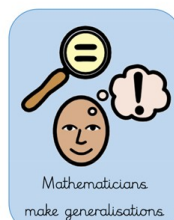
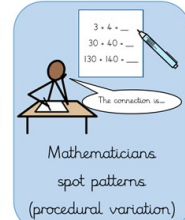
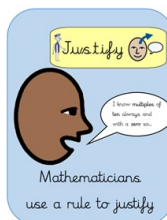
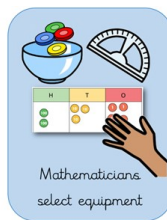
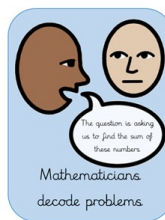
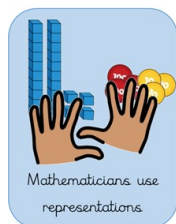
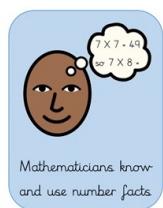


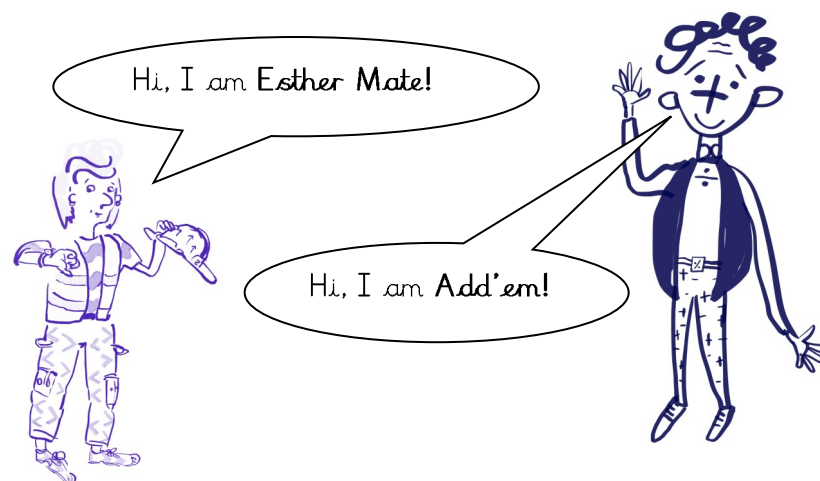
## Year 5 Parents Evening Support Pack



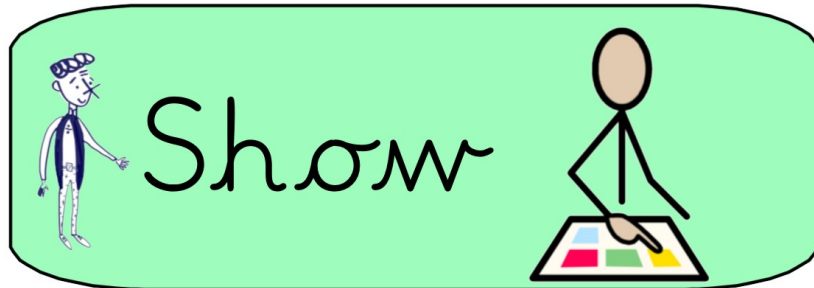
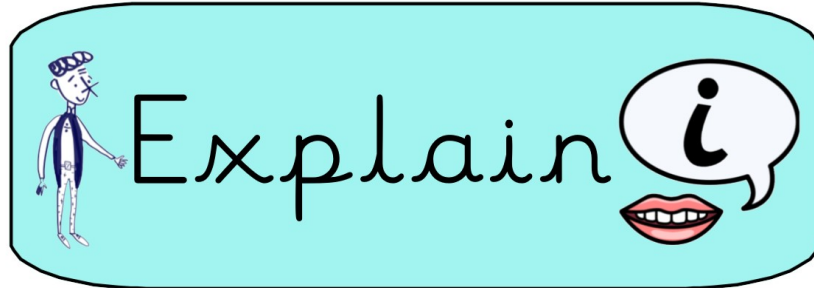
This support pack focuses on skills you can practise at home with your child:

In this pack, you will find:

- **Key Skills and facts**—What will your child learn this year? What facts should they be confident in?
- **Reasoning prompts**—What questions can you ask whilst your child does their Maths Homework?
- **Fluency Games**—Fun maths for everyday!



