Curriculum for Excellence Level 2
(by the end of P7 or earlier for some)

Mental agility progressions and flashcards from the **WEE RED BOX**

For maths CPD and/or other support materials from **Tom Renwick** visit **www.mathsontrack.com**

Aug-Dec of P5

- reinforce adding any single digit numbers together and the 2, 3, 4, 5 and 10 times tables for x ÷
- round 3 digit numbers to the nearest 100 eg 465 round to 500, 139 to 100, .. and use rounding to estimate the answer to a problem
- introduce the 6 and 7 times tables to multiply and divide and reinforce that if 7x6=42, then 6x7=42, 42÷7=6, and 42÷7=6
- add or subtract 1 or 10 to / from any 4 digit number eg 2451 - 10, 3999 + 1
- add and subtract a single digit to/from a 2 or 3 digit number eg 258-4, 135+3, 710-5, 97+9 and discuss mental agility strategies
- find change from £1 using multiples of 5p eg 65p gives 35p change, and from £5 using multiples of 50p eg £1.50 gives £3.50 change
- multiply 2 digit numbers by 10 eg 34x10, 46x10
- count back **verbally** in 50's or 25's from 1000, eg 1000, 950, 900, ... or 1000, 975, 950, ..
- find the doubles of the multiples of 5 eg 85+85 and halves of multiples of 10 and 100 eg 1/2 of 30, 1/2 of 70, 1/2 of 90, 1/2 of 120, 1/2 of 320 and discuss mental agility strategies
- read and write 5 and 6 digit numbers eg 12597 or 314067 and give the number before or after
- find 1/2's and 1/4's of multiples of 100 eg 1/2 of 1300, 1/4 of 200, 1/4 of 300, ...
- read any time on a clock face involving past and to the hour using am/pm
- introduce the 8 and 9 times tables to multiply and divide and reinforce that if 8x9=72, then 9x8=72, 72÷8=9, and 72÷9=8

Jan - March of P5

- reinforce the 2, 3, 4, 5, 6, 7, 8, 9 and 10 times tables to multiply and divide
- read 5 and 6 digit numbers and count on and back in 1's, 10's or 100's to / from
- add or subtract a single digit to/from a 3 digit number eg 151-9, 299+8, 702-5 and discuss mental agility strategies
- estimate where a number from 0-1000 would be on a number line eg "where would 900 be?", or "where would 300 be?"
- multiply 2 and 3 digit numbers by 10 eg 47x10, 255x10, 378x10, ...
- find the change from £1 eg spending 22p leaves 78p, and from £5 when using multiples of 25p eg spending £1.25 leaves £3.75 .
- double numbers to 50 eg 2x26, 2x27, 2x35, and associated halves eg 1/2 of 52, 1/2 of 74
- read time using am/pm and give the time 5, 10 or 15 minutes later, and calculate time differences using electronic or paper based time tables eg how long from 2.35pm till 2.50pm?..
- find thirds, fifths and tenths of quantities belonging to these tables eg 1/3 of 18, 1/5 of 20, and 1/10 of 80, and quarters of multiples of 100 eg 1/4 of 600 and discuss mental agility strategies
- add and subtract multiples of 10 to/from 3 digits eg 246+20, 317+40, 466-30, ..
- convert mentally between related units of the metric system and use common units when estimating sizes for lengths, areas and weights
- round 4 digit numbers to the nearest 1000 or 100 eg 4655 rounds to 5000, 1390 to 1400, .. and use rounding to estimate the answer to a problem

April - June of P5

- find thirds, fifths and tenths of quantities belonging to these tables eg 1/3 of 21, 1/5 of 30, and 1/10 of 90, and everyday contexts in which fractions are used, and carry out calculations
- reinforce the 2, 3, 4, 5, 6, 7, 8, 9 and 10 times tables to multiply and divide and that if 7x9=63, then 9x7=63, 63÷7=9, and 63÷9=7
- add or subtract a single digit to/from a 3 digit number eg 195-8, 395+8, 911-8
- estimate where a number from 0-1000 would be on a number line eg "where would 975 be?", or "where would 120 be?"
- multiply 2 / 3 digit numbers by 10 eg 316x10
- find the change from £1 for any amount of money eg 82p leaves 18p and, from £5 using multiples of 10p eg £2.20 leaves £2.80 compare costs and determine what can be afforded
- add and subtract multiples of 10 to/from 3 digits eg 246+60, 317+90, 416-20, ...
- **read** and **verbalise** 5 and 6 digit numbers, give the number before or after and, add or subtract 1, 10 or 100 to/from
- double numbers to 100 and multiples of 100 and associated halves eg 2x56, 2x74, 1/2 of 148, and, 1/2 of 1300 ...
- round 1dp numbers to the nearest whole number eg 2.4 is nearer to 2, ... and use rounding to estimate the answer to a problem
- find simple time differences using the 12 hour clock eg from 8.55am to 9.13am and by using electronic or paper based time tables
- find 1/2, 1/3, 1/4 and 1/5 of more complex quantities eg 1/2 of 212, 1/3 of 120, 1/4 of 500