CONTENTS

Teacher's Guide ..... **iii**
Forward
How to use Maths Mate Skill Builders
Letter to parents

Contents ..... **vii**

Skill Builders **1**

Glossary **207**

Maths Facts **241**
Symbols
Number Facts
Measurement Facts
Geometry Facts

Answers **249**

MM Question	SB Skill No.	[Maths Mate - Mathematical strand] Skill Builder - Skill description
1.		**[+ Whole Numbers to 10]** **1**
	1.1	Adding whole numbers from 1 to 10 by counting on.
	1.2	Adding whole numbers from 1 to 10 using a number line.
	1.3	Adding 7, 8 or 9 by making 10.
	1.4	Adding whole numbers from 1 to 10 using an addition table.
2.		**[– Whole Numbers to 10]** **5**
	2.1	Subtracting whole numbers from 1 to 10 by counting back.
	2.2	Subtracting whole numbers from 1 to 10 using a number line.
	2.3	Subtracting whole numbers from 1 to 10 from two-digit numbers with smaller unit values (e.g. 13 – 8 = 5).
	2.4	Subtracting 7, 8 or 9 by building up.
	2.5	Subtracting whole numbers from 1 to 10 using an addition table.
3.		**[× Whole Numbers to 10]** **11**
	3.1	Multiplying whole numbers from 1 to 10 by 1 or 10.
	3.2	Multiplying whole numbers from 1 to 10 by 5.
	3.3	Multiplying whole numbers from 1 to 10 by 2 or 4.
	3.4	Multiplying whole numbers from 1 to 10 by 3.
	3.5	Multiplying whole numbers from 1 to 10 by 6, 7, 8 or 9.
	3.6	Multiplying whole numbers from 1 to 10 by 9.
4.		**[÷ Whole Numbers to 10]** **17**
	4.1	Dividing by whole numbers from 1 to 10 using a multiplication table.
	4.2	Dividing by whole numbers from 1 to 10 using subtraction.
5.		**[Large Number +]** **19**
	5.1	Adding large numbers without carry over using columns.
	5.2	Adding large numbers with carry over using columns.
	5.3	Adding large numbers by adding each place value, then adding the totals.
6.		**[Large Number –]** **23**
	6.1	Subtracting large numbers without carry over using columns.
	6.2	Subtracting large numbers with carry over using columns.
	6.3	Subtracting from a multiple of 10 (e.g. 20, 700, etc).
7.		**[Powers of 10 ×,÷]** **27**
	7.1	Multiplying a whole number by a power of 10 using zeros as place holders.
	7.2	Multiplying a whole number by a power of 10 using columns.
	7.3	Dividing a whole number by a power of 10 using fractions.
	7.4	Dividing a whole number by a power of 10 by removing zeros or changing place values.

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MM Question	SB Skill No.	[Maths Mate - Mathematical strand] Skill Builder - Skill description	
8.		**[Large Number ×,÷]**	**31**
	8.1	Multiplying a large number by a single digit without carry over, using columns.	
	8.2	Multiplying a large number by a single digit with carry over, using columns.	
	8.3	Multiplying a large number by a two-digit number, using columns.	
	8.4	Dividing a large number by a single digit, without carry over.	
	8.5	Dividing a large number by a single digit, with carry over - no remainder.	
9.		**[Decimals]**	**37**
	9.1	Counting tenths and hundredths in a 10 × 10 grid.	
	9.2	Expressing word decimal numbers in numerals.	
	9.3	Reading a decimal number on a scale.	
	9.4	Converting cent amounts into dollar amounts.	
	9.5	Comparing place value in decimal numbers.	
	9.6	Adding dollars and cents.	
	9.7	Calculating the change from whole dollars.	
	9.8	Adding decimal numbers with carry over using columns.	
	9.9	Subtracting decimal numbers with carry over using columns.	
	9.10	Subtracting a decimal number less than 1 from a whole number.	
	9.11	Solving problems involving GST.	
	9.12	Multiplying decimal numbers by powers of 10.	
	9.13	Multiplying decimal numbers by a single digit.	
10.		**[Fractions]**	**53**
	10.1	Illustrating proper fractions.	
	10.2	Reading a fraction on a number line.	
	10.3	Writing 1 as a fraction.	
	10.4	Finding the remaining fraction from a whole.	
	10.5	Recognising mixed numbers.	
	10.6	Converting mixed numbers to improper fractions.	
	10.7	Modelling addition and subtraction of fractions with the same denominators, by using parts of a whole.	
	10.8	Comparing two fractions with the same denominators.	
	10.9	Comparing two fractions with the same numerators.	
	10.10	Completing equivalent fractions.	
	10.11	Comparing fractions.	
	10.12	Adding fractions with the same denominators.	
	10.13	Subtracting fractions with the same denominators.	
	10.14	Simplifying fractions.	
	10.15	Finding a fraction of a whole number.	
	10.16	Adding mixed numbers with the same denominators.	
	10.17	Subtracting mixed numbers.	
11.		**[Decimals / Fractions]**	**73**
	11.1	Finding equivalent decimal place values.	
	11.2	Expressing tenths and hundredths as fractions.	
	11.3	Writing a fraction as a decimal number.	
	11.4	Writing a decimal number as a fraction.	
	11.5	Converting between fractions and decimals using a number line.	
	11.6	Writing a mixed number as a decimal number.	
	11.7	Converting fractions in word form to decimals.	
	11.8	Writing an improper fraction as a decimal.	
	11.9	Writing a decimal number as a fraction in simplest form.	
	11.10	Converting between fractions, decimals and percentages by using diagrams.	
	11.11	Converting between decimals, fractions and percentages.	
12.		**[Place Value]**	**85**
	12.1	Understanding the place value of a digit in a number.	
	12.2	Finding the value of a digit in a number.	
	12.3	Comparing whole numbers.	
	12.4	Ordering whole numbers.	
	12.5	Writing decimal numbers illustrated by an abacus showing place values.	
	12.6	Comparing decimal numbers.	
	12.7	Ordering decimal numbers.	
	12.8	Rounding whole numbers to a given place.	
	12.9	Rounding decimal numbers to the nearest whole number.	
	12.10	Estimating outcomes by rounding to the nearest 10 or 100.	
	12.11	Rounding decimal numbers to a given place.	
	12.12	Estimating outcomes by rounding decimals to whole numbers.	

