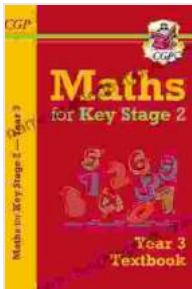


# Ks2 Maths Textbook Year 5: Nurturing Mathematical Proficiency and Understanding

The Key Stage 2 Maths Textbook for Year 5 is an indispensable resource designed to empower students in their mathematical journey. This comprehensive textbook meticulously covers the four major strands of the Year 5 curriculum: Number, Measurement, Data, and Geometry. It provides a structured and engaging approach to nurturing mathematical proficiency and fostering a deep understanding of essential concepts.



## KS2 Maths Textbook - Year 3: perfect for catch-up and learning at home (CGP KS2 Maths) by CGP Books

★★★★☆ 4.6 out of 5

Language : English

Hardcover : 304 pages

Item Weight : 6.1 ounces

Dimensions : 8.27 x 0.11 x 11.69 inches

File size : 35063 KB

Screen Reader: Supported

Print length : 152 pages

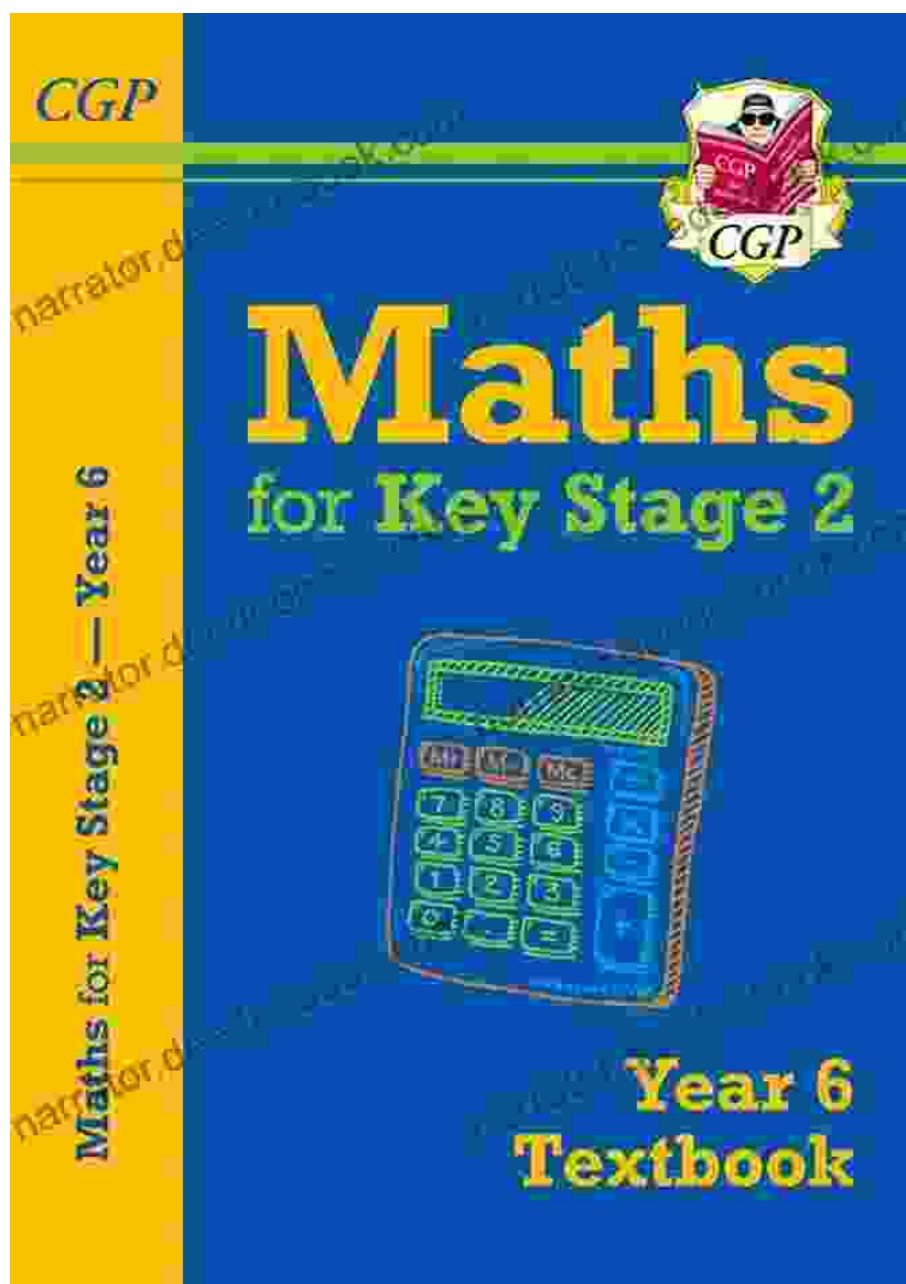
Paperback : 44 pages



## Chapter 1: Number

This chapter embarks on a numerical exploration, delving into the realm of place value, rounding, and negative numbers. Students will navigate the intricacies of multiplication and division, solidifying their understanding through practical applications and problem-solving scenarios. The chapter culminates in an investigation of fractions, decimals, and percentages,

equipping students with the tools to confidently tackle complex numerical relationships.





Corbett  
maths

## Rounding: to nearest whole number

Video 276 on [www.corbettmaths.com](http://www.corbettmaths.com)

Examples



Click here



Scan here

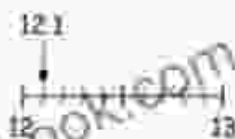
Workout

Question 1: Round each of the numbers below to the nearest whole number.

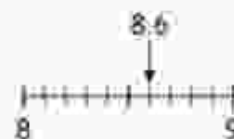
(a) 5.8



(b) 12.1



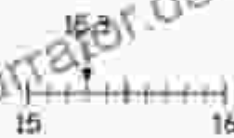
(c) 8.6



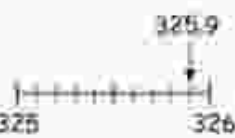
(d) 4.4



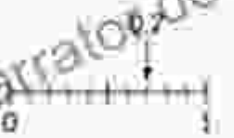
(e) 15.3



(f) 325.9



(g) 0.7



(h) 18.5



Question 2: Round each of the following numbers to the nearest whole number.

