

## 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 your 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. 1<sup>st</sup>, 2<sup>nd</sup> up to 10<sup>th</sup> or beyond
- Recognise o'clock. e.g.
- 2 o'clock 

2:00
------
- Play games as in P1.
- Be able to say 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  $10 \times 10$ . e.g.  $10 \times 15 = 150$
- Extend telling of time to minutes past hour  
five past three 03:05

# KILLERMONT PRIMARY SCHOOL



## PARENTS AS PARTNERS

Help your Child with



## MENTAL MATHEMATICS

For Primary 1 - Primary 4