	6	0	4	
triangular prism	5	0	9	0	6	
pentagonal prism	7	0	15	0	10	
hexagonal prism	8	0	18	0	12	0
octagonal prism	10	0	24	0	16	•
octahedron	8	0	12	0	6	\rightarrow

A cone has an apex. This is because a vertex is the point where two straight edges meet and a cone has no straight edges.

Properties of Shape

Knowledge Organiser

Identifying Angles

Acute Angles

Any angle that measures less than 90° is called an acute angle.



Obtuse Angles

Any angle that measures greater than 90° and less than 180° is called an **obtuse** angle.

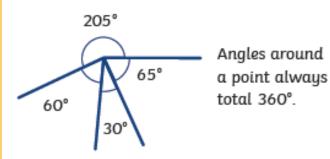


Any angle that measures greater than 180° is called a **reflex** angle.



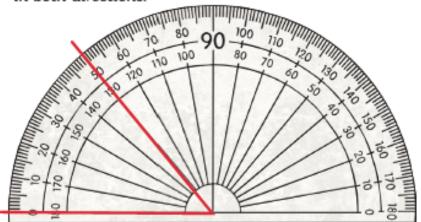


Angles on a straight line always total 180°.



Measuring and Drawing Angles

To measure angles, we use a protractor. Look carefully at how the numbers on the scale count from 0° to 180° in both directions.



Multiples of 90° can be used as descriptions of a turn.



1/4 turn = 90°



 $\frac{1}{2}$ turn = 180°



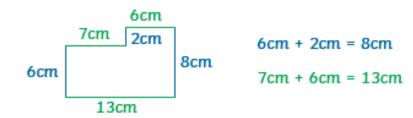
 $\frac{3}{4}$ turn = 270°



1 turn = 360°

Using Properties of Rectangles





Position and Direction

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Knowledge Organiser Position and Direction Key Vocabulary y-axis. coordinate Coordinates are a useful way to locate a position on a map or grid. quadrant The numbers across the horizontal line of the grid are on the x-axis x-axis The numbers on the vertical line of the grid are on the y-axis. We always read or write the number on the x-axis y-axis before the y-axis. The x and y position are written in brackets with reflection a comma. x-axis. The coordinate of the orange spot is (3, 4). mirror line translation To help you remember which point to read or write first, simply horizontal remember to move 'along the corridor and up the stairs'. In other words, move on the x-axis and then move on the y-axis. vertical

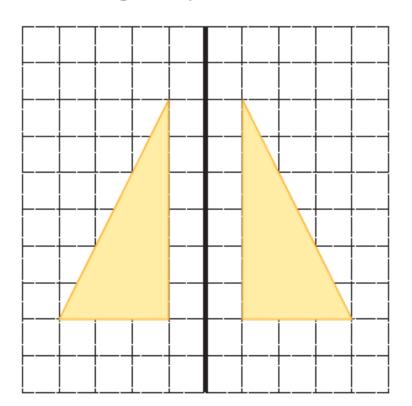
Position and Direction

Knowledge Organiser

Reflection

A shape is reflected when is flipped over a mirror line.

The reflected image is congruent to the original. This means that the measurements of the sides and angles have not changed. Each point of the reflected shape is the same distance from the mirror line as the original shape.



Translation

In maths, translation means moving an object on a grid. The object is moved without changing the size, turning or reflecting it.

When translating an object on a grid, it can move up or down, left or right.

