



Baljaffray Primary School
Numeracy and Mathematics Home Learning Links

First Level Numeracy and Mathematics
Learning Steps Progression

PHASE 5: PRIMARY 4

GAMES WEBSITES for Multiple Concepts at Different Levels

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

<https://www.topmarks.co.uk/maths-games/daily10>

<https://sct.mathgames.com/skills/>

<https://www.ictgames.com/mobilePage/index.html>

<http://www.snappymaths.com/>

http://www.mrcrammond.com/curriculum_for_excellence_maths.html



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FIRST LEVEL		PHASE 5: PRIMARY 4	
Curriculum Organisers	Estimation and rounding	Experiences and Outcomes	<i>I can share ideas with others to develop ways of estimating the answer to a calculation or problem, work out the actual answer, and then check my solution by comparing it with the estimate. MNU 1-01a</i>
<ul style="list-style-type: none">• I can estimate the position of any number up to 100 on a number line/square• I understand and can round to the nearest 100• I can estimate answers to 3-digit sums using rounding and compare with the solution, e.g. $478 + 211 = 500 + 200 = 700$			
Estimation Game: https://www.mathsisfun.com/numbers/estimation-game.php			
Rocket Rounding: https://www.topmarks.co.uk/maths-games/rocket-rounding			
Maths Invaders: https://mathsframe.co.uk/en/resources/resource/289/KS2_Maths_Invaders			
Placing Numbers on a Number Line: https://mathsframe.co.uk/en/resources/resource/37/placing_numbers_on_a_number_line			
Parachute Number Land: https://mathsframe.co.uk/en/resources/resource/569/Parachute-Number-Line			



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FIRST LEVEL		PHASE 5: PRIMARY 4	
Curriculum Organisers	Number and number processes including addition, subtraction, multiplication, division and negative numbers	Experiences and Outcomes	<i>I have investigated how whole numbers are constructed, can understand the importance of zero within the system and can use my knowledge to explain the link between a digit, its place and its value. MNU 1-02a</i>
Number Word Sequences <ul style="list-style-type: none"> • I can say the forward number word sequences in multiples of 2s, 10s, 5s from any whole number up to 1000 • I can say the backward number word sequences in multiples of 2s, 10s, 5s from any whole number up to 1000 • I can say the forward number word sequences in multiples of 3s and 4s • I can increment in 100s, 10s and 1s on and off the hundred and decade • I can decrement in 100s, 10s and 1s on and off the hundred and decade 			
Saucer Sorter: https://www.ictgames.com/mobilePage/saucerSorter/ Chinese Dragon Sequencing Game: https://www.topmarks.co.uk/ordering-and-sequencing/chinese-dragon-ordering Duck Shoot: https://www.ictgames.com/mobilePage/duckShoot/index.html Counting in 100s: http://www.snappymaths.com/multdiv/10xtable/interactive/countin100s/countin100s.htm Whack-a-Mole: https://www.ictgames.com/mobilePage/whackAMole/index.html Funky Mummy: https://www.ictgames.com/mobilePage/funkyMummy/index.html			
Numerals <ul style="list-style-type: none"> • I can sequence and order 3-digit numerals • I can work out missing numerals on a numeral track • I am beginning to work with whole numbers to at least 10 000 			
Sequences-Whole Numbers: https://mathsframe.co.uk/en/resources/resource/42/sequences Counting Caterpillar: http://www.ictgames.com/mobilePage/countingCaterpillar/index.html Comparing and Ordering Numbers: http://www.learnalberta.ca/content/me3usa/flash/index.html?goLesson=5 Play Your Cards Right: https://www.ictgames.com/mobilePage/playYourCardsRight/index.html			



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Hundred Square: <https://www.ictgames.com/mobilePage/hundredSq/index.html>

Range Arranger: <https://www.ictgames.com/rangeArranger/index.html>

Post a Letter: <https://www.ictgames.com/postAletter/index.html>

Saucer Sorter: <https://www.ictgames.com/mobilePage/saucerSorter/>

Number Structure

- I can build and describe the value of numbers to at least 1000 using 100s, 10s and 1s
- I can demonstrate an understanding of zero as a place holder

Place Value Basketball: <https://www.topmarks.co.uk/learning-to-count/place-value-basketball>