(a) 7.2

(b) 1.9

(c) 14.3

(d) 9.4

(e) 27.8

(f) 19.1

(g) 50.6

(h) 154.7

(i) 200.5

(j) 334.6

(k) 99.9

(l) 840.4

(m) 1981.6

(n) 245.3

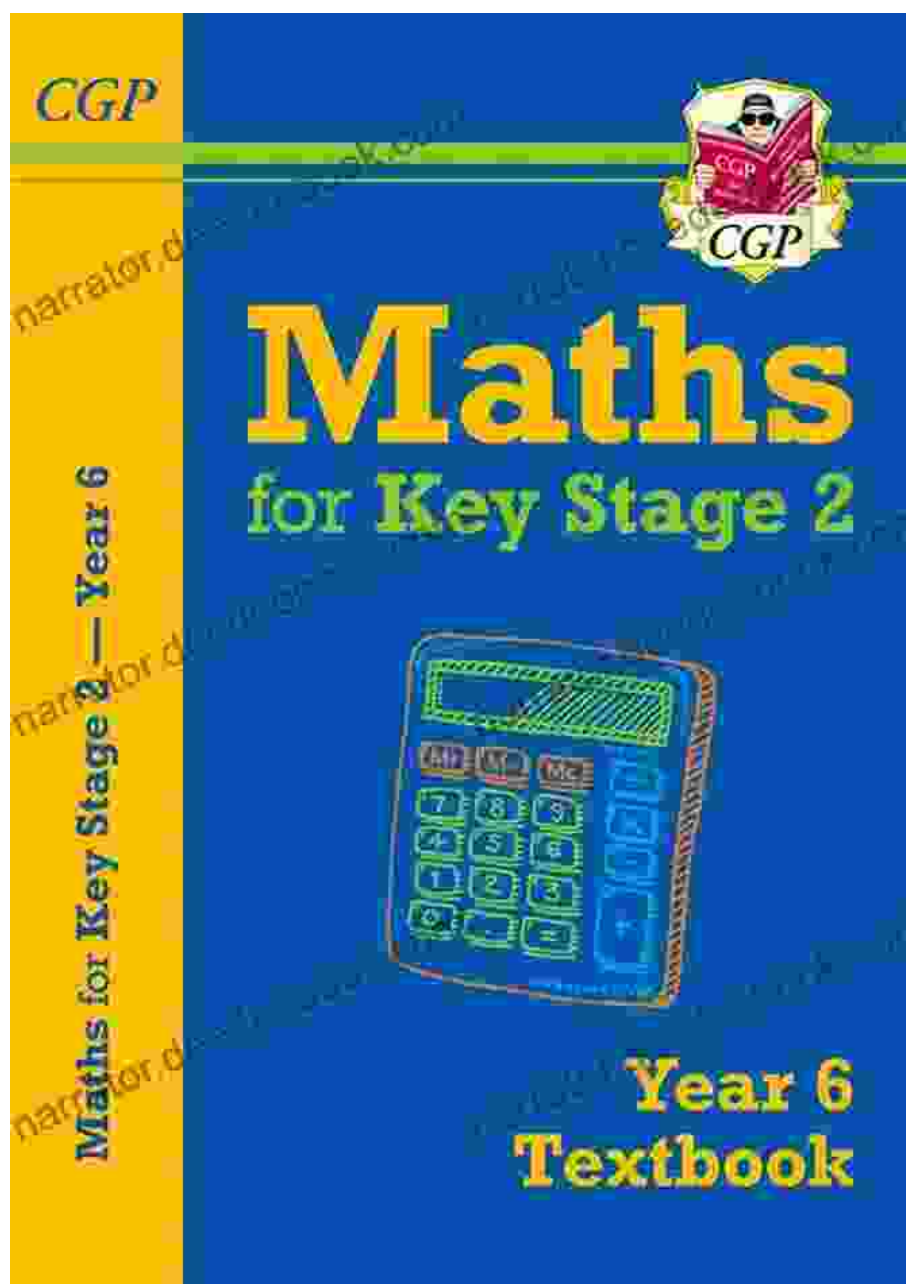
MULTIPLICATION	
FACTS	STRATEGY
1	It's Just That Number! $1 \times 5 = 5$
2	Double It! $2 \times 6 \rightarrow 6 + 6 = 12$
3	Double It and Add a Group! $3 \times 7 \rightarrow 7 + 7 = 14 \rightarrow 14 + 7 = 21$
4	Double, Double! $4 \times 8 \rightarrow 8 + 8 = 16 \rightarrow 16 + 16 = 32$
5	Count by 5's that Many Times! $5 \times 7 \rightarrow 5, 10, 15, 20, 25, 30, 35$
6	Multiply by 5 and Add a Group! $6 \times 6 \rightarrow 5, 10, 15, 20, 25, 30 \rightarrow 30 + 6 = 36$
7	Multiply by 5 and Add a Double! $7 \times 4 \rightarrow 5, 10, 15, 20 \rightarrow 20 + 8 = 28$
8	Double, Double, Double! $8 \times 6 \rightarrow 6 + 6 = 12 \rightarrow 12 + 12 = 24 \rightarrow 24 + 24 = 48$
9	Multiply by 10 and Subtract a Group! $9 \times 6 \rightarrow 10 \times 6 = 60 \rightarrow 60 - 6 = 54$
10	Count by 10's or Just Add a Zero! $10 \times 4 \rightarrow 10, 20, 30, 40$
11	Multiply by 10 and Add a Group! $11 \times 6 \rightarrow 10 \times 6 = 60 \rightarrow 60 + 6 = 66$
12	Multiply by 10 and Add a Double! $12 \times 6 \rightarrow 10 \times 6 = 60 \rightarrow 60 + 12 = 72$

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## Chapter 2: Measurement

In this chapter, students embark on a voyage of measurement, exploring length, mass, capacity, and time. They will master the art of converting between units, understanding the relationships between different measures, and applying their knowledge to real-world contexts. The chapter culminates in a study of perimeter, area, and volume, empowering

students to quantify and comprehend the dimensions of the world around them.



