**Primary Five Numeracy Overview**

**Term 3**

**Number**

* Count forwards and backwards in multiples of 3,4,5,6,7,8,9, within 100.
* Understand equivalence of fractions, where the numerator is 1 (e.g. find fractions which are equivalent to 1/5).
* Find fractions of quantities (numerator = 1), using links with division facts.
* Find what must be added to any 3 digit number to make the next higher multiple of 10 or 100.
* Mentally add 100 to numbers within 1000.
* Mentally add multiples of 100 to numbers within 1000.
* Find doubles of multiples of 50, answers within 1000, and derive corresponding halves.
* Find doubles of multiples of 10 up to double 200 and derive corresponding halves.
* Mentally find what must be subtracted from any 3 digit number to make the next lower multiple of 10 or 100.
* Mentally subtract 100 from numbers within 1000.
* Mentally subtract multiples of 100 from numbers within 1000.
* Solve a range of addition and subtraction problems, using both written and mental calculations, selecting the operation required.
* Understand the 6, 7 and 9 times multiplication facts as repeated addition, and as arrays.
* Develop quick recall, using understanding of commutativity, and knowledge of other multiplication facts. Derive corresponding division facts, using understanding of inverse relationship.
* Use written multiplication methods to multiply a 2 or 3 digit number by any single digit number.
* Using knowledge of 6, 7 and 9 times multiplication facts, derive corresponding division facts, using understanding of inverse relationship.
* Develop a written method for division calculation within 999.
* Solve a range of multiplication and division problems, using both written and mental methods, selecting the operation required.
* Use known division facts to find fractions of quantities (numerator = 1)
* Calculate the input when the operation and output of function machines are given.
* Calculate the operation when the input and output of function machines are given.
* Compare different ways of spending a fixed budget up to £100.00.
* Calculate estimated costs by rounding prices to the nearest pound, 50p or 10p as appropriate.
* Discuss ways of managing money effectively: e.g. deciding on best value when considering different options, putting money into a savings account etc.
* Investigate different currencies, including Euro, and find rough equivalent sterling values.

**Measures**

* Estimate, measure and record short lengths in mm.
* Discuss how to measure lengths more accurately – use cm and mm.
* Appreciate and use relationship between mm and cm to convert between mm and cm and mm e.g. 32mm is equal to 3cm and 2mm.
* Find more efficient methods to calculate perimeter of shapes, e.g. find perimeter of rectangle by adding 2 lengths, then doubling.
* Know and use gram equivalents of 1 kg, ½ kg, ¼ kg, ¾ kg and 1/10 kg.
* Know and use millilitre equivalents of 1 L, ½ L, ¼ L, ¾ L and 1/10 L.
* Find more efficient methods for finding the area of squares and rectangles, e.g. count how many squares are in 1 row (or column), and multiply by the number of rows (or columns).
* Use relationship between hours and minutes when calculating (e.g. start time 10.24 am, finish time 12.12pm, find duration in hours and minutes).
* Know there are 60 seconds in 1 minute and use to convert time durations between seconds and minutes & seconds.
* Understand patterns within calendar dates, link with 7 times multiplication facts.
* Use a thermometer to measure temperature in oc, and to calculate temperature increases and decreases (positive values only).

**Shape and Space**

* Match nets with a range of 3 D shapes.
* Draw nets and use to construct a range of 3D shapes.
* Identify the numerical coordinates of given points (first quadrant only).
* Calculate direction and amount of turn using simple maps. (E.g. You are at the post office, facing east, and turn 1 right angle clockwise. What direction are you now facing? What can you see in front of you?
* Understand need for a standard unit of turn, smaller than a right angle.

**Data Handling**

* Insert relevant information into a computer database with fields already created.
* Use sort and search functions to answer questions with up to 2 criteria.
* Discuss the likelihood of particular events occurring, using terms “impossible,” “unlikely,” “likely,” and “certain”.