Place Value Charts: <https://www.topmarks.co.uk/place-value/place-value-charts>

Shark Numbers: <https://www.ictgames.com/sharkNumbers/mobile/index.html>

Arrow Cards: <https://www.ictgames.com/mobilePage/arrowCards/index.html>

Place Value Pieces: <https://www.ictgames.com/mobilePage/placeValuePieces/index.html>

Lifeguards: <https://www.ictgames.com/mobilePage/lifeguards/index.html>

Flip Counter: <https://www.ictgames.com/mobilePage/flipCounter/index.html>

Snowball Smash (reading numbers): <https://mathsframe.co.uk/en/resources/resource/563/Snowball-Smash>



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Curriculum Organisers	Number and number processes including addition, subtraction, multiplication, division and negative numbers	Experiences and Outcomes	<i>I can use addition, subtraction, multiplication and division when solving problems, making best use of the mental strategies and written skills I have developed.</i> MNU 1-03a
<p>Addition and Subtraction</p> <ul style="list-style-type: none"> I can describe how I solve a variety of higher decade addition and subtraction tasks using my knowledge of tens and ones, e.g. $45 + 47$, $63 - 28$ I can mentally add and subtract within 100 and explain my strategies I can add and subtract multiples of 10, 100 to or from whole numbers to 1000 I am beginning to use a range of non-count-by-one mental strategies to solve tasks within 1000 I can begin to use the written algorithm to solve addition and subtraction calculations involving 3-digit numbers or more 			
<p>Hit the Button: https://www.topmarks.co.uk/maths-games/hit-the-button</p> <p>Daily 10: https://www.topmarks.co.uk/maths-games/daily10</p> <p>Fruit Splat Addition: https://www.sheppardsoftware.com/math/addition/fruit-splat-game/</p> <p>Mental Maths Conveyor Belt Addition: http://flash.topmarks.co.uk/3720</p> <p>Partition Addition: https://www.ictgames.com/mobilePage/partitionAddition/</p> <p>Column Addition: https://www.ictgames.com/mobilePage/vertical/</p> <p>Smoothie Maths: https://www.ictgames.com/mobilePage/smoothie/index.html</p> <p>Subtraction Grids: https://www.topmarks.co.uk/maths-games/subtraction-grids</p> <p>Column Subtraction: https://www.ictgames.com/mobilePage/verticalSub/</p> <p>Difference Demonstrator: https://www.ictgames.com/mobilePage/difference/</p> <p>Mummy Numberlines: https://www.ictgames.com/mobilePage/egyptian/</p> <p>Mental Maths Train: https://www.topmarks.co.uk/maths-games/mental-maths-train</p> <p>Hundred Hunt: https://www.ictgames.com/mobilePage/hundredHunt/</p>			



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Loop Cards: <https://www.topmarks.co.uk/Flash.aspx?f=loopcardsv6>

Multiplication and Division

- I can use counting strategies to multiply a single digit by 2, 3, 4, 5 and 10
- I can mentally multiply and divide whole numbers by 10 and 100 (whole number answers only)
- I can multiply multiples of 10 by 2, 3, 4 and 5
- I can multiply a 2-digit number by 2, 3, 4 or 5, e.g. $43 \times 5 = (40 \times 5) + (3 \times 5) = 200 + 15 = 215$
- I can solve problems involving multiplication and division (including with remainders) and can share my strategies
- I can begin to use the written algorithm to solve multiplication and division calculations involving 3-digit numbers or more (no remainders)
- I can solve 2 step word problems

