



Steps 7 and 8

6 times table	7 times table
8 times table	9 times table
Add and subtract two (two digit) numbers	Add and subtract two (3 digit) multiples of 10 or 100

6 and 8 times table

Children should learn their 6 and 8 times tables and be able to recall facts out of sequence.

For example: $8 \times 6 = \underline{\quad}$ $6 \times 12 = \underline{\quad}$

They should also know how many lots of 6 or 8 make a given answer.

For example: $\underline{\quad} \times 6 = 48$ $\underline{\quad} \times 8 = 48$

Add and subtract two (two digit) numbers

Children should be able to quickly partition (break up) numbers mentally to add. This should include crossing over 10s (see below):

For example: $22 + 39 = \underline{\quad}$ 43 more than 35 = $\underline{\quad}$

They should also be able to subtract in a similar way.

For example: $43 - \underline{\quad} = 22$ 22 less than 43 = $\underline{\quad}$

Children also must know 10 more or less than any given number to 100.

For example: $52 + 10 = \underline{\quad}$ $31 - 10 = \underline{\quad}$

Ten less than 87 is $\underline{\quad}$ Ten more than 79 is $\underline{\quad}$

7 and 9 times table

See advice above for 6 and 8 times table.

Add and subtract two (three digit) multiples of 10 or 100

Children should be able to quickly recall and add together three digit numbers. These should be multiples of ten (E.g. 130) or one hundred (E.g. 300). These should be asked in different ways as well. For instance:

$300 + \underline{\hspace{2cm}} = 430$ What is 130 more than 300? $\underline{\hspace{2cm}}$



Steps 7 and 8

Children should also be able to do this for subtraction. For instance:

$300 - 130 =$ $430 - \underline{\hspace{2cm}} = 300$ What is 130 less than 300?

Pairs - write a target number on a card and one of the numbers to make it up to your total. Then the child has to write the missing number (E.g. You write 430 and 100, the child has to write 330)

Snap - write number facts (E.g. 6×8 and 4×12) on cards and take turns in placing card facing up. If they match the first player to notice and place hand on the cards keeps them.

Quick thinking - ask a question and walk towards your child. They have to answer before you get to them.

Snap your fingers - Give children three clicks (seconds) to answer your problem. If they beat the time, they get a point. Otherwise, you get the point. Play best of 3, best of 5 or keep going!

Websites:

<http://www.topmarks.co.uk/maths-games/hit-the-button>

http://www.mathplayground.com/number_bonds_10.html

<http://www.ictgames.com/numberFacts.htm>

<http://mathszone.co.uk/number-facts/number-bonds-to-10/>

<http://www.primaryresources.co.uk/maths/mathsC1.htm>

<http://fun2think.com/maths/number-bond-games/>