# CONVERT ME TO... GAME BOARD

**Measures** **Convert Me To... Game Board**

43kg	119mcl	9h	807p	196cm	452kg	12.7l	908sec						
<p><b>Instructions</b></p> <p>This is a game for two players. Players take and a marker with to mark your position on the board. The 'convert me to' cards are placed on the board and you take it in your turn. Each player has one 'convert me to' card.</p> <p>1. Start by giving your opponent an easy measurement. Write down the measurement you have chosen on the card.</p> <p>2. Put your 'convert me to' card on the board. The card is placed on the measurement you have chosen. The card is placed on the board and you take it in your turn. The card is placed on the board and you take it in your turn.</p> <p>3. If you cannot do the measurement you have chosen, you give your, take or three points depending on the difficulty of the measurement.</p> <table border="1" style="width: 100%; margin: 10px 0;"> <tr> <td>1 point measurement</td> <td>seconds, minutes, hours, days, weeks, months, years, centuries, decades, years, months, days, hours, minutes, seconds</td> </tr> <tr> <td>2 point measurement</td> <td>metres, millimetres, centimetres, kilometres, metres, millimetres, centimetres, kilometres</td> </tr> <tr> <td>3 point measurement</td> <td>litres, millilitres, litres, millilitres, litres, millilitres, litres, millilitres</td> </tr> </table> <p>4. Record your, opponent's marks, correct and items on the Score Sheet. Put the game card in the bottom of the pile.