Hit the Button: <https://www.topmarks.co.uk/maths-games/hit-the-button>

Daily 10: <https://www.topmarks.co.uk/maths-games/daily10>

Mental Maths Train: <https://www.topmarks.co.uk/maths-games/mental-maths-train>

Archery Doubles: <https://www.ictgames.com/mobilePage/archeryDoubles/index.html>

Duck Shoot: <https://www.ictgames.com/mobilePage/duckShoot/index.html>

Finger Counter: <https://www.ictgames.com/mobilePage/fingerCount/index.html>

Funky Mummy: <https://www.ictgames.com/mobilePage/funkyMummy/index.html>

Bunny Battlefront: <https://www.ictgames.com/mobilePage/bunny/index.html>

Doggy Division: <https://www.ictgames.com/mobilePage/doggyDivision/index.html>

Tables Tennis: <https://www.ictgames.com/tablesTennis/mobile/index.html>

Number Facts Bingo: <https://www.ictgames.com/mobilePage/numberFactBingo/>

Calculation Balance: <https://www.topmarks.co.uk/Flash.aspx?f=CalcBalancev5>

Loop Cards: <https://www.topmarks.co.uk/Flash.aspx?f=loopcardsv6>



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FIRST LEVEL		PHASE 5: PRIMARY 4	
Curriculum Organisers	Time	Experiences and Outcomes	<p style="color: red;"><i>I can tell the time using 12 hour clocks, realising there is a link with 24-hour notation, explain how it impacts on my daily routine and ensure that I am organised and ready for events throughout my day. MNU 1-10a</i></p> <p style="color: red;"><i>I can use a calendar to plan and be organised for key events for myself and my class throughout the year. MNU 1-10b</i></p> <p style="color: red;"><i>I have begun to develop a sense of how long tasks take by measuring the time taken to complete a range of activities using a variety of timers. MNU 1-10c</i></p>
<ul style="list-style-type: none"> •I can tell the time using quarter to on digital clocks •I can calculate durations in half hour intervals •I can identify 24-hour notation and begin to make the link between the 24hr and 12hr clock •I can use and apply my knowledge of the calendar to work out durations and plan events •I can record dates in a variety of formats •I can express time in a variety of formats •I know the number of weeks and days in a year 			
<p>Hickory Dickory Clock: https://www.ictgames.com/mobilePage/hickoryDickory/index.html</p> <p>Clock Demonstrator: https://www.ictgames.com/mobilePage/clock/index.html</p> <p>Telling the Time, Level 4: https://mathsframe.co.uk/en/resources/resource/116/telling-the-time</p> <p>On Time! Level 4: https://www.sheppardsoftware.com/mathgames/earlymath/on_time_game4.htm</p> <p>Ordering Units of Time: http://www.snappymaths.com/other/measuring/time/interactive/orderunitsoftime/orderunitsoftime.htm</p> <p>Matching Time Pairs: https://www.topmarks.co.uk/Flash.aspx?f=matchingpairstimev3</p>			



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FIRST LEVEL		PHASE 5: PRIMARY 4	
Curriculum Organisers	Measurement	Experiences and Outcomes	<p><i>I can estimate how long or heavy an object is, or what amount it holds, using everyday things as a guide, then measure or weigh it using appropriate instruments and units. MNU 1-11a</i></p> <p><i>I can estimate the area of a shape by counting squares or other methods. MNU 1-11b</i></p>
<p>Length</p> <ul style="list-style-type: none"> • I can measure and estimate using mm • I can record the measurement of length to the nearest standard unit, e.g. mm, cm or m • I can make simple conversions, e.g. 1m 67cm = 167cm • I can estimate, compare and order lengths of objects using cm and m • I can read scales accurately organised in simple graduations 			
<p>Measuring in half cm (Level 2): https://www.topmarks.co.uk/maths-games/measuring-in-cm</p> <p>Reading Scales - 10s: http://www.snappymaths.com/other/measuring/othermeasure/interactive/scales10smidint/scales10smidint.htm</p>			
<p>Area</p> <ul style="list-style-type: none"> • I can create different shapes of the same area • I recognise that different shapes can have the same area 			
<p>Weight</p> <ul style="list-style-type: none"> • I can estimate and measure in grams • I know 1000g is 1kg and 500g is $\frac{1}{2}$ kg • I can record the measurement of weight to the nearest standard unit, e.g. g or kg • I can make simple conversions, e.g. $3\frac{1}{2}$ kg = 3500g • I can estimate, compare and order the weight of objects using g and kg • I can read scales accurately organised in simple graduations 			
<p>Mostly Postie: https://www.ictgames.com/mobilePage/mostlyPostie/index.html</p>			
<p>Volume</p> <ul style="list-style-type: none"> • I can estimate and measure in ml 			



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- I know 1000ml is 1 litre and 500ml is $\frac{1}{2}$ litres
- I can record the measurement of volume to the nearest standard unit, e.g. ml or l
- I can make simple conversions, e.g. $7\frac{1}{2}l = 7500ml$
- I can estimate, compare and order the volume of containers using ml and l
- I can read scales accurately organised in simple graduations

Reading Scales (Level 1): https://www.transum.org/Maths/Activity/Reading_Scales/Default.asp?Level=1