## The Add'em Scale:



At school we use the Add'em Scale to extend the reasoning and problem solving skills.



This is introduced to children in EYFS and used throughout the school.

Children begin with *describe* and *show* at the bottom of the scale and build to *explaining* and *justifying*.

### Examples of questioning:

**Justify:** What is the mathematical rule that proves that 319 is an odd number?

**Explain:** If you know this then explain what else you must know?

**Show:** Can you draw me a picture to show your thinking?

**Describe:** How did you get that answer? Could you explain it to a friend who didn't understand?

## Maths skills to focus on:

- Recognise the place value of a number up to 2 decimal places.
- Know that ten tenths are equivalent to one one and divided one in to 2, 4, 5 and 10 equal parts.
- Round to the nearest 10, 100, 1000 and 10,000.
- Secure fluency in multiplication table facts, and corresponding division facts, through continued practice.
- Multiply and divide numbers by 10 and 100; understand this as equivalent to making a number 10 or 100 times the size, or 1 tenth or 1 hundredth times the size.
- Find factors and multiples of positive whole numbers, including common factors and common multiples.
- Multiply any whole number with up to 4 digits by any one-digit number using a formal written method.
- Divide a number with up to 4 digits by a one-digit number using a formal written method.
- Find non-unit fractions of quantities.

## Reasoning Prompts and sentence stems:

- We use sentence stems in many of our maths lessons to help with our reasoning.
- Why did you choose this method?
  - “I chose this method because...”
- (It is easier for me/the question needs me to use this method/there are lots of steps/the numbers are larger)
- Prove your answer is correct.
  - “I know that .... therefore I know that...”
- How did you get this answer?
- How did you know which operation to use to solve the problem?
- “The word \_\_\_\_\_ appears in the question. This tells me that I need to...”
- Convince me that...
  - “I will use this rule to convince you...”
- Spot the pattern, explain the pattern.
- If the answer is ..... what was the question?



## Number fluency facts:

- These are number fluency facts that the children should know (be able to say the answer verbally in under 3 seconds).

+	0	1	2	3	4	5	6	7	8	9	10
0	0+0	0+1	0+2	0+3	0+4	0+5	0+6	0+7	0+8	0+9	0+10
1	1+0	1+1	1+2	1+3	1+4	1+5	1+6	1+7	1+8	1+9	1+10
2	2+0	2+1	2+2	2+3	2+4	2+5	2+6	2+7	2+8	2+9	2+10
3	3+0	3+1	3+2	3+3	3+4	3+5	3+6	3+7	3+8	3+9	3+10
4	4+0	4+1	4+2	4+3	4+4	4+5	4+6	4+7	4+8	4+9	4+10
5	5+0	5+1	5+2	5+3	5+4	5+5	5+6	5+7	5+8	5+9	5+10
6	6+0	6+1	6+2	6+3	6+4	6+5	6+6	6+7	6+8	6+9	6+10
7	7+0	7+1	7+2	7+3	7+4	7+5	7+6	7+7	7+8	7+9	7+10
8	8+0	8+1	8+2	8+3	8+4	8+5	8+6	8+7	8+8	8+9	8+10
9	9+0	9+1	9+2	9+3	9+4	9+5	9+6	9+7	9+8	9+9	9+10
10	10+0	10+1	10+2	10+3	10+4	10+5	10+6	10+7	10+8	10+9	10+10

- The facts outside the staircase should be focused on in year 1 and the other facts including inside the staircase are to be focused on in year 2 and 3.

