

Year Five Maths Long Term Plan

2025 to 2026

Fluency Development (Key Instant Recall Facts and Skills)

Key Skills

Autumn	Spring	Summer
Place value, number bonds, double and halving, multiplication and division facts, factors, conversions, rounding, squared numbers, fractions and decimals, x10, 100, 1000, fraction/percentage of an amount, number lines, BODMAS, prime numbers, angles, area and perimeter. Ensure fractions, decimal and percentage equivalence is taught and learnt throughout all sessions.		

Retrieval timetable

Autumn 1	Spring 1	Summer 1
6 and 12 times table	Multiples and Prime numbers	Factors
Autumn 2	Spring 2	Summer 2
7 times table (any other multiplications needed)	Shape	Time

**Also, ensure revision of previous KIRFs. See KIRF progression map **

Topic Progression



Pictorial and abstract representations can be used alongside each other.
 Refer to the calculation policy for representations.
 Children expected to draw representations in books.
 Teach one representation at a time.
 Use real life experiences/data collection to support understanding.

Autumn 1	Spring 1	Summer 1
Number Place value and Counting (3 weeks) (Application of measure (incl. time and money) where applicable) Four Operations (4 weeks) (Application of measure (incl. time and money) and statistics where applicable) Geometry Properties of Angles Properties of shape (1 weeks) One lesson per 2 weeks retrieval style arithmetic (where applicable) (8 weeks)	Geometry (1 week) Properties of Shape Number Facts (2 weeks) Multiples, Factors, Common Factors, Prime, Square, Cube numbers Statistics Graphs, Charts and Tables (2 weeks) Measure Converting Units including time (2 weeks) One lesson per 2 weeks retrieval style arithmetic (where applicable) (7 Weeks)	Negative numbers (2 weeks) Four Operations (3 weeks) (Application of measure (incl. time and money) and statistics where applicable) One lesson per week retrieval style arithmetic (where applicable) (5 Weeks)
Autumn 2	Spring 2	Summer 2
Number Four operations of Fractions (2 weeks: constantly reviewing in retrieval) (Application of number (incl. PV, A&S, M&D) where applicable) Perimeter, Area and Volume (2 weeks) (Application of number (incl. PV, A&S, M&D) where applicable) Fractions, decimals and percentages (2 weeks) (Application of number (incl. PV, A&S, M&D) where applicable) (6 Weeks to allow for adjustments) One lesson per 2 weeks retrieval style arithmetic (where applicable)	Geometry (3 weeks) Properties of Shape Position and direction Decimals, Percentages and Fractions (2 weeks) Four Operations (1 weeks) (Application of measure (incl. time and money) and statistics where applicable) One lesson per 2 weeks retrieval style arithmetic (where applicable) 6 Weeks	Geometry Position and Direction (Incl. coordinates) Properties of Shape and Angles (1 weeks) Statistics Graphs, Charts and Tables (2 weeks) Consolidation, Retrieval and Application Efficiency and fluency in mathematical thinking with application to real life mathematically rich projects (4 weeks) (7 Weeks) One lesson per week retrieval style arithmetic (where applicable)

	Year 5 objectives
Number and Place Value 3 weeks - some of these lessons may take longer than one lesson or may be practical Teacher notes <ul style="list-style-type: none"> Ensure you are always using place value hats on all work presented in books. Decimal places have a box of their own Place value hats... M 100 10 th h t o . 1/10 1/100 <div style="margin-left: 150px;">Th th</div>	To recognise the value of all of the digits in numbers up to 100,000 - pictorial/concrete
	To recognise the value of all of the digits in numbers up to 1,000,000
	To identify which digit has a certain value in numbers up to 1,000,000.
	To use pictorial representations to represent the same number in digits and words numbers up to 1,000,000.
	To use the less than, greater than and equals symbols to compare numbers and pictorial representations of numbers - 2 numbers up to 1,000,000
	To use the less than, greater than and equals symbols to compare numbers and pictorial representations of numbers - 2 numbers up to 2 decimal places
	To order numbers and pictorial representations of numbers - 4 numbers including decimals up to 1,000,000
	To order numbers - 4 numbers including decimals up to 1,000,000
	To round any number up to 1,000,000 to the nearest 10, 100 or 1000.
	To round any number up to 1,000,000 to the nearest 10,000 or 100,000.
	To round to the nearest whole number (including in context e.g. nearest pound).
	To place numbers including negative numbers on a number line
	To use negative numbers in context

