

Name _____



Level 5c

Using and Applying Maths	Number	Calculating
I can use mathematical terms to explain my work.	I can round numbers to one decimal place	I take time to check solutions by estimating first or using an inverse operation
I can recognise information that is important for solving a problem	I can order decimals that have a mixture of one, two or three decimal places	I can use my knowledge of place value and x facts to 10×10 to derive related multiplication and division facts involving decimals (e.g. 0.8×7 , $4.8 \div 6$)
I can break a several-step problem or investigation into simpler steps	I can order negative numbers	I can calculate decimal complements to 10 or 100, such as $100 - 63.8$
I can explain my mathematical thinking clearly and record systematically	I can order more complex fractions, such as $17/20$, $14/25$, $27/50$ by changing each to a common denominator.	I can add and subtract negative numbers in real life problems
	I can find simple fractions and percentages of quantities and measurements e.g. find $2/3$ of 75 or 80% of £5	I can use all 4 operations in calculations involving 1 decimal place.
	I can reduce a fraction to its simplest form	I can express a quotient as a fraction or decimal (e.g. $67 \div 5 = 13.4$ or $13 \frac{2}{5}$)
	I can use fractions and percentages to describe the part of a whole quantity	I can use an appropriate written method to multiply and divide any 3 digit number by any 2 digit number.
		I can show my working out or my method when using a calculator
Algebra	Shape, space and measure	Handling Data
I can use and interpret coordinates in 2 quadrants	I can find missing co-ordinates for a given shape	I can find the mean of a set of data
	I can identify all the symmetries of 2-D shapes including rotational symmetry	I can use a probability scale from 0 to 1
	I can understand and use the formula for the area of a rectangle	I can draw and use a conversion table
	I can measure and draw angles accurately, to within 2mm including when neither edge is horizontal/vertical (including reflex angles)	