</p> <p>5. Turn up following game pieces that they will move the amount shown on each your own measurement square then give up a new game card from the top of the pile.</p> <p>6. If you both on a new square, you give or take the number of points written on the card.</p> <p>7. When a card is moved the board is following page 2 of the board in the game with the lights in one white turn back.</p>								1 point measurement	seconds, minutes, hours, days, weeks, months, years, centuries, decades, years, months, days, hours, minutes, seconds	2 point measurement	metres, millimetres, centimetres, kilometres, metres, millimetres, centimetres, kilometres	3 point measurement	litres, millilitres, litres, millilitres, litres, millilitres, litres, millilitres
1 point measurement	seconds, minutes, hours, days, weeks, months, years, centuries, decades, years, months, days, hours, minutes, seconds												
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3 point measurement	litres, millilitres, litres, millilitres, litres, millilitres, litres, millilitres												
1673m	2308p	908sec	5.8l	102kg	500mm	411.02	90p						

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**YEAR 6**

**CONVERTING MEASUREMENTS LESSON**

**Measures** **Score Sheet**

Name: \_\_\_\_\_ Year: \_\_\_\_\_

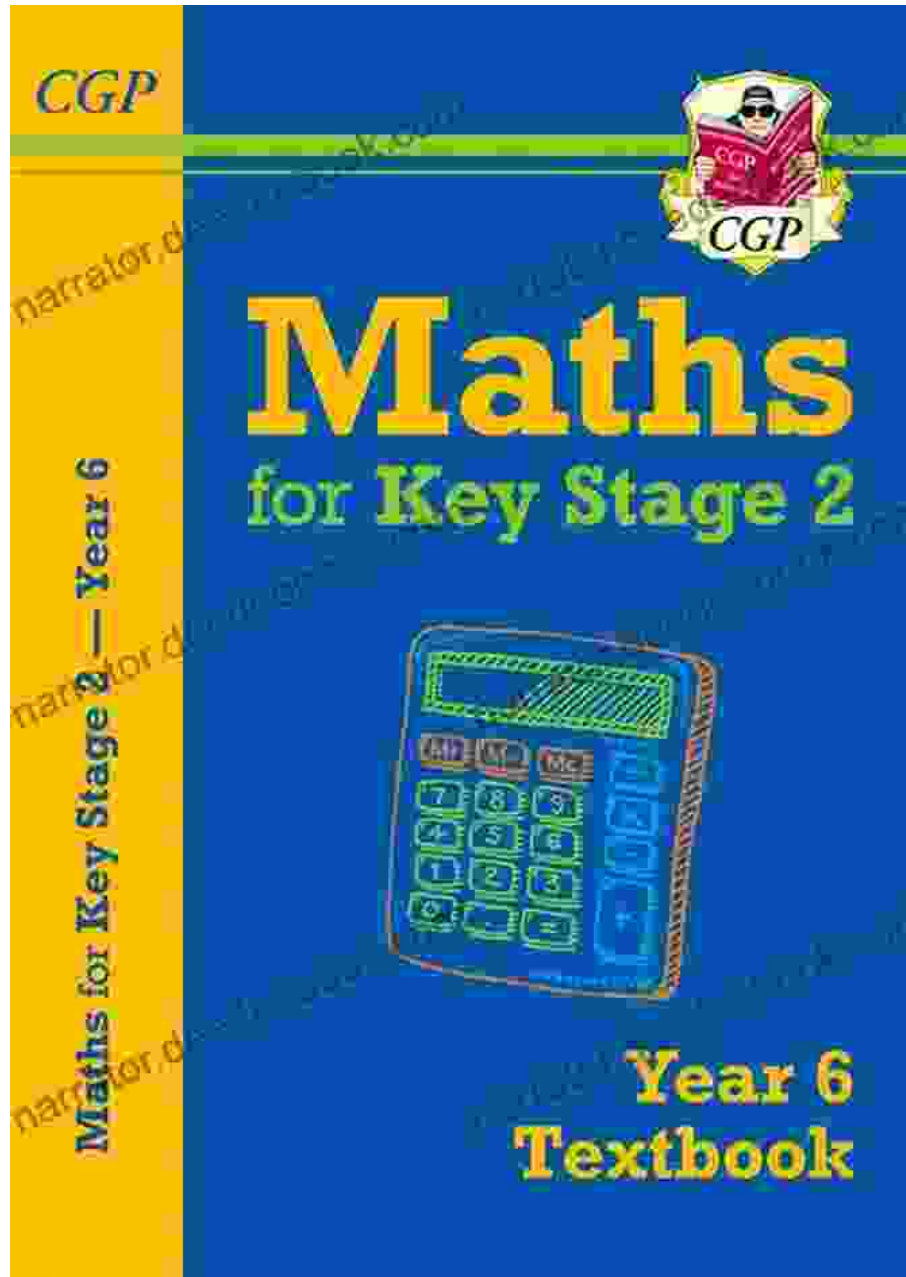
	Player 1		Player 2	
	Number correct out of 10	Points of game	Number correct out of 10	Points of game
Turn 1:				
Turn 2:				
Turn 3:				
Turn 4:				
Turn 5:				
Turn 6:				
Turn 7:				
Turn 8:				
Turn 9:				
Turn 10:				
Total Score:				

