

**Second Level** - to the end of P7, but earlier or later for some

- extend their skills in reading, writing and ordering numbers to 1 000 000
- learn to partition bigger numbers into millions, hundreds of thousands, tens of thousands, thousands, hundreds, tens and ones (M HTh TTh Th H T O)
- apply knowledge of addition and subtraction / multiplication and division in real life contexts
- simplify & calculate fractions of amounts
- understand the link between fractions, decimals & percentages
- gain knowledge about budgeting, profit and loss
- extend knowledge and vocabulary of regular & irregular 2D/3D shapes (angle, diagonal, radius, diameter & circumference)
- identifies and illustrates all lines of symmetry on a wide range of 2D shapes
- measure & draw a range of angles using rulers and protractors
- plot locations of a point on a 4 quadrant grid
- read and record time in 12 and 24 hour notation. Estimate and calculate durations of activities.
- estimate and measure accurately length, height, weight, perimeter, area and volume using standard measurements such as km, m, cm, mm: kg and g: mm<sup>2</sup>, cm<sup>2</sup>, m<sup>2</sup>, cm<sup>3</sup> and L and ml
- make use of digital technology to devise ways of collecting & displaying data (pie charts, spread sheets, line graphs, etc)

## How can I help my child?

Allow your child opportunities to transfer their maths skills into real life contexts. For example

- Baking—weighing out ingredients, cooking times, cost of ingredients, etc.
- Number bonds, sharing and grouping using everyday objects such as pasta, sweets, straws
- Time—reading the clock and calendars, looking at TV magazines, bus timetables.

**The list is endless!**

**Glossary** - a list of useful mathematical words and phrases used across all levels

Partitioning

Number bond

Subitising

Think board

Number sentence

Number story

Ones

Arrays and groupings

Part-part-whole

## **Suggested Websites**

[www.ictgames.com](http://www.ictgames.com)

[www.bbcnumberjacks.co.uk](http://www.bbcnumberjacks.co.uk)

[www.mathsisfun.com](http://www.mathsisfun.com)

[www.topmarks.co.uk](http://www.topmarks.co.uk)

[www.snappymaths.com](http://www.snappymaths.com)

[www.coolmath4kids.com](http://www.coolmath4kids.com)

# Langlands Primary Maths Information Leaflet



*Maths is everywhere, it's in everything we do. Numeracy or 'everyday maths' is not just about classroom sums.*

*Being confident in maths is a life skill that will help your child in many ways; at home, at school and one day at work too.*



Throughout all maths activities and lessons in school, children are encouraged to learn in a variety of ways and will, wherever possible, use their new found knowledge in real life contexts.

We all use maths a lot more than we realise. A good understanding of everyday maths will help your child:

- solve problems
- make decisions
- understand information

What is at the core of the maths curriculum?

- Fluency– children are able to remember processes quickly e.g. number bonds and times tables
- Reasoning– children can think about which concept they need to use to solve a problem
- Problem Solving– children can solve everyday problems e.g. puzzles

Successful mathematicians explain their thinking and use a range of strategies to help them to solve a problem.

We will support your child to build upon prior learning and deepen their understanding across the following levels.

### **Early Level** - to the end of P1, but earlier or later for some

- read, recognise and write numbers to 20
- order numbers forwards and backwards to at least 20
- identify the number before, number after and missing numbers in a sequence
- learn to count out a given number of objects to at least 20 and identify the total
- use a range of strategies to add and subtract mentally to at least 10
- learn to show a single digit number in two or more parts (e.g.  $2 + 3 = 5$  or  $1 + 1 + 3 = 5$ )
- count in jumps (skip count) in 2s, 5s and 10s
- share out a group of items equally into smaller groups
- identify and recognise coins up to at least £1
- add and subtract to pay for items up to 20p
- recognise, describe and sort common 2D and 3D shapes (straight, round, flat and curved)
- use the language of position (in front, behind, above, below, left, right, forwards and backwards)
- create symmetrical pictures with at least one line of symmetry
- copy, continue and create simple patterns (objects, shapes and numbers)
- learn to name days of the week, months of the year and seasons
- read analogue and digital o'clock and possibly half-past times
- use appropriate measurement language (e.g. longer shorter, heavier, lighter, taller, etc.)

### **First Level** - to the end of P4, but earlier or later for some

- extend their skills in reading, writing and ordering numbers to 1000
- learn about hundreds tens and ones (place value)
- begin to partition bigger numbers into hundreds, tens and ones (HTO)
- learn about the relationship between addition and subtraction and multiplication and division
- begin early multiplication and division, grouping and sharing objects
- read, show & compare fractions up to a tenth
- recognise & use notes & coins up to £20 and calculate change
- recognise and describe regular 2D and 3D shapes (faces, sides, edges & vertices)
- create symmetrical pictures with more than one line of symmetry
- estimate, measure and describe a range of angles in relation to a right angle
- plot and locate objects of reference on a grid
- tell the time using o'clock, half past, quarter past and quarter to
- be introduced to standard measurements such as m, cm; kg and g and L and ml
- collect, read & interpret various data (tally marks, bar graphs, surveys, etc)