Mathematics at Ghyllgrove Primary School

Supporting your child with Maths at home

Key Stage 2

Our Vision

At Ghyllgrove Primary School, we want to provide a fun, engaging and relevant Mathematics curriculum, which promotes the development of confident, independent and efficient mathematicians. By the end of their time at Ghyllgrove Primary School, we aim to have developed mathematically fluent children who enjoy the challenge of Mathematics, have a solid understanding of fundamental mathematical skills and have mastered a set of skills that will support them throughout life. We aim for all children to develop a strong sense of number and our number system, proficiency in arithmetic and an ability to articulate their mathematical understanding and reasoning. As well as providing children with rich, real life examples and opportunities for the application of these skills in lessons, we continuously seek to provide opportunities across the curriculum and through partnership with our families at home, to promote Maths skills and shows their relevance in all aspects of everyday life.

Mathematics in Year 3

During the years of lower Key Stage 2 (Year 3 and Year 4), the focus of mathematics is on the mastery of the four operations (addition, subtraction, multiplication and division) so that children can carry out calculations mentally, and using written methods. In Year 3 your child is likely to be introduced to the standard written column methods of addition and subtraction.

Number and Place Value

- Count in multiples of 4, 8, 50 and 100
- Recognise the place value of digits in three-digit numbers (using 100, 10s and 1s)
- Read and write numbers up to 1,000 using digits and words
- Compare and order numbers up to 1,000

Calculations

- Add and subtract numbers mentally, including adding either 1s, 10s or units to a 3-digit number
- Use the standard column method for addition and subtraction for up to three digits
- Estimate the answers to calculations, and use inverse calculations to check the answers
- Learn the 3x, 4x and 8x tables and the related division facts, for example knowing that $56 \div 8 = 7$
- Begin to solve multiplication and division problems with two-digit numbers

Fractions

Equivalent fractions are fractions which have the same value, such as $\frac{1}{2}$ and $\frac{3}{6}$ or $\frac{1}{4}$ and $\frac{2}{8}$.

- Understand and use tenths, including counting in tenths
- Recognise and show equivalent fractions with small denominators
- Add and subtract simple fractions worth less than one, for example $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$
- Put a sequence of simple fractions into size order

Measurements

- Solve simple problems involving adding and subtracting measurements such as length and weight
- Measure the perimeter of simple shapes
- Add and subtract amounts of money, including giving change
- Tell the time to the nearest minute using an analogue clock
- Use vocabulary about time, including a.m. and p.m., hours, minutes and seconds
- Know the number of seconds in a minute and the number of days in a year or leap year

Parent Tip

Most schools will have a calculation policy which sets out the order in which calculation strategies are taught. Check on your child's school's website to see if they have one for parents that shows what methods are used in school and when they are usually introduced.

Shape and Position

- Draw familiar 2-d shapes and make familiar 3-d shape models
- Recognise right angles, and know that these are a quarter turn, with four making a whole turn
- Identify whether an angle is greater than, less than or equal to a right angle
- Identify horizontal, vertical, perpendicular and parallel lines

Parallel lines are those which run alongside each other and never meet.
Perpendicular lines cross over each other meeting exactly at right angles.

Graphs and Data

- Present and understand data in bar charts, tables and pictograms
- Answer questions about bar charts that compare two pieces of information

Mathematics in Year 4

By the end of Year 4, children will be expected to know all of their times tables up to 12 x 12 by heart. This means not only recalling them in order but also being able to answer any times table question at random, and also knowing the related division facts. For example, in knowing that 6 x 8 = 48, children can also know the related facts that 8 x 6 = 48 and that 48 ÷ 6 = 8 and 48 ÷ 8 = 6. This expertise will be particularly useful when solving larger problems and working with fractions.

Parent Tip

Playing traditional games, such as battleships or even draughts and chess, is great for exploring coordinates and movements across the coordinate grid.