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**Convert Me To... Game Board**

43kg	119mcl	9h	807p	196cm	452kg	12.7l	908sec
1673m	2308p	908sec	5.8l	102kg	500mm	411.02	90p

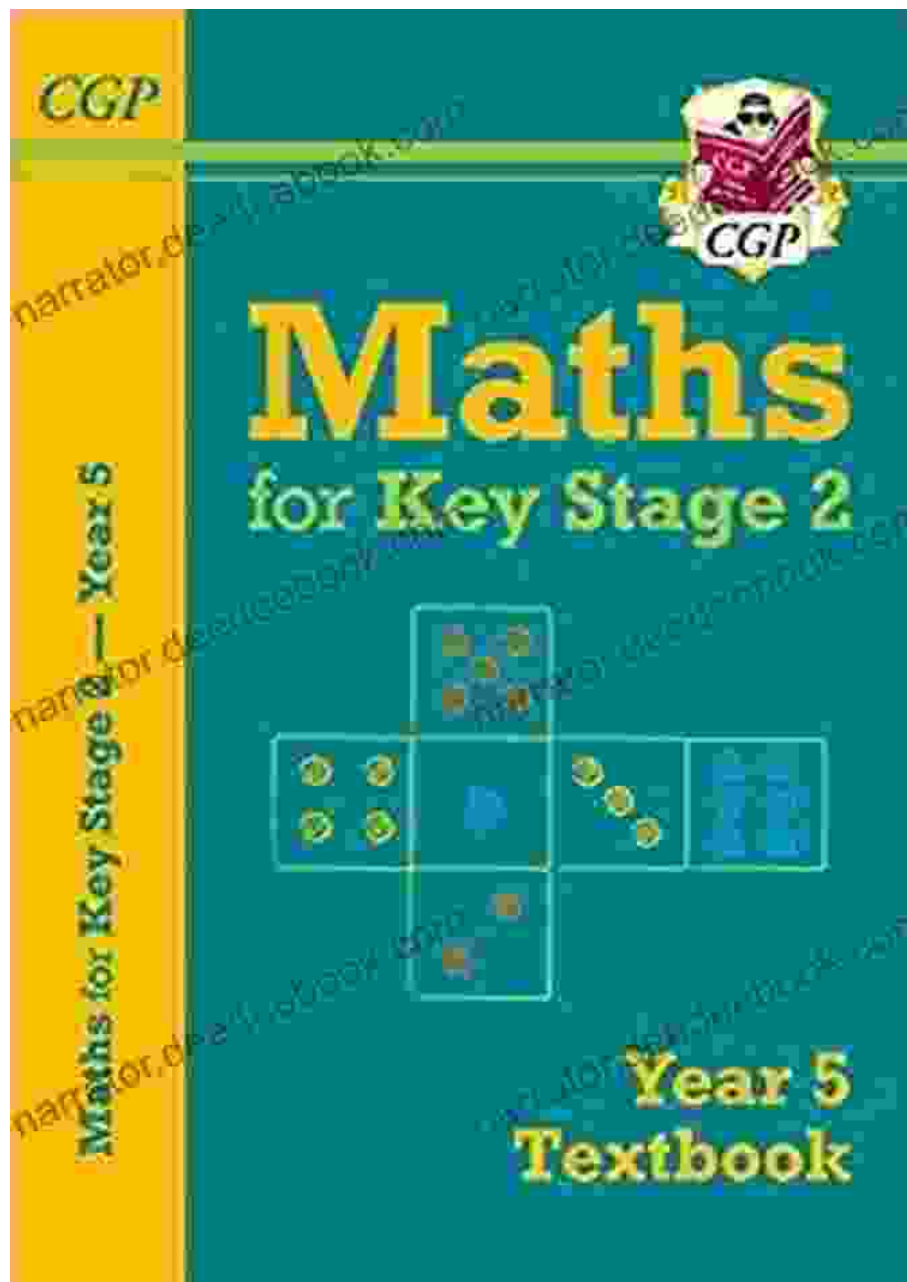
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### Chapter 3: Data