	Year 5 objectives
Four operations 3 weeks - some of these lessons may take longer than one lesson or may be practical Teacher notes <ul style="list-style-type: none"> Ensure you are always using place value hats on all work presented in books. Decimal places have a box of their own. Calculations completed down the page, not across. 	To add numbers using column addition up to 1,000,000 (including problems)
	To add numbers including decimals in context (money and decimals)
	To subtract numbers using column subtraction up to 1,000,000 (including problems)
	To subtract numbers including decimals in context (money and decimals)
	To solve multi step problems within context choosing the appropriate method.
	To multiple whole numbers and decimals by 10

<ul style="list-style-type: none"> On addition, subtraction, multiplication and division use estimation within teacher modelled answers Encourage children to check answers in green pen using inverse next to the calculation. When solving problems children/teacher should use 5 steps flow map. (teacher to support/model step one and two for Year 5). When dividing by 10, 100 and 1000 starting with decimals allows them to further their understanding of decimal places. When teaching multiplication refer to Year 4 method for pictorial When completing any multiplication/division encourage children to write multiplication down the side. <p>Place value hats...</p> <p>M 100 10 th h t o . 1/10 1/100 Th th</p>	To multiple whole numbers including decimals by 10, 100 and 1000
	To divide decimal numbers by 10, 100, 1000.
	To divide whole numbers and decimals by 10, 100 and 1000
	To multiply 4 by 1 digit number including an exchange.
	To multiply 4 by 2-digit numbers including exchanges (using numbers 11-19 then 21-29)
	To divide a 4 by 1-digit number including pictorial representations without remainder. May not be completed in books
	To divide a 4 by 1-digit number without remainder.
	To divide a 4 by 1-digit number with remainder. Remainders need to be completed as decimals. Divide by 2, 4, 6 and 8.
	To divide a 4 by 1-digit number with remainder. Remainders need to be completed as decimals.
	To solve multi step problems with multiplication and division within context choosing the appropriate method.

	Year 5 objectives
Properties of angles 1 weeks - some of these lessons may take longer than one lesson or may be practical Over learner key facts e.g. angles around a point is 360.	To identify and recall different types of angles Within this lesson how to read and use a protractor
	To estimate and comparing angles
	To estimate and measure angles (allow for 5 degrees)
	To draw angles to a given point
	To draw rectangles and squares with measurements provided (to nearest mm)

One Excellence Multi Academy Trust
Year Five Maths Planning Guidance
2025 to 2026

	Year 5
These are suggestions and do not all need to be individual lessons and multiple can be taught	
Strand	Suggested Small Steps
Number and Place Value	<p>1000s, 100s, 10s and 1s</p> <p>Numbers to 10,000</p> <p>Rounding to the nearest 10</p> <p>Rounding to the nearest 100</p> <p>Rounding to 10, 100 and 1,000</p> <p>Numbers to 100,000</p> <p>Compare and order numbers to 100,000</p> <p>Round numbers within 100,000</p> <p>Read, write, order and compare numbers to a million</p> <p>Counting in 10s, 100s, 1,000s, 10,000s and 100,000s to a million</p> <p>Compare and order numbers to one million</p> <p>Round numbers to one million</p> <p>Count forwards and backwards through positive and negative numbers</p> <p>Solve number problems with the above</p> <p>Roman numerals</p>

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Strand	Suggested Small Steps
Number Facts/: Addition and Subtraction	<p> Add two 4-digit numbers - one exchange Add two 4-digit numbers - more than one exchange Add whole numbers with more than 4 digits Subtract two 4-digit numbers - one exchange Subtract two 4-digit numbers - more than one exchange Subtract whole numbers with more than 4-digits Round to estimate and approximate and to check answers Inverse operations (addition and subtraction) Multi-step addition and subtraction problems Add and subtract mentally </p> <p> Adding decimals within 1 Subtracting decimals within 1 Complements to 1 Adding decimals - crossing the whole Adding decimals with the same number of decimal places Subtracting decimals with the same number of decimal places Adding and subtracting decimals with the same number of decimal places problem solving Adding decimals with a different number of decimal places Subtracting decimals with a different number of decimal places Adding and subtracting decimals with a different number of decimal places problem solving Adding and subtracting wholes and decimals Decimal sequences </p>

