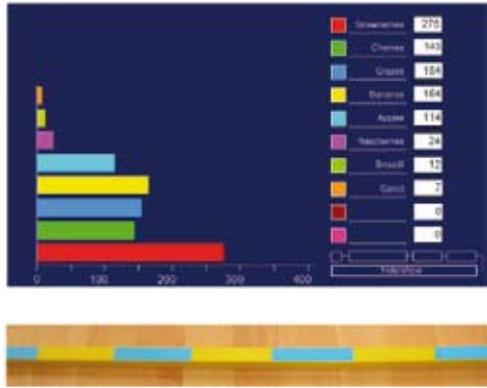# Year 5 – Block C

The models, images and practical resources detailed below will support the teaching of this Block. The text in italics relates directly to the learning overview of each Unit in the Block – this is accessed using the planning tab in the Framework. Select Planning–Year group–Block then click on the Unit tabs.

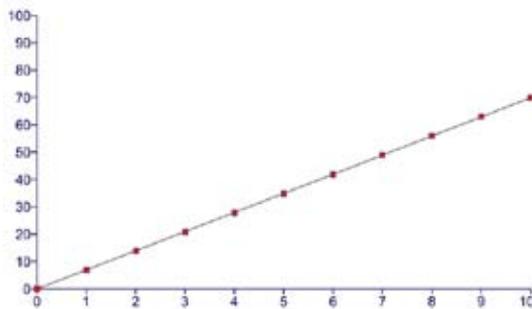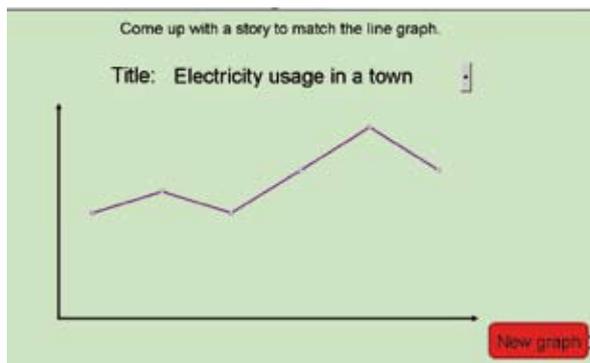|	
Data handling interactive teaching program	*Children suggest how to present the information using **pictograms or bar charts** in order to answer their question.* *They consider the most sensible scale to use when producing their graphs.* Data handling interactive teaching program – find in the library section of the Framework.
Line graph interactive teaching program	*Children draw similar axes and mark the location for each multiple of 7 with a cross. They join the crosses with a line to create a line graph and use this to answer questions such as: What is 3 × 7? Approximately, what is 3.8 × 7? Find an approximate answer for 40 divided by 7.* Line graph interactive teaching program – find in the library section of the Framework.
	*Children **create and interpret line graphs**.* Line graph story spreadsheet – find in the library section of the Framework.

Number on Spinner	Frequency
1	4
2	4
3	11
4	5
5	6
6	0

Spinners interactive teaching program
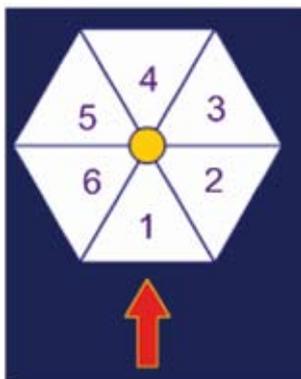
*Children review the **language of probability**, placing words/expressions such as 'certain', 'likely', 'even chance', 'unlikely' and 'impossible' on a probability line. They **carry out an experiment** with a hexagonal spinner with equal sections labelled 1, 2, 3, 4, 5, 6. They recognise that each of the numbers 1 to 6 is equally likely to be spun. They spin the spinner 30 times and use a **frequency diagram** to record their results.*

*Children change the numbers on their spinner to 4, 4, 4, 5, 6, 6 and **predict what differences this will make** to the experiment. They order these statements according their likelihood:*

- *The next spin of the spinner will land on number 4.*
- *The next spin of the spinner will land on number 5.*
- *The next spin of the spinner will land on number 6.*
- *The next spin of the spinner will land on number 7.*

Spinners interactive teaching program – find in the library section of the Framework.