Number and Place Value

- Count in multiples of 6, 7, 9, 25 and 1,000
- Count backwards, including using negative numbers
- Recognise the place value in numbers of four digits (1000s, 100s, 10s and 1s)
- Put larger numbers in order, including those greater than 1,000
- Round any number to the nearest 10, 100 or 1,000
- Read Roman numbers up to 100

Roman Numerals' Basics:
I = 1 ; V = 5 ; X = 10 ; L = 50 ; C = 100
Letters can be combined to make larger numbers. If a smaller value appears in front of a larger one then it is subtracted, e.g. IV (5 – 1) means 4. If the larger value appears first then they are added, e.g. VI (5 + 1) means 6.

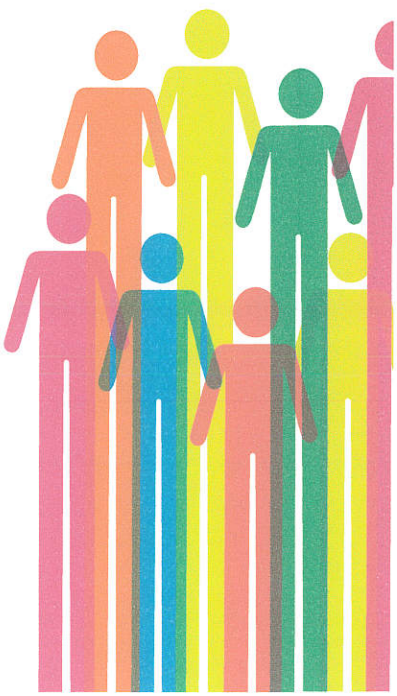
Calculations

- Use the standard method of column addition and subtraction for values up to four digits
- Solve two-step problems involving addition and subtraction
- Know the multiplication and division facts up to 12 x 12 = 144
- Use knowledge of place value, and multiplication and division facts to solve larger calculations
- Use factor pairs to solve mental calculations, e.g. knowing that 9 x 7 is the same as 3 x 3 x 7
- Use the standard short multiplication method to multiply three-digit numbers by two-digit numbers

Fractions

- Use hundredths, including counting in hundredths
- Add and subtract fractions with the same denominator, e.g. $\frac{4}{7} + \frac{5}{7}$
- Find the decimal value of any number of tenths or hundredths, for example $\frac{7}{100}$ is 0.07
- Recognise the decimal equivalents of $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$
- Divide one- or two-digit numbers by 10 or 100 to give decimal answers
- Round decimals to the nearest whole number
- Compare the size of numbers with up to two decimal places

Measurements



- Convert between different measures, such as kilometres to metres or hours to minutes
- Calculate the perimeter of shapes made of squares and rectangles
- Find the area of rectangular shapes by counting squares
- Read, write and convert times between analogue and digital clocks, including 24-hour clocks
- Solve problems that involve converting amounts of time, including minutes, hours, days, weeks and months

Shape and Position

- Classify groups of shapes according to the properties, such as sides and angles
- Identify acute and obtuse angles
- Complete a simple symmetrical figure by drawing the reflected shape
- Use coordinates to describe the position of something on a standard grid
- Begin to describe movements on a grid by using left/right and up/down measures

Graphs and Data

- Construct and understand simple graphs using discrete and continuous data

Discrete data is data which is made up of separate values, such as eye colour or shoe size. Continuous data is that which appears on a range, such as height or temperature.

Mathematics in Year 5

During the years of upper Key Stage 2 (Year 5 and Year 6), children use their knowledge of number bonds and multiplication tables to tackle more complex problems, including larger multiplication and division, and meeting new material. In Year 5, this includes more work on calculations with fractions and decimals, and using considerably larger numbers than previously.

Parent Tip

Much of the knowledge in Year 5 relies on number facts being easily recalled. For example, to find common factors or to make simple conversions, knowledge of multiplication tables is essential. Any practice at home to keep these skills sharp will certainly be appreciated by your child's class teacher!

Number and Place Value

- Recognise and use the place value of digits in numbers up to 1 million (1,000,000)
- Use negative numbers, including in contexts such as temperature
- Round any number to the nearest 10, 100, 1,000, 10,000 or 100,000
- Read Roman numerals, including years

Calculations

- Carry out addition and subtraction with numbers larger than four digits
- Use rounding to estimate calculations and check answers are of a reasonable size
- Find factors of multiples of numbers, including finding common factors of two numbers
- Know the prime numbers up to 19 by heart, and find primes up to 100
- Use the standard methods of long multiplication and short division
- Multiply and divide numbers mentally by 10, 100 or 1,000
- Recognise and use square numbers and cube numbers

Factors are numbers which multiply to make a product, for example 2 and 9 are factors of 18.
Common factors are numbers which are factors of two other numbers, for example 3 is a factor of both 6 and 18.

