

## Maths - Year 5

### Pattern and Algebra 4: Looking for patterns and generalising

#### Key Vocabulary

Multiple	The product of two whole numbers.
Factor	A number that divides into another number exactly.
Common factor	A whole number that divides into two or more other numbers exactly.
Sequence	An ordered list of numbers, shapes or objects.
term	One of the numbers in a sequence.
Generalise	Make a statement about a whole group of objects or situations.
Volume	How much space something takes up, often measured in $\text{cm}^3$ or $\text{m}^3$ .
Square number	When a number is multiplied by itself, the product is called a square number, e.g. $3 \times 3 = 3^2 = 9$ , so 9 is a square number.
Cube number	When a number is multiplied by itself twice, the product is called a cube number, e.g. $2 \times 2 \times 2 = 2^3 = 8$ , so 8 is a cube number.

#### Mathematical Skills

- Use knowledge of factors, multiples and divisibility flexibly and systematically to deduce general rules and explain them clearly.
- Work systematically to explore non-linear sequences to find patterns from which they deduce general rules.
- Explain that when a number is multiplied by itself the product can be called a square number.
- Use and read square number notation e.g.  $5^2$ .
- Make connections between square numbers and area and the notation used for units of area (e.g.  $\text{cm}^2$ ).
- Explain that when a number is multiplied by itself twice we call this a cube number.
- Use and read cube number notation e.g.  $4^3$  is 4 cubed.

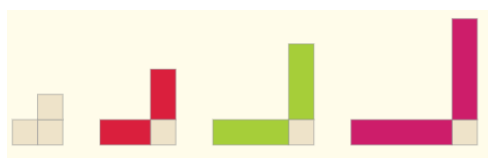
#### Mathematical Methods

- Testing general statements about factors, multiples and divisibility e.g. a number is divisible by 3 if the sum of its digits is divisible by 3.

$$\begin{array}{r} 105 \\ 3 \overline{) 315} \\ \underline{3} \phantom{1} \phantom{5} \\ \phantom{3} 1 \phantom{5} \\ \underline{\phantom{3} 3} \phantom{5} \\ \phantom{3} \phantom{1} 5 \\ \underline{\phantom{3} \phantom{1} 3} \\ \phantom{3} \phantom{1} \phantom{5} 0 \end{array}$$

$$\begin{array}{r} 1092 \\ 3 \overline{) 3276} \\ \underline{3} \phantom{2} \phantom{7} \phantom{6} \\ \phantom{3} 2 \phantom{7} \phantom{6} \\ \underline{\phantom{3} 3} \phantom{2} \phantom{7} \phantom{6} \\ \phantom{3} \phantom{2} 7 \phantom{6} \\ \underline{\phantom{3} \phantom{2} 6} \phantom{6} \\ \phantom{3} \phantom{2} \phantom{7} 6 \\ \underline{\phantom{3} \phantom{2} \phantom{7} 6} \\ \phantom{3} \phantom{2} \phantom{7} \phantom{6} 0 \end{array}$$

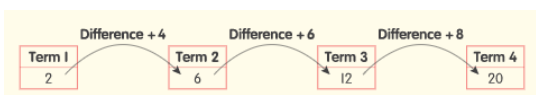
- Writing general rules for number rod designs.



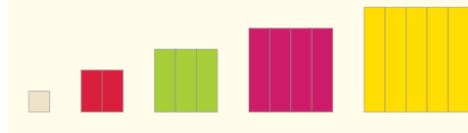
$$(2 \times 2\text{cm}) + 1\text{cm} = 5\text{cm}$$

- Writing general rules for growing number rod sequences e.g.

$1 + 1 = 2$	$1 + 1 + 2 + 2 = 6$	$1 + 1 + 2 + 2 + 3 + 3 = 12$	$1 + 1 + 2 + 2 + 3 + 3 + 4 + 4 = 20$
or	or	or	or
$2 \times 1 = 2$	$(2 \times 1) + (2 \times 2) = 6$	$(2 \times 1) + (2 \times 2) + (2 \times 3) = 12$	$(2 \times 1) + (2 \times 2) + (2 \times 3) + (2 \times 4) = 20$

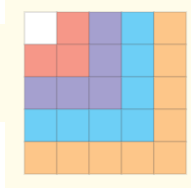


- Generalising about square numbers.



$$\begin{aligned} 1 \times 1 &= 1 \\ 2 \times 2 &= 4 \\ 3 \times 3 &= 9 \\ 4 \times 4 &= 16 \\ 5 \times 5 &= 25 \end{aligned}$$

- Exploring square numbers.



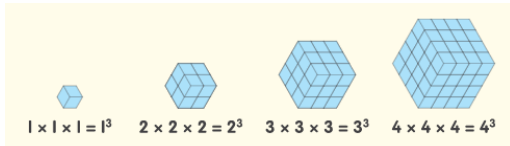
Layer 1: 1  
Layer 2:  $1 + (2 \times 1)$   
Layer 3:  $1 + (2 \times 2)$   
Layer 4:  $1 + (2 \times 3)$

- Generalising about the factors of square numbers.

1	4	9	16	25
1	1, 4	1, 9	1, 16	1, 25
	2	3	2, 8	5
			4	

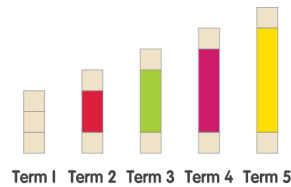
$$\begin{aligned} 1 \times 1 \times 1 &= 1^3 = 1 \\ 2 \times 2 \times 2 &= 2^3 = 8 \\ 3 \times 3 \times 3 &= 3^3 = 27 \\ 4 \times 4 \times 4 &= 4^3 = 64 \\ 5 \times 5 \times 5 &= 5^3 = 125 \\ 6 \times 6 \times 6 &= 6^3 = 216 \\ 7 \times 7 \times 7 &= 7^3 = 343 \\ 8 \times 8 \times 8 &= 8^3 = 512 \\ 9 \times 9 \times 9 &= 9^3 = 729 \\ 10 \times 10 \times 10 &= 10^3 = 1000 \end{aligned}$$

- Generalising about cube numbers.



### Can you..?

- Write a number between 2000 and 3000 that is divisible by 4.
- Look at the rod pattern. What would term 10 be?



- Find two square numbers that add up to 45 together?
- Find two cube numbers that, together, add up to 407?