MM Question	SB Skill No.	[Maths Mate - Mathematical strand] Skill Builder - Skill description

13. [Operations] 99

13.1 Using the commutative property for addition.
13.2 Using the commutative property for multiplication.
13.3 Recognising the identity element for addition.
13.4 Recognising the identity element for multiplication.
13.5 Using 'order of operations' involving + and/or – and × and/or ÷
13.6 Identifying inverse operations + / – and × / ÷
13.7 Using 'order of operations' involving single × or ÷ and + or –
13.8 Using 'order of operations' involving brackets ( )

14. [Exploring Numbers] 107

14.1 Expressing word numbers in numerals.
14.2 Writing 2-digit numbers in words.
14.3 Writing 3-digit numbers in words.
14.4 Writing 4-digit numbers in words.
14.5 Finding and ordering odd and even numbers.
14.6 Finding the multiples of a number.
14.7 Finding the factors of a number.
14.8 Finding prime and composite numbers.
14.9 Writing 5-digit numbers in words.
14.10 Writing 6-digit numbers in words.
14.11 Comparing integers.
14.12 Recognising positive and negative integers.
14.13 Reading integers on a number line.

15. [Number Patterns / Equations] 121

15.1 Completing number patterns by adding the same number.
15.2 Solving equations involving addition (+)
15.3 Completing number patterns by subtracting the same number.
15.4 Solving equations involving subtraction (–)
15.5 Completing number patterns by multiplying by the same number.
15.6 Completing number patterns by dividing by the same number.
15.7 Solving equations involving multiplication (×)
15.8 Completing number patterns by using changing values in the rule.
15.9 Completing number patterns involving decimals and fractions.
15.10 Solving equations involving 'of'.

16. [Units of Measurement] 131

16.1 Selecting the appropriate units of measurement.
16.2 Estimating length, mass etc. using units of measurement.
16.3 Converting units of length.
16.4 Converting units of mass.
16.5 Converting units of capacity.
16.6 Solving problems involving units of measurement.

17. [Time] 141

17.1 Expressing the time in words.
17.2 Expressing the time in digital form.
17.3 Showing the time on an analogue clock.
17.4 Converting units of time.
17.5 Calculating periods of time.
17.6 Comparing periods of time.
17.7 Reading timetables.

18. [Measuring] 149

18.1 Estimating length.
18.2 Reading and using scales.
18.3 Calculating the perimeter of a shape using a grid.
18.4 Calculating the area of a shape by counting squares.
18.5 Calculating the area of a shape by counting triangles.
18.6 Calculating the area of a shape as a result of the enlargement of another shape.
18.7 Describing volume of prisms by counting cubes.
18.8 Comparing volume of prisms by counting cubes.
18.9 Calculating perimeter by using a ruler.

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MM Question	SB Skill No.	[Maths Mate - Mathematical strand] Skill Builder - Skill description	

19. **[Shapes]** **159**

19.1 Comparing angles to a right angle.
19.2 Recognising 2D shapes.
19.3 Drawing 2D shapes.
19.4 Describing polygons.
19.5 Recognising properties of triangles and quadrilaterals.
19.6 Describing 3D shapes.
19.7 Measuring angles using a protractor.
19.8 Recognising and drawing different types of angles.
19.9 Identifying the shape of a cross section.
19.10 Identifying nets of 3D shapes.
19.11 Drawing top, side and front views of 3D shapes.

20. **[Location / Transformation]** **171**

20.1 Describing the movement of an object.
20.2 Drawing lines of symmetry through a shape.
20.3 Locating places using compass bearings N, E, S and W.
20.4 Following directions to find a place on a map.
20.5 Locating places using simple bearings (closest, left, first turn).
20.6 Using regions on a grid to describe location, e.g. A3.
20.7 Sketching symmetrical shapes.
20.8 Using a linear scale to calculate distance.
20.9 Drawing reflections on a grid.
20.10 Drawing reflections, translations, rotations, enlargements and reductions on a grid.
20.11 Identifying line and rotational symmetry.
20.12 Finding the coordinates of a point on a Cartesian plane, first quadrant.
20.13 Finding the coordinates of a point on a Cartesian plane, all quadrants.
20.14 Measuring distance on a Cartesian plane.

21. **[Statistics / Probability]** **191**

21.1 Interpreting stacked bar graphs without a scale.
21.2 Interpreting stacked bar graphs with a scale.
21.3 Interpreting pictographs without a scale.
21.4 Interpreting pictographs with a scale.
21.5 Interpreting tables.
21.6 Interpreting bar graphs.
21.7 Interpreting multiple stacked bar graphs.
21.8 Recognising the relative likelihood of an event.
21.9 Finding the number of objects to achieve a given outcome.
21.10 Describing the likelihood of an outcome.
21.11 Calculating the probability of a simple event.
21.12 Interpreting pie charts.

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