Buckstone Primary School

**Primary 7
Securing Skills in Second Level**

A booklet for parents
Support your child in mental agility.

About the Criteria

These show all of the things your child should be able to do in Second Level by the end of Primary 7.

A target may be harder than it seems, e.g. a child who can count and use numbers up to 1 million may still have trouble saying which number comes before 1 million.

Counting

- ✓ Count forwards & backwards in decimal tenths (e.g. 2.3, 2.4, 2.5,
- ✓ 2.6...)
- ✓ Count forwards & backwards in multiple tenths (e.g. 0.2, 0.4, 0.6...)
- ✓ Count forwards and backwards in simple fractional steps
- ✓ eg. halves

Numbers

- ✓ Recognise and identify integers
- ✓ Sequence numbers including negative numbers
- ✓ Place positive and negative numbers on a number line
- ✓ Estimate where a number falls on an empty number line, including decimals (e.g. estimate where 2.65 goes on an empty
- ✓ number line starting at 2 and ending at 3)
- ✓ Sequence numbers including integers
- ✓ Order numbers including integers within a real life setting
- ✓ Place a number on a number line with a positive and negative

- ✓ numbers (within a real-life range)
- ✓ Estimate where a number goes on an empty number line with
- ✓ integers (within a real-life setting)

Addition and Subtraction

- ✓ Add & subtract simple fractions e.g.
$$\tfrac{1}{2} + \tfrac{1}{4}$$
- ✓ Identify the number partner to go with a decimal hundredth to make one (e.g. " What goes with 0.37 to make 1?"

Recommended Websites

http://www.sumdog.com/

http://www.topmarks.co.uk/maths-games/7-11-years/mental-maths

http://www.mathplayground.com/

http://www.mathsisfun.com/numbers/math-trainer-multiply.html

http://www.brainormous.com/online/loader_multiflyer.html

http://www.bbc.co.uk/bitesize/firstlevel/mathematics/

http://resources.woodlands-junior.kent.sch.uk/maths/

Fun Activities to Help at Home
- ✓ Card game
- ✓ Use a pack of playing cards.
- ✓ Take out the jacks, queens and kings.
- ✓ Take turns.
- ✓ Take a card and roll a dice.
- ✓ Multiply the two numbers.
- ✓ Write down the answer.
- ✓ Keep a running total.
- ✓ The first to go over 301 wins!

Remainders
- ✓ Draw a 6 x 6 grid like this.
- ✓ Choose the 7, 8 or 9 times table.
- ✓ Take turns.
- ✓ Roll a dice.
- ✓ Choose a number on the board, e.g. 59.
- ✓ Divide it by the tables number, e.g. 7.
- ✓ If the remainder for 59 ÷ 7 is the same as the dice number, you can cover the board number with a counter or coin.
- ✓ The first to get four of their counters in a straight line wins!

Doubles and trebles
- ✓ Roll two dice.
- ✓ Multiply the two numbers to get your score.
- ✓ Roll one of the dice again. If it is an even number, double your score. If it is an odd number, treble your score.

- ✓ Keep a running total of your score.
- ✓ The first to get over 301 wins.

Multiplication and Division
- ✓ Use a strategy to share a whole into equal parts (e.g. to share into sixths, half and then split each half into thirds)
- ✓ Know and use square number facts
- ✓ Use order of operation (knowing that multiplication and division take priority over addition and subtraction) to do calculations.

Place Value
- ✓ Split a decimal up in a non-standard way (e.g. 3.2 can be 2 and 12 tenths)

Fractions, Decimal Fractions and Percentages
- ✓ Use a strategy to share a whole into equal parts (e.g. to share into sixths, half and then split each half into thirds)
- ✓ Carry out simple percentage calculations e.g. 25% of 60
- ✓ Convert between frequently used fractions, decimal fractions, and percentages
- ✓ In practical examples, write ratios to compare 2 or more amounts
- ✓ In practical examples, simplify ratios.