Fractions and Decimals

- Put fractions with the same denominator into size order, for example recognising that $\frac{3}{5}$ is larger than $\frac{2}{5}$
- Find equivalents of common fractions
- Convert between improper fractions and mixed numbers, for example recognising that $\frac{5}{4}$ is equal to $1\frac{1}{4}$
- Add and subtract simple fractions with related denominators, for example $\frac{2}{3} + \frac{1}{6} = \frac{5}{6}$
- Convert decimals to fractions, for example converting 0.71 to $\frac{71}{100}$
- Round decimals to the nearest tenth
- Put decimals with up to three decimal places into size order
- Begin to use the % symbol to relate to the 'number of parts per hundred'

In a fraction, the numerator is the number on top; the denominator is the number on the bottom.

Measurements

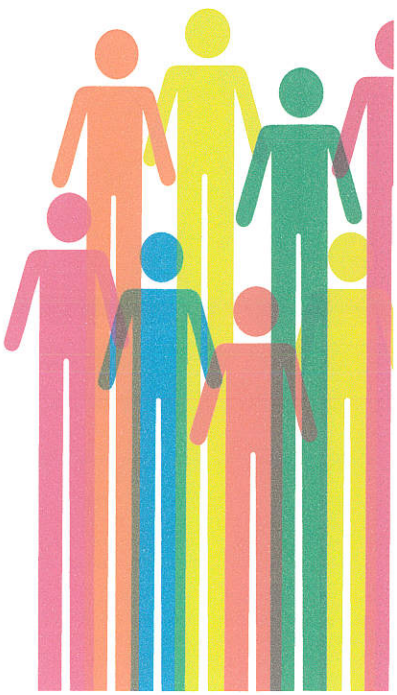
- Convert between metric units, such as centimetres to metres or grams to kilograms
- Use common approximate equivalences for imperial measures, such as 2.5cm ≈ 1 inch
- Calculate the area of rectangles using square centimetres or square metres
- Calculate the area of shapes made up of rectangles
- Estimate volume (in cm^3) and capacity (in ml)

Shape and Position

- Estimate and compare angles, and measure them to the nearest degree
- Know that angles on a straight line add up to 180°, and angles around a point add up to 360°
- Use reflection and translation to change the position of a shape

Graphs and Data

- Read and understand information presented in tables, including timetables
- Solve problems by finding information from a line graph



Mathematics in Year 6

By the end of Year 6, children are expected to be confident with the use of all four standard methods for written calculations, and to have secured their knowledge of the key number facts for the four operations. Their work will focus more on fractions, ratio, proportion and the introduction of algebra.

In May of Year 6, children will take an arithmetic test of thirty minutes, and two broader mathematics tests of forty minutes each. These will be sent away for marking, with the results coming back before the end of the year. Your child's teacher will also make an assessment of whether or not your child has reached the expected standard by the end of the Key Stage.

Parent Tip

Playing traditional games, such as battleships or even draughts and chess, is great for exploring coordinates and movements across the coordinate grid.

Number and Place Value

- Work with numbers to up ten million (10,000,000) including negative numbers
- Round any number to any required number of digits or magnitude

Calculations

- Use the standard method of long multiplication for calculations of four-digit numbers by two-digit numbers
- Use the standard method of long division for calculations of four-digit numbers by two-digit numbers
- Identify common factors, common multiples and prime numbers
- Carry out complex calculations according to the mathematical order of operations
- Solve complex problems using all four operations

The mathematical order of operations requires that where calculations are written out in long statements, first calculations in brackets are completed, then any multiplication or division calculations, and finally any addition or subtraction. So, for example, the calculation $4 + 3 \times (6 + 1)$ has a solution of 25, not 43 or 49.

