Currie Primary School

PARENTS AS PARTNERS

Help your Child with

MENTAL MATHEMATICS

For Primary 1 – Primary 7

Parents as Partners

Dear Parents

We hope you find these Mental Maths guidelines helpful. They are designed to help raise your child's attainment.

- They indicate a standard which you can expect from your child, without using a calculator.
- All Maths work is built on prior knowledge so please look back at what is taught in earlier classes.
- Some pupils will exceed these guidelines and a few pupils may not be able to complete all tasks.
- If you child experiences real difficulty, please do contact the school.
- Spend no more than 10 minutes per night on Mental Maths.
- If you expect good results from your child you are likely to get them.

Expect Good Results – Let's Aim High

PRIMARY 1

- Count aloud forwards and backwards to at least 20. (starting at any number)
- Recognise numbers up to (at least) 10. e.g. show me a 4 and 7
- Put numbers in order (0 – 10).
- Work out one more than and one less than (0– 10).
- Count in 2s (up to 20) starting from 0.
- Count in 10s (up to 100) starting from 0.
- Say the number before, after and between numbers up to 10.
- Understand first, second, middle, last, same as, more than, less than.
- Simple addition and subtraction to at least 10. e.g. 2 + 2, 6 + 1, 5 + 4, etc
- Say days of week. Know day before and after. Understand yesterday, today and tomorrow.
- Play games. e.g. ludo, snakes and ladders, cards and dominoes

PRIMARY 2

- Count aloud forwards and backwards (beyond 20) starting from different numbers.
- Recognise numbers up to (at least) 20.
- Understand that 24 is 20 and 4. 36 is 30 and 6 etc.
- Know which numbers come between any two numbers up to 20 (and beyond). e.g. what number is between 13 and 15
- Be able to recall pairs of numbers which make 'stories of numbers' up to 10 (more able children up to 20).
- e.g. 0 + 3 = 3, 1 + 2 = 3, 2 +1 =3, 3 + 0 = 3
- Count in: 2s to 20 starting from 0.
  5s beyond 20 starting from 0.
  10s beyond 20 starting from 0.
- To identify position. e.g. 1st, 2nd up to 10th or beyond
- Recognise o'clock. e.g.
- 2 o'clock 2:00
- Play games as in P1.
- Be able to says days of week and months of year and put in correct order.
- Become familiar with times on an ordinary clock face.

PRIMARY 3

- Count aloud forwards and backwards to 100 starting at any number.
- Count in 2s to at least 100, 5's to at least 100, 10s to at least 100.
- Understand that 48 is 40 + 8 and 87 is 80 + 7.
- Know one more/less than: - up to 100.
- Know odd and even numbers to at least 20.
- Count in 3s and 4s to at least 20.
- Have quick recall of addition and subtraction facts to 10 or even 20 for more able.
- Know that $\frac{1}{2}$ of 10 is 5 and $\frac{1}{2}$ of 18 is 9 (up to 20).
- Add tens. e.g. 20 + 20, 40 + 30 etc to 100
- Extend telling of time to $\frac{1}{4}$ and $\frac{1}{2}$ hours and beyond if possible.

  quarter past four 04:15

  half past four 04:30

  quarter to four 03:45
- Be able to say days of week and months of year and seasons in correct order.
- Introduce 2, 3, 4, 5 & 10 times tables.

PRIMARY 4

- Count aloud forwards and backwards from different numbers to at least 1,000.
- Count in 2s, 5s and 10s to 100 and beyond.
- Recognise that 328 is 300 + 20 + 8.
- Count aloud forwards and backwards in hundreds to 1,000.
- Add and subtract single figures to and from numbers to 100.
- Add 10, 20, 30, 40 to a number. e.g. 24 + 30 = 54
- Count on in numbers other than 1. e.g. start at 25 and count in 3's
- Have quick recall of addition and subtraction facts to 20.
- Continue to consolidate 2, 3, 4, 5, & 10 and learn 6, 7, 8, & 9 times tables.
- Add and subtract to 9. e.g. 28 + 9 = 28 + 10 – 1,
- 28 – 9 = 28 – 10 + 1
- Multiply by 10 beyond 10 x 10. e.g. 10 x 15 = 150
- Extend telling of time to minutes past hour
- five past three 03:05

