

## NRICH problems (nrich.maths.org) linked to the Curriculum for Wales Mathematics PoS for Year 5

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**N.B. This is work in progress – we would really appreciate your comments. Please email [emp1001@cam.ac.uk](mailto:emp1001@cam.ac.uk)**

Key:    Normal text: LNF Statement    Area of Learning Skill ❖    Extended skills ▲						
Strand / PoS Element	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources
<b>Using Number Skills</b> Use number facts and relationships	Read and write numbers to 100,000		Compare numbers with 1 and 2 decimal places.	Game 4 in <a href="#">Nice or Nasty</a> G *	Use mental strategies to recall multiplication tables for 2, 3,4,5,6, 8 and 10 and use to solve division problems.	
<b>Using Number Skills</b> Use number facts and relationships	Multiply and divide numbers and decimals by 10 and 100.		Identify multiples of 2, 3, 4, 5, 6, 8 and 10; use the term multiple and factor. ❖	<a href="#">Which Is Quicker?</a> P * <a href="#">Abundant Numbers</a> P *	Identify prime numbers as having only 2 factors; recognise that 1 is not a prime number. ❖ Identify prime numbers below 10. ❖	<a href="#">Two Primes Make One Square</a> P **
<b>Using Number Skills</b> Fractions, decimals, percentages and ratio	Use understanding of simple fraction and decimal equivalences when measuring and calculating, e.g. $\frac{1}{2} = 0.5$ , $\frac{1}{10} = 0.1$		Calculate fractional quantities, e.g. $\frac{1}{8}$ of 24 = 3, so $\frac{5}{8}$ of 24 = 15.	<a href="#">Andy's Marbles</a> P **	Use doubling and halving strategies when working with simple proportions.	
<b>Using Number Skills</b> Fractions, decimals, percentages and ratio	Share objects in a given ratio, eg red blocks and blue blocks in a ratio of 1:2. ❖	<a href="#">Nutty Mixture</a> P **	Recognise connections between fractions, e.g. one-tenth is half of one-fifth. ❖		Add and subtract fractions with the same denominator. ❖ Add fractions with the same denominator to make a whole. ❖	



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<b>Using Number Skills</b> Calculate using mental and written methods	Find differences between numbers with 1 decimal place.		Add and subtract 3-digit numbers using an appropriate mental or written method.	<a href="#">Dicey Operations (Game 1) G *</a>	Multiply and divide 3-digit numbers by a single-digit number	<a href="#">Division Rules I *</a>
<b>Using Number Skills</b> Calculate using mental and written methods	<b>Order negative and positive numbers, including decimals to 1 decimal place. ❖</b>					
<b>Using Number Skills</b> Estimate and check	Check answers using inverse operations		Estimate by rounding to the nearest 10, 100 or 1000.		.	
<b>Using Number Skills</b> Manage money	Order and compare the cost of items up to £1000.		Add and subtract totals less than £100 using correct notation, e.g. £28.18 + £33.45.		Plan and track money and savings by keeping accurate records. Realise that budgeting is important.	

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<i>Using Measuring Skills</i> Length, weight/mass, capacity	<b>Make estimates of capacity based on knowledge of the size of real life objects. ❖</b>		Use measuring instruments with 10 equal divisions between each major unit, and record using decimal notation, e.g. 4.2cm, 1.3kg.		Make use of conversions, e.g. $\frac{1}{4}$ of a km = 250m  <b>Recognise the appropriateness of units in different contexts. ❖</b>	
<i>Using Measuring Skills</i> Time	Read and use analogue and digital clocks.	<a href="#">Clocks</a> P *	Time events in minutes and seconds, and order the results.		<b>Calculate start times, finish times and durations using hours and minutes. ❖</b>	
<i>Using Measuring Skills</i> Time	Carry out practical activities involving timed events and explain which unit of time is the most appropriate.		<b>Estimate the length of time everyday activities take to complete, extending to hours and quarters of hours. ❖</b>	<a href="#">How Long Does it Take?</a> G *		
<i>Using Measuring Skills</i> Temperature Area and volume, Angle and position	Measure and record temperatures involving positive and negative readings.		Calculate temperature differences, including those involving temperature rise and fall across 0°C.		Calculate, estimate and compare the area of squares and rectangles using standard units.	<a href="#">Area and Perimeter</a> P * <a href="#">Through the Window</a> P * <a href="#">Numerically Equal</a> P **

