Place Value



- Component Knowledge
- Identify the value of digits within a number

- Write a number in words
- Write a value in figures from words

Key Vocabulary

Digit	The symbols 0, 1, 2, 3, 4, 5, 6, 7, 8 & 9 used to build numbers
Number	The value of a single/string of digits derived from their position in the string
Place value	The relative value of each position in a number
Place value table	A table with columns for each value to allow
Integer	Whole numbers

Place value table:

Integer values: "Write in words the number 32 406 059"

Place Value																			
Т	Trillions Billions Millions Thousands Units • Decimals																		
Hundred Trillion	Ten Trillion	Trillion	Hundred Billion	Ten Billion	Billion	Hundred Million	Ten Million	Million	Hundred Thousand	Ten Thousand	Thousand	Hundred	Ten	Unit	Tenths, $rac{1}{10}$	Hundredth, $\frac{1}{100}$	Thousandth, $\frac{1}{1000}$	Ten thousandths	
							3	2	4	0	6	0	5	9					

In words: Thirty-two million, four hundred and six thousand and fifty-nine

Fractional values: "Write the value of the 4 in the number 27.104"

	Fractional values: "Write the value of the 4 in the number 27.104"																				
	Place Value																				
	Trillions Billions Millions Thousands Units Decimals																				
	Hundred Trillion Ten Trillion Trillion Hundred Billion Hundred Billion Hundred Million Billion Billion Hundred Thousand Hundred Thousand Hundredth, 100 Hundredth, 100																				
I														2	7	• 1	0	4			
, , ,	Value: Four thousandths																				
• •	Online clips																				
] 								M7	63,	M7	'04 <i>,</i>	M5	522								

	owers	Componen	<u>t Knowledge</u>					
ା _{ଙ୍କ} Hୁ ଥ		Multiply and div	vide by powers of 10					
		Understand what	at a square and a cube					
	of 10	number is						
-	Kev Voc	abularv	:					
Index	The index of a number says	how many times to use the	number in a					
	multiplication							
Power	Another word for an 'index	'. These include square/cube						
· · · · · · · · · · · · · · · · · · ·								
Powers of 10 : We can u	ise <u>index form</u> to write	powers of 10 to a posit	rive power <u>.</u>					
10000 = 10 × 10 × 10 × 10) We are n	nultiplying 10 by itself 4 time	s					
= 10 ⁴								
100 = 10 × 10	We are multipl	ving 10 by itself 2 times or '1	0 squared'					
= 10 ²	we are multipl	ying 10 by itself 2 times of 1	o squared .					
We can also use index	form to write powers o	of 10 to a negative powe	er 📲					
$\frac{1}{10} = 10^{-1}$ W	e are diving by 10							
÷ .								
$\frac{1}{1000} = 10^{-3}$	We are diving by 10x10	$x10 \text{ or we are diving by } 10^3$	- 1					
l			÷					
·								
	Powers of 10 a	nd calculations						
Powers of 10 : Using place	e value we know the value	of each column is ten time	s greater than the					
column to the right.								
Multiplying by 10,	means the number is ten tim	es greater, and moves one co	olumn to the left					
Example:			Example:					
$(-7)^{2} - (-7)^{2}$	Millions Thousands Unit:	s • Decimals ···	25210 × 10 ⁻³ - 25 210					
$6.7 \times 10^{2} = 670$		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	$35219 \times 10^{-1} = 35.219$					
This means that	n Million n Thous n Thous ndred	it ths, 10 to 10 t	This means that					
and then 10			then 10 times and					
times bigger (or	6.7×10^2		then 10 times smaller					
moves two			(or moves three					
columns to the	Example: 3 5 2 1	9•	columns to the right)					
	10-3 3	5 • 2 1 9						
	<u>Onli</u> ne	<u>e Clip</u>						
	M 1	13						
		-						
			;					

Ordering Positive and



Negative Numbers

Component Knowledge

- Use a number line to order positive and negative numbers.
- Understand a number line is symmetrical about zero.











Power s	<u>s & roots</u>	Component Knowled	lge
		Calculate small powers (pow	(ers of 2, 3 or 4)
W 💱		• Calculate small powers (pow	multiplication
		of any number by repeated i	
		Identify square and cube nur	mbers
		Calculate square and cube ro	oots
Power Index Square Square number	Key A notation and word used to Another term used for powe Squaring a number means m A square number is the result	Vocabulary show repeated multiplication of the same r ultiplying by itself (e.g. 2×2) t of squaring another number (e.g. 4 is a so	number
Cube	Cubing a number means mul	tiplying by itself and itself again (e.g. 3×3	(× 3)
Cube number	A cube number is the result of	of cube another number (27 is a cube numb	per – it's 3 cubed)
Square root	The number that when square	red gives the answer wanted	
Cube root	The number that when cube	d gives the answer wanted	
••••••••••••••••			
<u>Notation</u>			Index (Indices) Power
This is how powe	rs are written.		/
It is a shorthand f	or repeated multiplication	on.	Exponent
 Other words user 	for nower are index	\mathbf{a}	
and exponent.			
We read the pow	er as		
'2 to the power o	f 4'		
But there are also	special terms for a	クマクマク 、	× 7
			~ 2
power of 2 or 3. S	ee below.		;
Sqı	Jares		$6^2 = 36$
A square numbe	r is a number multiplied by itself.		$7^2 - 49$
As an example, 4	4 is a square number as $2 \times 2 = 4$	we call them "square numbers" because we can arrange them	/ = 1)
This can be writt	en as 2 ² and read as "2 squared"	to make perfect squares.	$8^2 = 64$
The ² symbol is I	iow we write "squared"		
	/	$5 \times 5 = 25$	$9^2 = 81$
2 × 2 = 4	3 × 3 = 9		$10^2 - 100$
			10 - 100
			$11^2 = 121$
			$12^2 = 144$
-			
••••••		• • • • • • • • • • • • • • • • • • • •	•••••••



(BIDMAS) Order



of operations

Component Knowledge

- Understand what order operations are completed and why that order is used.
- Understand how the order of operations can affect the answer.
- Apply order of operations to solve problems.

