Maths skills homework

All these skills will help increase your accuracy, confidence and speed when completing calculations and tackling problems. Practise them as often as you can – aim to work on at least one of them for a few minutes every day.

You can even work on your number skills when you are out in the car! Try these activities using the digits on car number plates:-

- Add together all the digits on a car number plate.
- Recognise pairs of digits which make 10.
- Read the number plate as a whole number (e.g. 12345 would be read as twelve thousand, three hundred and forty five)
- Read the same number backwards (54321) which is bigger, forwards or backwards)
- Round the number to the nearest 10, 100 or 1000

Tables	
Must	Have quick recall of multiplication facts for the 2,3,4,5 and 10x tables.
Should	Have instant recall of all multiplication facts up to 10 x 10
Could	Have instant recall of all multiplication and division facts up to 10 x 10

Rounding	
Must	Round 2 and 3 digit numbers to the nearest 10
Should	Round numbers (of up to 4 digits) to the nearest 10, 100 or 1000
Could	Round decimals to the nearest whole number
Sequences	
Must	Continue simple sequences of whole numbers (e.g. 2, 4, 6, 8)
Should	Continue more complex sequences, including recognising need to either increase or decrease number, and make up own sequence patterns.
Could	Continue and make up sequences which include decimals/ negative numbers.
Doubling/halving	
Must	Double 1 and 2 digit numbers. Halve even numbers (with 1 or 2 digits)
Should	Double and halve bigger numbers, including odd numbers.
Could	Double, halve and quarter any number, including decimals.

Fractions	
Must	Find 1/10 and 1/100 of numbers ending in 0.
Should	Find 1/10, 1/100, ½ , ¼ of any number, which may include using decimals.
Could	Find a fraction of a given number, by dividing by the denominator (eg 1/5 0f 25) and progress to finding eg 2/3 or ¾ of a number by then multiplying by the numerator)
+ - x ÷ by 10/100	
Must	Continue sequence by adding 10 to any given number, and by adding 100 to any given number.
Should	Add or subtract 10 or 100 for any given number.
Could	Add, subtract, multiply or divide by 10 or 100 any number, including use of decimals.
Time	
Must	Recognise o'clock, half past and quarter past on analogue and digital clocks.
Should	Also recognise quarter to and all five minute intervals.
Could	Confidently tell the time to one minute accuracy and say what time it will be eg in half an hour's time / three quarters of an hour ago, from the given time.
Number bonds	
Must	Have quick recall of all number bonds for 10 and 20.
Should	Have quick recall of bonds for 100 (use 90/10 rule)
Could	Quickly work out number bonds for 1000 (use 900/90/10 rule) and bonds for decimals to make 10, 20 and 100
Quick calculations	
Must	Practice simple addition and subtraction calculations (e.g. 14 – 9, 8 + 6) aiming for very quick recall. Also quickly calculate adding or subtracting 9 from given number.
Must	
Should	
Could	