Other ideas you could try at home:

- Practise multiplication tables frequently – they are an essential tool for success in numeracy at Second Level and beyond.
- Estimate the cost of shopping; use percentages to calculate the new price of an item. Round cost of shopping to nearest whole number, nearest 10 number. E.g. £6.49 – how much to get to £7, £10, etc. Calculate the 3 for 2 offers in the supermarket, is it a better deal? How much could you save?
- Plan and budget for a day out, could you make the budget go further?
- Play board games involving increasing strategy, skill and logic, to help with mental calculations and problem solving such as Monopoly, Othello, Rummikub, Yatzee, Mancala, Carcassonne, Settlers of Catan, Chess

- **Useful Websites/Apps:**
  - www.sumdog.com
  - www.bbc.co.uk/education
  - www.coolmath-games.com
  - https://www.studyladder.co.uk/
  - https://nrich.maths.org/primary-upper
  - https://www.mathplayground.com/grade_6_games.html
  - https://www.bbc.com/education/subjects/znwqtfr (BBC Bitesize)

Further information about Numeracy & Maths, including:

- ipad apps for learners
- mental agility guidance and progression
- glossary of terms
- **numeracy booklet for P6/7 transition to High School**
- full 'benchmarks' for numeracy and maths

can be found on the curriculum page of the school website:

http://www.parsonsgreenprimaryschool.co.uk/learning-provision/curriculum/

Parsons Green Primary School

A Guide for Parents & Carers:

to support Key Learning in
Numeracy/Maths
at the ***End*** of the ***Second Level*** of
Curriculum for Excellence

(Early Level: Nursery to end P1, for most pupils
First Level: P2 to end P4, for most pupils
***Second Level: P5 to end P7, for most pupils**)*

Most pupils will be able to (or will be working towards):

Number

- The different vocabulary in order to solve the four operations (addition, subtraction, multiplication and division). For example; all together, more than, find the difference, share equally.
- Place value up to 1 000 000. E.g. The value of a zero e.g. 6,007 (not 67, the zeros have a purpose - 0 hundreds and 0 tens).
- Count forwards and backwards in 1s, 10s and 100s from any given 6 digit number.
- Addition and subtraction of whole numbers within a number range 0 to 1 000 000
- Order numbers less than zero and locate them on a number line (negative numbers).
- Adding and subtracting decimal numbers using a variety of mental/written strategies. E.g. 4.25 + 6.77 = 11.03
- Apply the correct order of operations in number calculations when solving multi-step problems. (BODMAS)
  e.g. (5x2) + 34 = 10 + 34 = 44
- Higher number bonds, e.g. halves and double 150, 560, quarters of 100/1000.
- All multiplication facts, up to the 10 times tables, learned Extension: up to 12 times table. **QUICK RECALL ESSENTIAL!**
- Recall all Square number facts (e.g. 3x3, 4x4,5x5)
- How to read, say and write numbers e.g. 459,457 is four hundred and fifty-nine thousand, four hundred and fifty-seven.
- Rounding where 5 and above rounds to the nearest, ten/hundred/thousand
- Rounding to the nearest tenth and hundredth. E,g, 4.38 = 4.4 to the nearest tenth.
- Multiply and divide whole numbers and decimal numbers in a variety of contexts/word problems.
- Multiplying and dividing decimal fractions by 10, 100 and 1000. e.g. dividing by 100 moves the digits down 2 place value slots e.g. 340 becomes 3.4
  6.721 x 10 = 67.21
- To be able to use estimation to solve problems, e.g. 500 + 768. The answer will be higher than 1000
- Apply knowledge of multiples, square numbers and triangular numbers to generate number patterns.
- Solve more complex algebraic equations involving 2 steps,
  e.g. 2y + 4 = 24

Money

- Compare costs and determine affordability within a given budget.
- Calculate profit and loss.
- Understand the benefits and risks of using debit/credit cards.

Shape

- Describe 3D objects and 2D shapes using specific vocabulary including regular, irregular, diagonal, parallel/perpendicular lines, radius, diameter and circumference.
- Demonstrate understanding of the relationship between 3D objects and their nets.

Time

- How to read the time to accurately on a variety of different clocks (digital/analogue)
- Read timetables to calculate duration of events, e.g. train timetables, bus timetables
- Apply knowledge of speed, distance and time to solve real life problems.

Measure

- Convert between common units of measurement e.g. 550cm=5.5m, 3.009kg=3009g
- Calculate the area and perimeter or rectangles and triangles and draw rectangles accurately with a given perimeter or area.
- Calculate the volume of a cube using the formula: V= l x b x h

Data and Analysis

- Can calculate the mean, mode, median and range for a set of data
- Display data appropriately making effective use of technology and choose a suitable scale when creating graphs (bar/line graphs with 1 – 2 sets of data, pie charts, spreadsheets)

Fractions, Decimal Fractions and Percentages

- Convert between any simple percentage, decimal fraction and fraction.
  e.g. 47% = 0.47 = 47/100
- Express fractions in their simplest form.
  e.g. 6/9 = 1/3, 8/64 = 1/8, 49/7=7
- Find equivalent fractions and convert a set of fractions so they all have the same denominator.
- Calculate simple percentages of quantities, e.g. 10% of 540 = 54, 1% of 365 = 3.65

Angles, Symmetry and transformation

- Measure and draw a range of angles to within +- 2 degrees.
- Calculate the missing angle on a straight line/around a point.
- Link the eight compass points with angles to describe, follow and record routes and journeys.
- Plot points and state coordinates on a 4-quadrant grid.
- Interpret maps/models with simple scales e.g. 1cm:20m