Strands: Number
Strand units/elements: Number theory

Learning outcomes:
The child is able to:

- Identify simple prime and composite numbers by trial and error and with the Sieve of Eratosthenes
- Define a composite number
- Identify and record composite numbers using number facts and/or a calculator
- Investigate relationships with odd and even numbers
- Identify and explore square and rectangular numbers – explore, compare and record those numbers
- Identify factors and multiples from basic multiplication facts
- Explore and identify simple square roots
- Write whole numbers in exponential form

Mathematical language: Percent, percentage, fraction, decimal, units, hundredths, round, whole number, simplify, express, change, sequence, lowest terms

Prior Knowledge
- ✓ Add and subtract with and without renaming to 99,999
- ✓ Develop an understanding of multiplication as repeated addition and vice versa
- ✓ Develop an understanding of division as sharing ans as repeated subtraction with and without remainders
- ✓ Develop and recall multiplication facts within 100
- ✓ Develop and recall division facts within 100
- ✓ Explore, recognise and record patterns in numbers 0 – 99,999 including odd and even numbers
- ✓ Use pattern as an aid to memorise number facts
- ✓ Explore, extend and describe sequences

Content

	5th	6th	Tick if assigned
Monday	Maths Time – 1 page each day Factors and Products What's the product? Game Revise multiples Revise factors/divisors and related pairs of factors Pg 141	Maths Time – 1 page each day What's the product? Game Revise multiples Revise factors/divisors and related pairs of factors Pg 70	
Tuesday	Multiples Calculator fun Factor mania Buzz Pg 142	Introduce common factors and the highest common factor Calculator fun Buzz Factor mania Make rectangles Pg 71 Q 1-3	
Wednesday	Prime and Composite numbers Sieve of Eratosthenes (PCM 25) Pg 143	Multiples – common multiples and lowest common multiple Divisibility test Tutorial 44 Pg 71 Q4 & pg 72	
Thursday	Prime and Composite Numbers Problem Solving game Pg 144	Prime and Composite numbers Sieve of Eratosthenes (PCM 25) Pg 73	

| Friday | Odd and even numbers – activity
Odd + odd = even
Even + even = ?
Odd + even = ?
Odd x odd = ?
Even x even = ?
Odd x even = ?

Seesaw interactive game

Pg 145 | Exponents, powers and indices
Make triangular numbers, make square numbers (PCM 28)
Square 2, 4, 7, 9, 15, 18, 20, 30
Triangular Draw dots to represent triangular from 1 to 55
Busy at Maths Pg 74 | |