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<b>Using Measuring Skills</b> Area and volume, Angle and position	Find volumes by counting and other practical methods.	<a href="#">Next Size Up</a> P **	Recognise acute and obtuse angles. ❖ Draw and measure acute angles in multiples of 10 degrees. ❖	<a href="#">Six Places to Visit</a> P * <a href="#">How Safe Are You?</a> P * <a href="#">Olympic Turns I</a> ***	Use coordinates to specify location.	<a href="#">A Cartesian Puzzle</a> P *
<b>Using Geometry Skills</b> Shape Construction	Recognise and classify triangles, using their own criteria. ❖		Identify congruent shapes and justify whether 2 or more shapes are congruent. ❖		Draw and label lines accurately e.g. AB. ❖ Construct solids from given nets. ❖	<a href="#">Cut Nets</a> P * <a href="#">Air Nets</a> P *
<b>Using Geometry Skills</b> Movement	Draw the reflection of a shape in any line. ❖		Complete a partly drawn shape after rotation. ❖		Translate a shape on squared paper horizontally or vertically. ❖	<a href="#">Transformations on a Pegboard</a> P * <a href="#">Square Corners</a> P ** <a href="#">More Transformations on a Pegboard</a> P **
<b>Using Algebra Skills</b> Number sequences	Recognise and state the difference in sequences that involve adding or subtracting. ❖	<a href="#">Exploring Wild and Wonderful Number Patterns I</a> *	Write the next two (or more) terms in a sequence. ❖	<a href="#">Count the Digits I</a> *	Show that a number is in a sequence and / or find the position number by continuing the sequence or otherwise. ❖	<a href="#">Sticky Triangles I</a> ***

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<p><i>Using Algebra Skills</i> Functions and graphs</p>	<p>Use multi-step function machines to generate input and output using all 4 operations; express, in words, the operations of function machines. ❖</p>		<p>Read, plot and write co-ordinates in 1 quadrant e.g. (2, 4). ❖</p>	<p><a href="#">Coordinate Challenge</a> P *</p>		
<p><i>Using Algebra Skills</i> Equations and inequalities</p>	<p>Solve 1 step equations using letters to present “unknowns” with integer solutions, e.g. <math>6+a=10</math> and <math>b+b=8</math>. ❖</p>		<p>Use <math>&lt;</math> <math>&gt;</math> to describe whether a number is less than or greater than another, working with different types of numbers. ❖</p>	<p><a href="#">Greater Than or Less Than?</a> P *</p>		
<p><i>Using Data Skills</i> Collect and record data Present and analyse data Interpret results</p>	<p>Represent data using: lists, tally charts, tables, diagrams and frequency tables.</p>		<p>Represent data using: bar charts, grouped data charts, line graphs and conversion graphs.</p>		<p>Extract and interpret information from an increasing range of diagrams, timetables and graphs (including pie charts).</p>	<p><a href="#">Match the Matches</a> P **</p>
<p><i>Using Data Skills</i> Probability</p>	<p>Use mean, median, mode and range to describe a data set Use the words “certain” and “impossible” to describe the likelihood of an event occurring. ❖</p>		<p>Recognise that some events are impossible and some events are certain. ❖</p>		<p>Recognise that some events are more likely than others. ❖ Use the words “likely”, “unlikely” and “even chance”. ❖</p>	<p><a href="#">Probably ...</a> P *</p> <p><a href="#">Odds or Sixes?</a> P *</p>