Fractions and Decimals

- Use common factors to simplify fractions, or to add fractions with different denominators
- Place any group of fractions into size order
- Multiply pairs of fractions together
- Divide fractions by whole numbers, for example $\frac{1}{3} \div 2 = \frac{1}{6}$
- Use division to calculate the decimal equivalent of a fraction
- Know and use common equivalences between fractions, decimals and percentages, such as $\frac{1}{2} = 0.5 = 50\%$

Ratio and Proportion

- Find percentages of quantities, such as 15% of £360
- Use ratio to explain relationships and solve problems
- Use simple scale factors for drawings, shapes or diagrams

Ratio is represented using the colon symbol. For example, if £100 is shared in a ratio of 1:3 between two people, then the first person receives £25 (one part), with the other receiving £75 (three parts).

Algebra

- Use simple formulae
- Describe sequences of numbers where the increase between values is the same each time
- Solve missing number problems using algebra
- Find possible solutions to problems with two variables, such as $a + b = 10$

Measurements

- Convert between any metric units and smaller or larger units of the same measure
- Convert between miles and kilometres
- Use a given formula to find the area of a triangle or parallelogram

Shape and Position

- Draw 2-d shapes using given sizes and angles
- Use knowledge of 2-d shapes to find missing angles in triangles, quadrilaterals and other regular shapes
- Name and label the radius, diameter and circumference of a circle
- Find missing angles in problems where lines meet at a point or on a straight line
- Use a standard grid of coordinates including negative values

Graphs and Data

- Construct and understand pie charts and line graphs
- Calculate the mean average of a set of data

Mean average is calculated by adding up all the values and dividing by the number of items. For example, the mean average of 3, 5, 8, 9 and 10 is *7* (3 + 5 + 8 + 9 + 10 = 35, then 35 ÷ 5 = *7*)

How you can support at home



Measuring

- **Cooking-** weighing and following instructions
- **Measure yourself!** - make a height strip. Keep a graph to show your growth! How much have you grown?
- **Measure stuff!** - use a tape measure
- **Telling the time-** how long until...? Analogue /digital time, Days of the week, dates, keep a calendar/

Picnic or Party maths;

- Preparing food for a group of people is a real problem solving opportunity; how many cups can we fill with one jug, how many pieces of pizza can we cut from each one? A great opportunity to use terms like 'half' 'quarter' 'double' and put those tables into practice.

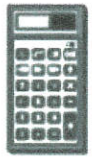

How you can do Maths at Home


Shopping games:

- Set up a mini supermarket in the kitchen and give the children some real money to go shopping with.
- Change can be the trickiest concept and needs to be taught in 'real' shopping activities which can be done really well at home.

Number games

- **Board games**
- **Snakes and ladders**
- **Dominoes**
- **Playing card games eg snap, doubles**
- **Dice games eg exchange game**
- **Have fun playing with a calculator and try out those signs!**




Shapes everywhere

- **Shopping Shape Sort**; let your child loose on the packages and sort them into cuboids, cylinders, cubes
- **2-D shape pictures and patterns**
- Which shapes can you draw? you will need a ruler for some of them!

Props around the house

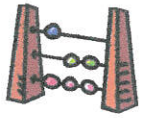
Ideas taken from **Maths for Mums and Dads** Eastaway, R. and Askew, M. (2010)

- **A prominent clock**- digital and analogue is even better. Place it somewhere where you can talk about the time each day.
- **A traditional wall calendar**-Calendars help with counting days, spotting number patterns and
- **Board games that involve dice or spinners**-helps with counting and the idea of chance
- **A pack of playing cards**- Card games can be adapted in many ways to learn about number bonds, chance, adding and subtracting
- **A calculator**- A basic calculator will help with maths homework when required, there are also many calculator games you can play, too.
- **Measuring Jug**-Your child will use them in school, but seeing them used in real life is invaluable. Also useful for discussing converting from metric to imperial
- **Dried beans, Macaroni or Smarties**- for counting and estimating
- **A tape measure and a ruler**- Let your child help when measuring up for furniture, curtains etc
- **A large bar of chocolate** (one divided into chunks)- a great motivator for fractions work
- **Fridge magnets with numbers on**- can be used for a little practice of written methods
- **Indoor/outdoor Thermometer**- especially useful in winter for teaching negative numbers when the temperature drops below freezing
- **Unusual dice**- not all dice have faces 1-6, hexagonal dice, coloured dice, dice from board games all make talking about chance a little more interesting
- **A dartboard with velcro darts**- Helps with doubling, trebling, adding and subtracting.