This is the sequence for learning their number facts:

- Adding 1 (blue)
- Doubles (orange)
- Adding 2 (pale yellow)
- Story of 10 (bright yellow)
- Adding zero (green)
- Near doubles (grey)
- Adding 10 (purple)
- Additional facts (pink)





+	0	1	2	3	4	5	6	7	8	9	10
0	0 + 0	0 + 1	0 + 2	0 + 3	0 + 4	0 + 5	0 + 6	0 + 7	0 + 8	0 + 9	0 + 10
1	1 + 0	1 + 1	1 + 2	1 + 3	1 + 4	1 + 5	1 + 6	1 + 7	1 + 8	1 + 9	1 + 10
2	2 + 0	2 + 1	2 + 2	2 + 3	2 + 4	2 + 5	2 + 6	2 + 7	2 + 8	2 + 9	2 + 10
3	3 + 0	3 + 1	3 + 2	3 + 3	3 + 4	3 + 5	3 + 6	3 + 7	3 + 8	3 + 9	3 + 10
4	4 + 0	4 + 1	4 + 2	4 + 3	4 + 4	4 + 5	4 + 6	4 + 7	4 + 8	4 + 9	4 + 10
5	5 + 0	5 + 1	5 + 2	5 + 3	5 + 4	5 + 5	5 + 6	5 + 7	5 + 8	5 + 9	5 + 10
6	6 + 0	6 + 1	6 + 2	6 + 3	6 + 4	6 + 5	6 + 6	6 + 7	6 + 8	6 + 9	6 + 10
7	7 + 0	7 + 1	7 + 2	7 + 3	7 + 4	7 + 5	7 + 6	7 + 7	7 + 8	7 + 9	7 + 10
8	8 + 0	8 + 1	8 + 2	8 + 3	8 + 4	8 + 5	8 + 6	8 + 7	8 + 8	8 + 9	8 + 10
9	9 + 0	9 + 1	9 + 2	9 + 3	9 + 4	9 + 5	9 + 6	9 + 7	9 + 8	9 + 9	9 + 10
10	10 + 0	10 + 1	10 + 2	10 + 3	10 + 4	10 + 5	10 + 6	10 + 7	10 + 8	10 + 9	10 + 10

## Multiplication facts:

In Year 5, Children should be confident reciting all their times tables.

Throughout the year, they will continue to use their times table knowledge in a context.

X	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	100

We use rules to teach times tables to each year group. By Year 5, children should already be familiar with the following rules:

- The 10x table is double the 5x table.
- The 5x table ends with a 5 or a 0.
- The 10 x table ends with a 0.
- The 2x table ends with an even number.
- The 4x table is double the 2x table.
- The 8x table is double the 4x table.
- The 4x and 8x tables end with even numbers.
- The 6x table is double the 3x table.
- The 9x table is triple the 3x table.
- The 12 x table is double the 6x table.
- The 12x table is quadruple the



<b>X</b>	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	100




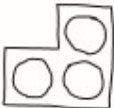




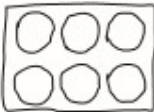
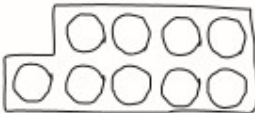
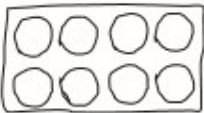
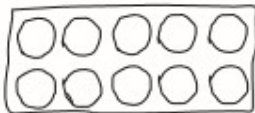
## I love maths

- Game for 2 players
- One person is odd, one person is even (you can pick a number from any side though!)
- Like rock paper scissors shake your hand with fist closed saying I-Love-Maths.
- Open your hand on 'Maths' and reveal 0-5 fingers (Each number represents one ten so 3 fingers equals 30)
- Add up the total of fingers
- If the total has an odd number of tens, the odd person gets a point. If the number has an even number of tens, the even person gets a point.
- First person to 10 points wins

You can teach the marching rhyme to learn odd and even numbers:

'Odd numbers it's time to shine (children repeat), we end in 1, 3, 5, 7, 9.

Even numbers don't be late (children repeat) we end in 0, 2, 4, 6, 8'

ODD		EVEN	
	10		0
	30		20
	50		40
	70		60
	90		80
			100



## Rounding

Use three dice.