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Strand	Suggested Small Steps

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Strand	Suggested Small Steps
Number Facts/: Multiplication and Division	Multiplying decimals by 10, 100 and 1,000 Dividing decimals by 10, 100 and 1,000 Multiples Factors Factor Pairs Common factors Prime factors Prime numbers Composite numbers Square numbers Cube numbers Multiply by 10 Multiply by 100 Multiply by 10, 100 and 1,000 Divide by 10 Divide by 100 Divide by 10, 100 and 1,000 Multiples of 10, 100 and 1,000 Multiply and divide numbers mentally drawing on known facts Multiply 2-digits by 1-digit Multiply 3-digits by 1-digit Multiply 4-digits by 1-digit Area model activity Multiply 2-digits (area model) Multiply 2-digits by 2-digits Multiply 3-digits by 2-digits Multiply 4-digits by 2-digits (basic practice) Multiply 4-digits by 2-digits Divide 2-digits by 1-digit (1) Divide 2-digits by 1-digit (2) Divide 3-digits by 1-digit Divide 4-digits by 1-digit Divide with remainders Solve problems for all of the above
	Fractions What is a fraction? Equivalent fractions Fractions greater than 1 Improper fractions to mixed numbers Mixed numbers to improper fractions Number sequences Compare fractions less than 1 Order fractions less than 1 Compare fractions greater than 1 Order fractions greater than 1 Add and subtract fractions Add fractions within 1 Add 3 or more fractions

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Strand	Suggested Small Steps
	<p>Add fractions Add mixed numbers</p> <p>Subtract fractions Subtract mixed numbers Subtraction - breaking the whole Subtract 2 mixed numbers</p> <p>Multiply unit fractions by an integer Multiply non-unit fractions by an integer</p> <p>Multiply mixed numbers by integers Calculate fractions of a quantity Fraction of an amount Using fractions as operators</p> <p>Fraction problem solving</p> <p>Decimals up to 2 d.p. Read and write decimals as fractions Understand thousandths Thousandths as decimals Rounding decimals to 2d.p Read, write, order and compare decimals to 3 d.p Solve problems up to 3d.p Understand percentages Percentages as fractions and decimals problems Equivalent FDP</p>

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Strand	Suggested Small Steps
Geometry: Shape & Position and Direction	<p>Identify angles, know they are measured in degrees</p> <p>Estimate angles</p> <p>Compare and order angles</p> <p>Measuring angles in degrees</p> <p>Measuring with a protractor</p> <p>Drawing lines and angles accurately</p> <p>Calculating angles on a straight line</p> <p>Calculating angles around a point</p> <p>Triangles</p> <p>Quadrilaterals</p> <p>Calculating lengths and angles in shapes</p> <p>Regular and irregular polygons based on angles</p> <p>Reasoning about 3-D shapes</p> <p>Identify 3-D shapes</p> <p>Deducing properties of shapes from angle sizes</p> <p>Describe position</p> <p>Draw on a grid</p> <p>Position in the first quadrant</p> <p>Translation</p> <p>Translation with coordinates</p> <p>Lines of symmetry</p> <p>Complete a symmetric figure</p> <p>Reflection</p> <p>Reflection with coordinates</p>
Measurement: Length/Height	<p>Measure perimeter</p> <p>Perimeter on a grid</p> <p>Perimeter of rectangles</p> <p>Perimeter of rectilinear shapes</p> <p>Calculate perimeter</p>

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Strand	Suggested Small Steps
Measurement: Weight/Volume	Counting squares Area of rectangles Area of compound shapes Area of irregular shapes Compare area of shapes Kilometres Kilograms and kilometres Millimetres and millilitres Convert between metric units Metric units Convert equivalents between imperial and metric units Imperial units What is volume? Compare volume Estimate volume Estimate capacity Four operations
Measurement: money	
Measurement: Time	Converting units of time Solving problems Timetables
Statistics: Graphs and Charts	Interpret charts Comparison, sum and difference Introduce line graphs Read and interpret line graphs Draw line graphs Use line graphs to solve problems Read and interpret tables and timetables Two-way tables Timetables
Algebra	