Key Vocabulary The order of importance of something Priority Order The rules that say which calculations comes first in an expression Operation A mathematical process Brackets (Parentheses) A pair of marks () that enclose figures or words Index/Indices (Power) The power (or exponent) of a number says how many times to use the number in a multiplication Divide/Division The process of separating somethings into parts Multiply/ Multiplication The process of grouping numbers Addition The process of adding two or more numbers together Subtraction The process of taking away one number from another When performing calculations, you must follow the correct B $10 \times (4 + 2) = 10 \times 6 = 60$ **Brackets** order of operations as shown in the table. Indices $5 + 2^2 = 5 + 4 = 9$ Note: BIDMAS may also be known as BODMAS or PEMDAS. 10 + 6 ÷ 2 = 10 + 3 = 13 D **Division** \longrightarrow (or) \leftarrow Parenthesis $\longrightarrow \sqrt{}$ or $X^2 \leftarrow$ Exponents Brackets — Order $10 - 4 \times 2 = 10 - 8 = 2$ Μ Multiplication Division \longrightarrow \div orX \longleftarrow MultiplicationMultiplication \longrightarrow Xor \div \longleftarrow Division Α Addition $10 \times 4 + 7 = 40 + 7 = 47$ Addition → + or + ← Addition S Subtraction $10 \div 2 - 3 = 5 - 3 = 2$ - - Subtraction or Basic examples involving operations, brackets and indices: **Examples involving fractions**: a) $\frac{5+7 \times 4}{16-5}$ 33 a) $7 + 6 \times 3$ = 7 + 1811 = 25 = 3 = 22 - 3b) $\frac{4 \times 12 \div 6}{14 - 6 \times 2}$ b) $22 - 12 \div 4$ = 19= 4 $= 11 \times 9 \div 3$ c) $(8 + 3) \times 9 \div 3$ Problem Solving: $= 99 \div 3$ Add brackets to make the following calculation correct = 33a) $18 - 3 + 4 \times 2 = 22$ $(18 - (3 + 4)) \times 2 = 22$ $= 2 \times 9 \div 3$ b) $18 - 3 + 4 \times 2 = 7$ $18 - (3 + 4 \times 2) = 7$ *d*) $2 \times 3^2 \div 3$ $= 18 \div 3$ = 6 c) $3 \times 16 \div 4 \div 2 + 1 = 16$ $3 \times 16 \div (4 \div 2 + 1) = 16$ $e) (40 - 15) \div (15 \div 3)$ $= 25 \div 5$ **Online clips** = 5M521







Properties of 2D **Component Knowledge** Identify different types of triangles Describe the properties of different types of triangles shapes Identify different quadrilaterals Describe the definitions and properties of quadrilaterals. Key Vocabulary Is a flat two dimensional (2D) shape with straight edges that are all joined up. Polygon Quadrilateral Is a polygon that has four sides (edges), four angles and four corners (vertices). **Right angle** Is an angle of 90 degrees Two lines that stay the same distance apart for their entire length. Parallel Perpendicular A straight line is at 90° to another given line or surface A line that cuts a shape exactly in half. If you were to fold the shape in half both Line of Symmetry the sides would match exactly. Properties of Triangles: There are 4 types of triangles; Equilateral triangle: **Isosceles triangle:** Scalene triangle Right-angled triangle All sides are the same An isosceles triangle A scalene triangle has A right-angled triangle has two sides of equal length. no equal sides or always has one 90° All internal angles are length and two angles angles. angle. the same (60°) of equal sides. It can be isosceles or scalene (Equal sides are shown on a diagram by a dash.) Lines of symmetry may be horizontal, vertical or diagonal. Some 2D shapes will have no lines of symmetry and some 2D shapes will have multiple lines of symmetry. An equilateral triangle has 3 lines of symmetry An isosceles triangle has one line of symmetry

Properties of Quadrilaterals:

Equal sides are shown by a dash (/), if there are two sets of equal sides the second is shown by two dashes (//)

Parallel sides are shown by a set of arrows. (>)



A square has four sides of equal length and four right angles (90°). It has two pairs of parallel sides. A square is also a special case of a rectangle, a rhombus and a parallelogram.



A parallelogram has two pairs of parallel, equal sides and opposite equal angles.



A trapezium only has one pair of opposite parallel sides.



A rectangle as two pairs of parallel, equal sides and four right angles. A rectangle is also a parallelogram. 

A rhombus has four sides of equal length and opposite equal angles. A rhombus is also a parallelogram.



A kite has two pairs of adjacent equal sides and one pair of opposite equal angles.



Perimeter

Component Knowledge

- Calculate the perimeter of a 2D shape.
- Calculate the length of a missing length of a side when given the perimeter of a 2D shape.
- Calculate the perimeter of a compound shape.