If you have only one dice, roll it 4 or 5 times.

- Make a four or five-digit number, e.g. if you roll 2, 4, 6 and 8 you could make 2460 or 24,680.

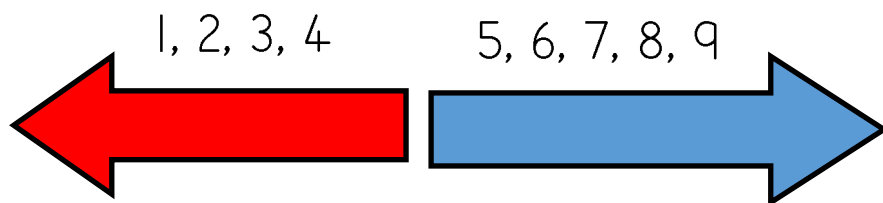
- Ask your child to round the three-digit number to the nearest multiple of 100, 1000 or 10,000.

Check whether it is correct, e.g.

760 to the nearest multiple of 100 is 800.

1340 to the nearest multiple of 1000 is 1000.

(A number ending in a 5 always rounds up.)



## Speedy number bond pairs to 100

Make a set of 12 cards showing the multiples of 100 from 0 to 1000, but with two 500s.

If you wish, you could use playing cards.

- Shuffle the cards and give them to your child.
- Time how long it takes to find all the pairs to 1000.
- Repeat later in the week. See if your child can beat his / her time.

0	100	200	300	400	500
500	600	700	800	900	1000

## Fractions at Home:

Fractions of objects: Find objects that have been divided in to equal parts in your home (e.g. window frames, pair of sunglasses, sliced apples)

Ask the questions: What is the whole?

How many equal parts are there?



Fractions of Amounts: Use 12 buttons, or paper clips or dried beans or...

- Ask your child to find **half** of the 12 things.
- Now find one **quarter** of the same group.
- Find one **third** of the whole group.

Repeat with other numbers.

“There are 6 buttons. One third of the buttons is 2.”



## Measurement at home:

Can you tell the time?: Whenever possible, ask your child to tell you the time to the nearest 5 minutes. Use a clock with hands as well as a digital watch or clock.

Time your child doing various tasks, e.g.

- getting ready for school;
- tidying a bedroom;
- saying the 5 times, 10 times or 2 times table...

Cupboard maths: Ask your child to look at the weights printed on jars, tins and packets in the food cupboard, e.g. tinned tuna 185g, tinned tomatoes 400g

Choose six items. Ask your child to put them in order. Is the largest item the heaviest?

Length/Height/Width:		Volume/Capacity:		Mass:	
1m	100cm	1L	1000ml	1kg	1000g
1cm	10mm			1g	10mg
Time:		It is always useful to have conversions on display at home,			
1hour	60 minutes				
1 minute	60 seconds				

## Key vocabulary in Year 5:

$$24 + 32 = 56$$

addend    addend    sum

$$30 - 15 = 15$$

minuend    subtrahend    difference

$$12 \text{ divided by } 2 = 6$$

dividend    divisor    quotient

$$3 \times 4 = 12$$

multiplier  
(Sets of)    multiplicand  
(How many  
in each set)    product

## 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.

## 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.

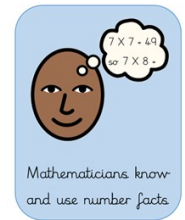
Ask your child to estimate the perimeter and area of each one to the nearest centimetre. Write the estimate on the back.

Now measure. Write the estimate next to the measurement.

How close did your child get?

## Your child has a Times Table Rockstar Login—[click here to login](#)

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! To be a Times Table Rock Star you need to answer any multiplication fact up to  $12 \times 12$  in less than 3 seconds!



### Logging in to Times Tables Rock Stars

1

Type **play.ttrockstars.com** into your browser's address bar.

2

Click Login! > School > Student

3

Enter the School Name.

Login

School, family or organisation \*

4

Enter your child's username and password.

Username \*

Password \*

Login