PRIMARY 5

- Count aloud forwards and backwards from numbers to at least 10,000.
- Add and subtract 1, 10, 100 to and from numbers up to 10,000.
- Know all multiplication tables up to 10 times table.
- Know division facts for these time tables.
- Extend knowledge of addition facts. e.g.
  3 + 4 = 7 23 + 4 = 27 63 + 4 = 67
  3 + 4 =7 30 + 40 = 70 300 + 400 = 700
- Add 100, 200, 300, 400 to a number.
  e.g. 63 + 400 = 463
- Recognise that 8,437 is 8,000 + 400 + 30 + 7
- Have <u>instant</u> recall of addition and subtraction facts to 20.
- Use "shortcuts" to calculate e.g. 67 + 99 (add 100 and subtract 1) 11 + 146 (add 10 and then 1 more).
- Calculate halves of 2 digit even numbers to 50. Calculate doubles of 2 digit numbers to 50.
- Extend telling of time to minutes to the hour

  20 to 5 | 04:40 |
- Add subtract sums of money up to £5.
  e.g. £1.50 + £3.25 £3.50 - £1.25
- Add a string of numbers or coins up to 100 (£1).
  e.g. 2p + 1p + 5p + 20p + 50p

PRIMARY 6

- Work with numbers up to 100,000.
- Add and subtract 2 digit numbers involving multiples of 10 or 100. e.g. 120 + 130, 700 + 200
- Add and subtract sums of money up to £10.
  e.g. £5.50 + £1.25. How much change from £10?
- Multiply and divide 2 digit numbers by any single digit. e.g. 27 x 8
- Multiply and divide 3 digit numbers by 10.
- Be confident in the use of multiplication and division facts (know all tables).
  e.g. $\frac{1}{4}$ of 32, 1/8 of 56
- Be able to recite 'stations' of all tables.
  e.g. 8, 16, 24, 32, 40 etc.
- Calculate halves of 2 digit even numbers to 100.
  e.g. $\frac{1}{2}$ of 76
- Calculate doubles of 2 digit even numbers to 100.
  e.g. double 34
- Recognise that 123,496 is
  100,000 + 20,000 + 3,000 + 400 + 90 + 6.
  e.g. What is the value of 4?
- Be familiar with 24 hour clock.
  e.g. simple timetables – length of journey
  e.g. How long is my journey if I leave at twenty to eight and arrive at nine thirty?
- Be able to total simple common fractions.
  e.g. $\frac{1}{2} + \frac{1}{4}$, $\frac{1}{2} + \frac{3}{4}$

PRIMARY 7

- Work with numbers up to 1,000,000
- Add and subtract 3 digit numbers involving multiples of 100 including simple decimals.
  e.g. 12.5 + 10.3
- Add and subtract sums of money to £20.
  e.g. £6.25 + £5.50
  How much change from £20?
- Add and subtract units of weight, length, volume. e.g. 1m 25cm + 2m 20cm
- Multiply and divide 3 digit numbers by a single digit. Multiply and divide 4 digit numbers by 10 or 100.
- Write simple fractions in decimal form.
  e.g. 6/10 = 0.6
- Calculate simple percentages.
  e.g. 50% of 40, 25% of 48
- Understand the structure of numbers
  1,326,902 = 1,000,000 + 300,000 + 20,000 + 6,000 + 900 + <u>no tens</u> + 2
- Round numbers to the nearest whole number – ten or hundred.
  e.g. 7.8 is about 8
  31 is about 30
  737 is about 700
- Be able to convert 24 hour times to 12 hour times.
  e.g. 16.45 – 4.45pm – quarter to five in the afternoon
  01.30 – 1.30am – half past one in the morning