COUNTING IDEAS

- Practise chanting the number names. Encourage your child to join in with you. When they are confident, try starting from different numbers - 4, 5, 6 . . .
- Sing number rhymes together - there are lots of commercial tapes and CD's available.
- Give your child the opportunity to count a range of interesting objects (coins, pasta shapes, buttons etc.). Encourage them to touch and move each object as they count.
- Count things you cannot touch or see (more difficult!!). Try lights on the ceiling, window panes, jumps, claps or oranges in a bag.
- Play games that involve counting (e.g. snakes and ladders, dice games, games that involve collecting objects).
- Look for numerals in the environment. You can spot numerals at home, in the street or when out shopping.
- Cut out numerals from newspapers, magazines or birthday cards. Then help your child to put the numbers in orders.
- Make mistakes when chanting, counting or ordering numbers. Can your child spot what you have done wrong?
- Choose a number of the week e.g. 5. Practise counting to 5 and on from 5. Count out groups of 5 objects (5 dolls, 5 bricks, 5 pens). See how many places you can spot the numeral 5.

PRACTISING NUMBER FACTS



- Find out which number facts your child is learning at school (addition facts to 10, times tables, doubles etc). Try to practise for a few minutes each day using a range of vocabulary.
- Have a 'fact of the day'. Pin this fact up around the house. Practise reading it in a quiet, loud, squeaky .... voice. Ask your child over the day if they can recall the fact.
- Play 'ping pong' to practise complements with your child. You say a number. They reply with how much more is needed to make 10. You can also play this game with numbers totalling 20, 100 or 1000. Encourage your child to answer quickly, without counting or using fingers.
- Throw 2 dice. Ask your child to find the total of the numbers (+), the difference between them (-) or the product (x). Can they do this without counting?
- Use a set of playing cards (no pictures). Turn over two cards and ask your child to add or multiply the numbers. If they answer correctly, they keep the cards. How many cards can they collect in 2 minutes?
- Play Bingo. Each player chooses five answers (e.g. numbers to 10 to practise simple addition, multiples of 5 to practise the five times tables). Ask a question and if a player has the answer, they can cross it off. The winner is the first player to cross off all their answers.
- Give your child an answer. Ask them to write as many addition sentences as they can with this answer (e.g. 10 = □+□). Try with multiplication or subtraction.
- Give your child a number fact (e.g. 5+3=8). Ask them what else they can find out from this fact (e.g. 3+5=8, 8-5=3, 8-3=5, 50+30=80, 500+300=800, 5+4=9, 15+3=18). Add to the list over the next few days. Try starting with a x fact as well.

REAL LIFE PROBLEMS

- Go shopping with your child to buy two or three items. Ask them to work out the total amount spent and how much change you will get.
- Buy some items with a percentage extra free. Help your child to calculate how much of the product is free.
- Plan an outing during the holidays. Ask your child to think about what time you will need to set off and how much money you will need to take.
- Use a TV guide. Ask your child to work out the length of their favourite programmes. Can they calculate how long they spend watching TV each day / each week?
- Use a bus or train timetable. Ask your child to work out how long a journey between two places should take? Go on the journey. Do you arrive earlier or later than expected? How much earlier/later?
- Help your child to scale a recipe up or down to feed the right amount of people.
- Work together to plan a party or meal on a budget.

These are just a few ideas to give you a starting point. Try to involve your child in as many problem-solving activities as possible. The more 'real' a problem is, the more motivated they will be when trying to solve it.

