

Number and Place Value

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

Read, write, order and compare numbers to one million and determine the value of each digit.

Nine hundred and twenty six thousand, four hundred and seventy one.

These numbers have been represented using place value counters.

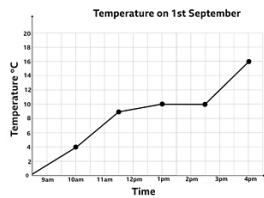
Ones	Tenths	Hundredths	Thousandths
0	2	1	3

Ones	Tenths	Hundredths	Thousandths
1	0	2	2

Ones	Tenths	Hundredths	Thousandths
2	1	0	3

Statistics

Line graphs show data over a period of time.



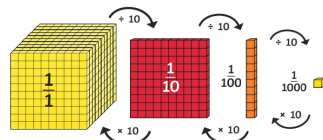
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Multiplying and dividing by 10, 100 and 1000 requires you to move the numbers to different place values.

X 10 means one jump bigger

X 100 means two jumps bigger

X1000 means three jumps bigger



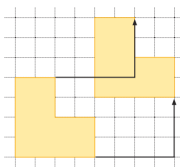
Decimals are smaller than one whole. We have tenths, hundredths and thousandths.

Regular	Irregular

Irregular shapes have different length sides and angles can be all different.



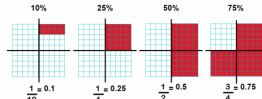
A reflex angle is any angle greater than 180° and less than 360°.



Translation is the movement of the position of shapes on a coordinate grid

Fractions, decimals and percentages

$$2\frac{3}{4} = \frac{11}{4}$$



Improper fractions are where the numerator is bigger than the denominator.

Multiplying fractions

$$\frac{3}{4} \times \frac{2}{5} = \frac{3 \times 2}{4 \times 5} = \frac{6}{20}$$



0.6
six tenths



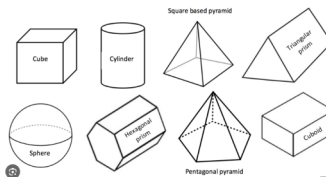
0.60
sixty hundredths

60 out of 100 is 60%

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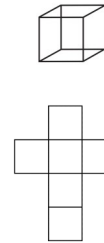
Geometry

Regular shapes have equal sides and equal angles.

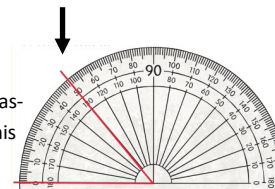


3D shapes can be made from 2D representations—we call these nets.

This is a net of a cube.



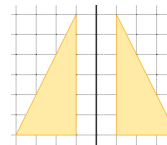
This angle is 50°.



Angles can be drawn and measured using a protractor. We measure angles in degrees and use this symbol ° to show degrees.

Reflection

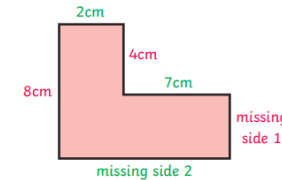
Reflection is the flipping of the shape on the mirror line. The shape is congruent to the original.



Measurement

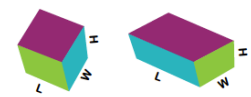
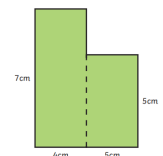


Perimeter is found by adding all four sides together (l + l + w + w)



Area of compound shapes can be found by finding the area of each section and adding together.

Perimeter of rectilinear shapes is found by finding the missing lengths and then adding all together.

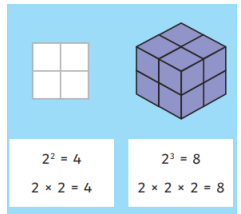


Volume of a cube / cuboid = length x height x width
 $V = L \times H \times W$

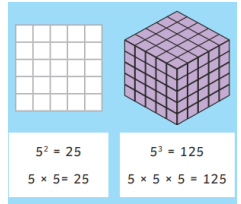
Multiplication

Factor	A factor is a number that divides into another number equally without a
Multiples	A number you get when you multiply a
Common factors	Two or more numbers that share the
Composite numbers	A whole number that can be made by multiplying other whole numbers
Prime numbers	A number that cannot be divided by another whole number other than itself
Prime factors	A factor which is also a prime number

Squared numbers are represented with x^2



Cubed numbers are represented with x^3



Area is found by length x width (l x w)