

Working at level 5 in maths

Children will be able to do many of the following:

- identify and obtain information and select the mathematical tools needed to tackle a problem
- use mathematical language, symbols and diagrams accurately
- understand connections between fractions, decimals and percentages
- solve ratio problems, for example, adapting a recipe for 4 to feed 6
- understand how percentages can be used to compare different proportions and find simple percentages mentally. For example, they could work out 20% of £16 by finding 10% (£1.60) and doubling it
- construct and use simple formulae to find the answer to problems, such as working out how many texts and minutes you would get for a £10 top-up with different mobile phone network providers
- know facts about angles, such as the sum of the angles of a triangle (180°) and the sum of angles around a point (360°)
- construct diagrams using mathematical approaches and equipment, for example, they can create scale drawings or plot graphs of data
- convert between different metric measures, for example, understand that 1.04kg is 1040g
- understand probability, for example they understand that when throwing a six-sided dice, all numbers are equally likely – but that doesn't mean that if you roll the dice six times you'll get each of these numbers
- use data to assess likelihood and risk in simple situations, for example, if a newspaper headline reports '50% more people likely to die from flu' but the chance of dying from flu is 1 in 5000 each year.



What you can do at home to help your child make progress

- look at the weather page in a local newspaper or website and find out what all the different sets of numbers/pieces of information mean
- look for and discuss the use of percentages in articles in a newspaper or on the television or discuss the per cent (%) interest on a savings account
- talk about supermarket offers, for example, "3 for the price of 2", "Buy 1 get 1 free", "Two for £2", "Buy one get one half price". Work out together which is the cheapest or best value
- calculate percentage sales discounts
- adapt recipe amounts for different numbers of people
- play the 'estimate the size of the shopping bill' game, that is, round every item to the nearest 50p and see how the estimated bill compares to the actual cost
- consider the probabilities of certain events happening when playing simple games with dice, for example, the chance of gaining a particular total when two dice are thrown
- read timetables and maps when planning a journey
- look at local ordnance survey maps and talk about how bearings are measured from your city, town or village to other nearby places.