This chapter transforms students into data detectives, delving into the world of statistics and probability. They will learn to collect, organize, and interpret data, constructing charts, graphs, and tables to make sense of information. The chapter culminates in an exploration of probability, empowering

students to make informed predictions and reason about the likelihood of events.





CGP



# Maths

## for Key Stage 2

Maths for Key Stage 2 — Year 5



# Year 5

## Textbook


11 page Smartboard lesson

likely      certain      possible

impossible      unlikely


**Probability**

What are the chances .....



...of spinning red?  
 ...of spinning blue?  
 ...of spinning green?


Slide the marker to the correct spot on the probability line.



impossible      equal      certain

**Predicting**

In 20 spins guess how often you will land on green?



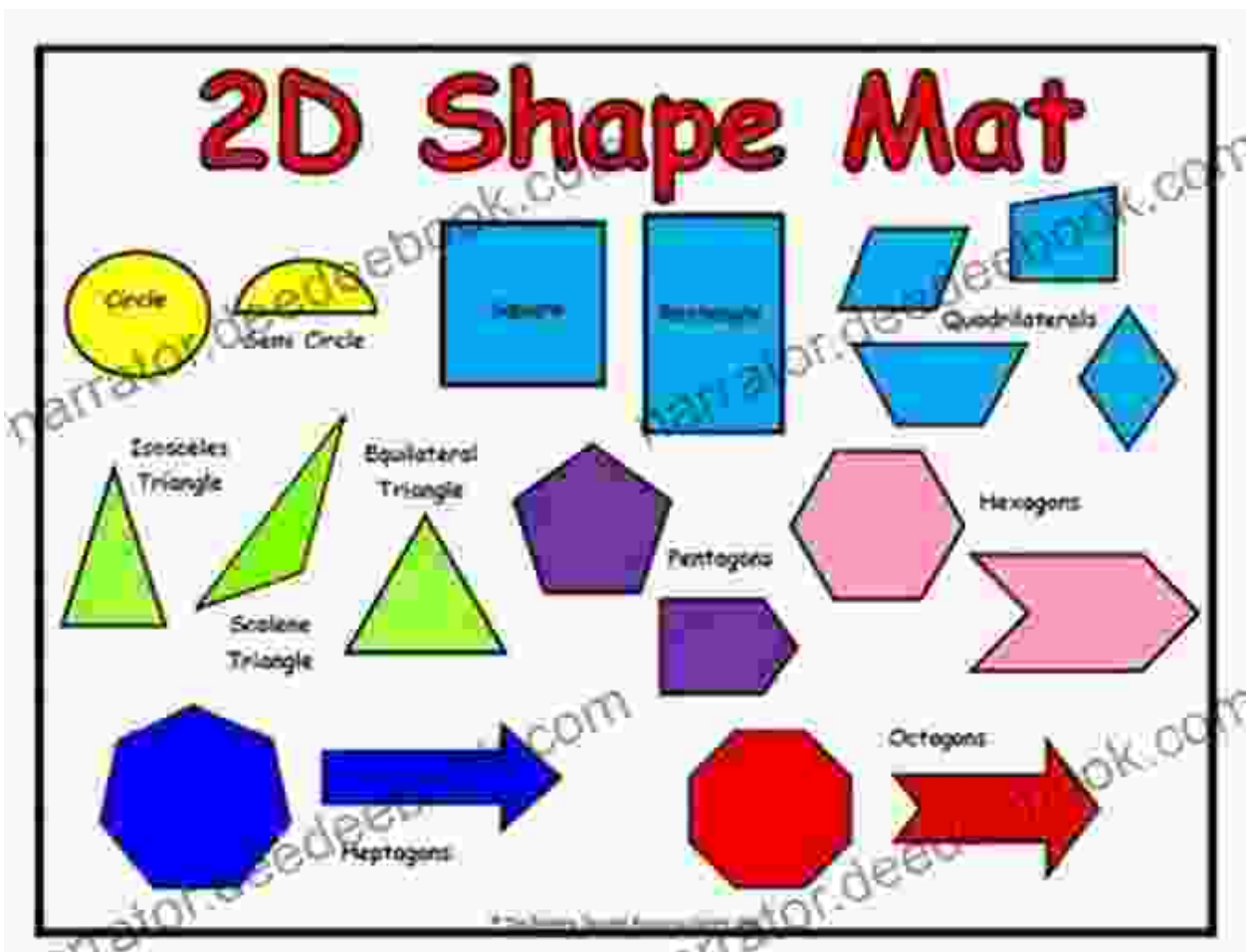
Spin to find out. Record your spins on the tally chart.