SHAPES AND MEASURES

- Choose a shape of the week e.g. cylinder. Look for this shape in the environment (tins, candles etc). Ask your child to describe the shape to you (2 circular faces, 2 curved edges ..)
- Play 'guess my shape'. You think of a shape. Your child asks questions to try to identify it but you can only answer 'yes' or 'no' (e.g. Does it have more than 4 corners? Does it have any curved sides?)
- Hunt for right angles around your home. Can your child also spot angles bigger or smaller than a right angle?
- Look for symmetrical objects. Help your child to draw or paint symmetrical pictures / patterns?
- Make a model using boxes/containers of different shapes and sizes. Ask your child to describe their model.
- Practise measuring the lengths or heights of objects (in metres or cm). Help your child to use different rulers and tape measures correctly. Encourage them to estimate before measuring.
- Let your child help with cooking at home. Help them to measure ingredients accurately using weighing scales or measuring jugs. Talk about what each division on the scale stands for.
- Choose some food items out of the cupboard. Try to put the objects in order of weight, by feel alone. Check by looking at the amounts on the packets.
- Practise telling the time with your child. Use both digital and analogue clocks. Ask your child to be a 'timekeeper' (e.g. tell me when it is half past four because then we are going swimming).
- Use a stop clock to time how long it takes to do everyday tasks (e.g. how long does it take to get dressed?). Encourage your child to estimate first.

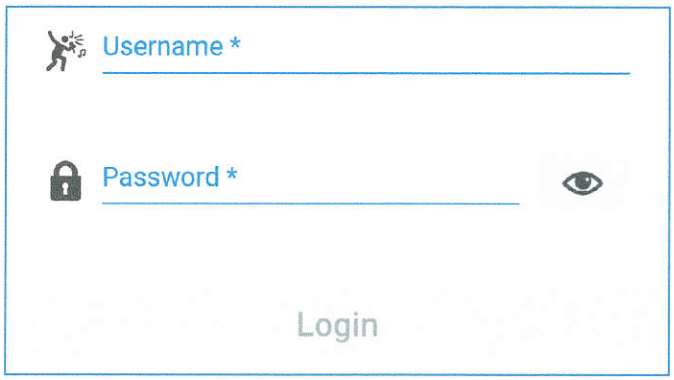
Logging in to Times Tables Rock Stars

1. Type **play.ttrockstars.com** into your browser's address bar.

2. Click Login! > School > Student

3. Enter the School Name.

4. Enter your child's username and password.



Game Modes

Single Player

Garage - the questions will only come from the times tables the teacher has set for the week. It will include multiplication *and* division questions.
As pupils start to answer questions, TT Rock Stars works out which facts they take longer on and will give them more of these questions to answer. The Garage is best for getting quicker at a few facts. Players get 10 coins per question.

Studio - the questions in the Studio can be anything from 1×1 up to 12×12.
TT Rock Stars calculates the average response time from their last 10 games in the Studio and translates that time into a Rock Status.

≤ 1 sec/qu = Rock Hero
≤ 2 secs/qu = Rock Legend
≤ 3 secs/qu = Rock Star
≤ 4 secs = Headliner
≤ 5 secs/qu = Support Act
≤ 6 secs/qu = Breakthrough Artist
≤ 7 secs/qu = Unsigned Act
≤ 8 secs/qu = Gigger
≤ 9 secs/qu = Busker
≤ 10 secs/qu = Garage Rocker
> 10 secs/qu = Wannabe

If you don't play in the Studio you don't get a Rock Status.

Players earn 1 coin per question and the Studio is the place for them to set their best time across all the tables.

Soundcheck – When you play Soundcheck, you get 25 questions each with a 6-second time limit. The questions are multiplication only and evenly weighted in terms of difficulty each time you play. Players earn 5 coins per correct answer.

Multiplayer

Rock Arena - The Arena allows players to compete against all other members of their Band (their Bandmates would need to join the same game in order to compete together).
A new Arena game starts every 15 seconds and once the clock starts they race to answer more questions than the others. In the Arena, questions will only come from the times tables the teacher has set for the week, similar to the Garage. They earn 1 coin per correct answer.

Rock Festival - The Rock Festival games are open to players from around the world. Like the Arena, there is no limit to the number of players who can join a game; however, unlike the Arena, questions are selected at random from 1×1 to 12×12.
Pupils might choose the Rock Festival if they were playing at home (and therefore couldn't easily synchronise playing against a classmate) or wanted to compete against others not in their band.