



Supporting your child with their mental maths

Dear Parents/Carers

With many of you becoming increasingly familiar with the demands of the National Curriculum, we thought it would be helpful for you to have an 'at a glance' summary of the types of mental calculation skills which we expect the children to be able to achieve in each year group. You can see from the list that much of the practise of these skills takes place in Lower School, enabling the children to apply these skills to other strategies by the time they reach Upper School.

If your child is currently in Year 4, please note that they will be expected to sit the **national multiplication tables tests**. These will take place in the Summer Term. These will be computer (iPad) based questions. Questions will assess whether they know all their multiplication facts up to 12 X 12 and are likely to focus on the 6, 7, 8, 9 and 12 multiplication tables.

Please support your child by practising these skills with them at home. All children have access to times tables songs (Toons) through Mathletics and Times Tables Rock Stars provides a wealth of activities. These are online subscriptions which we buy for each pupil. If you would like any further guidance, or further explanation of the statements below, please speak to your child's class teacher or ourselves.

Thank you for your continued support.

Mr Jones

7th January 2025



Year 3

- count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number
- recognise the place value of each digit in a 3-digit number (100s, 10s, 1s)
- compare and order numbers up to 1,000
- identify, represent and estimate numbers using different representations
- read and write numbers up to 1,000 in numerals and in words
- add and subtract numbers mentally, including:
 - a three-digit number and 1s
 - a three-digit number and 10s
 - a three-digit number and 100s

- recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables (2, 5 and 10 should be secure from KS1 (Infant School years))
- count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10

Year 4

- count in multiples of 6, 7, 9, 25 and 1,000
- find 1,000 more or less than a given number
- count backwards through 0 to include negative numbers
- recognise the place value of each digit in a four-digit number (1,000s, 100s, 10s, and 1s)
- order and compare numbers beyond 1,000
- recall multiplication and division facts for **multiplication tables up to 12×12**
- use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together 3 numbers
- count up and down in hundredths; recognise that hundredths arise when dividing an object by 100 and dividing tenths by 10

Year 5

- read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit
- count forwards or backwards in steps of powers of 10 for any given number up to 1,000,000
- interpret negative numbers in context, count forwards and backwards with positive and negative whole numbers, including through 0
- round any number up to 1,000,000 to the nearest 10, 100, 1,000, 10,000 and 100,000
- add and subtract numbers mentally with increasingly large numbers
- establish whether a number up to 100 is **prime** and recall prime numbers up to 19 (these are numbers which are only divisible by themselves and 1, e.g. 2, 3, 5, 7, 11, 13, 17, 19,)
- multiply and divide whole numbers and those involving decimals by 10, 100 and 1,000
- recognise and use **square numbers** (e.g. $2 \times 2 = 4$) and **cube numbers** (e.g. $2 \times 2 \times 2 = 8$), and the notation for squared (\square) and cubed (p)
- round decimals with 2 decimal places to the nearest whole number and to 1 decimal place
- read, write, order and compare numbers with up to 3 decimal places

Year 6

- read, write, order and compare numbers up to 10,000,000 and determine the value of each digit
- round any whole number to a required degree of accuracy
- use negative numbers in context, and calculate intervals across 0