Tally Chart		

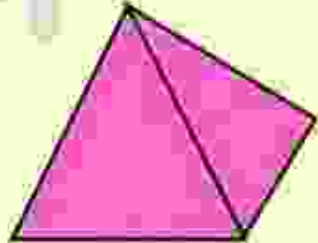
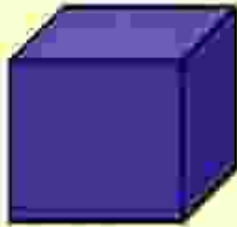
## Chapter 4: Geometry

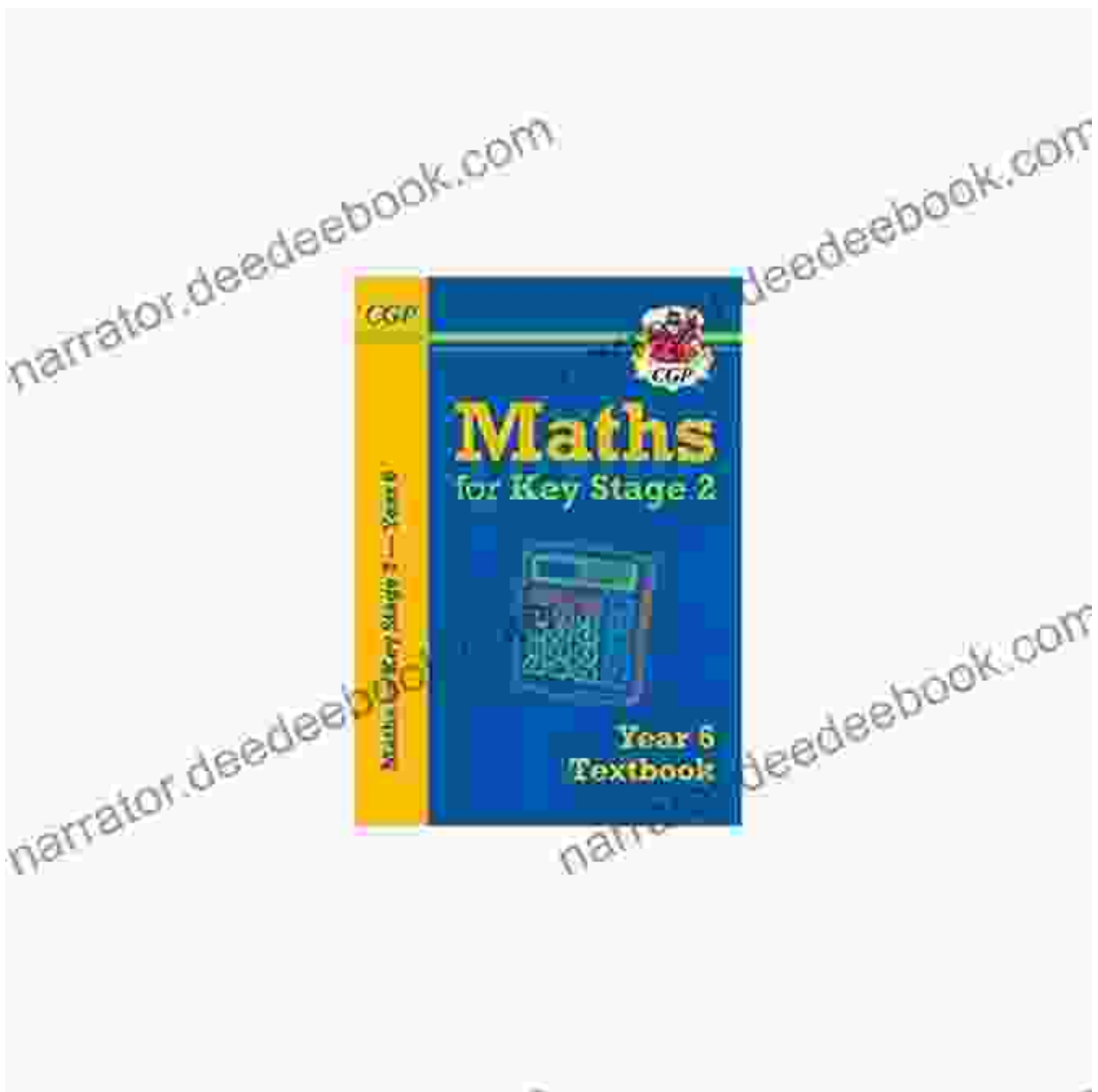
This chapter transports students into the realm of shapes and space, igniting their curiosity about geometry. They will explore the properties of 2D and 3D shapes, delve into the intricacies of angles, and unravel the mysteries of symmetry. The chapter culminates in a study of

transformations, empowering students to manipulate and transform shapes, fostering their spatial reasoning abilities.



# 3-D Shapes





## Lesson Plans and Interactive Activities

To enhance the learning experience and cater to diverse learning styles, the Ks2 Maths Textbook Year 5 is complemented by a wealth of lesson plans and interactive activities. These resources provide teachers with a comprehensive framework for delivering engaging lessons, while students benefit from hands-on activities, simulations, and games that reinforce concepts and promote deeper understanding.

- Interactive Number Lines
- Virtual Measurement Challenges
- Data Analysis Simulations
- 3D Shape Exploration Tools

## **Assessment Strategies**

Effective assessment is crucial for monitoring student progress and informing teaching practices. The Ks2 Maths Textbook Year 5 provides a variety of assessment strategies to evaluate student understanding at different stages of learning. These strategies include formative assessments embedded within lessons, summative assessments at the end of each chapter, and diagnostic assessments to identify areas for improvement.

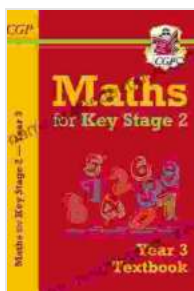
- Diagnostic Quizzes
- Chapter Review Worksheets
- End-of-Unit Tests
- Performance-Based Assessments

## **Enhancing Student Learning and Progress**

The Ks2 Maths Textbook Year 5 serves as a catalyst for student learning and progress, empowering them to confidently navigate the complexities of mathematics. Through a structured and engaging approach, it provides a solid foundation in number, measurement, data, and geometry, fostering a deep comprehension of mathematical concepts. The textbook, coupled with lesson plans, interactive activities, and assessment strategies, equips

teachers with the tools they need to nurture mathematical proficiency and inspire students to excel in their mathematical endeavors.

The Ks2 Maths Textbook Year 5 is an invaluable resource for both teachers and students, offering a comprehensive and engaging approach to mathematics education. Its meticulously crafted content, interactive activities, and assessment strategies work synergistically to empower students in their mathematical journey. As they delve into the world of numbers, measurement, data, and geometry, students develop a profound understanding of mathematical concepts, fostering their ability to think critically, solve problems, and make informed decisions. With the Ks2 Maths Textbook Year 5 as their guide, students embark on an exciting and rewarding mathematical adventure.



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FREE

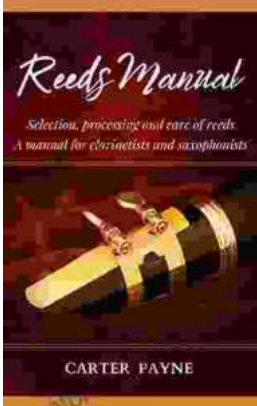
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