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

9.		[Large Number ÷]	35
	9.1	Dividing a large number by a single digit, without carry over.	
	9.2	Dividing a large number by a single digit, with carry over - no remainder.	
10.		[Decimals]	37
	10.1	Reading a decimal number on a scale.	
	10.2	Comparing place value in decimal numbers.	
	10.3	Adding decimal numbers with carry over using columns.	
	10.4	Writing a fraction as a decimal number.	
	10.5	Subtracting decimal numbers with carry over using columns.	
	10.6	Writing a mixed number as a decimal number.	
	10.7	Subtracting a decimal number less than 1 from a whole number.	
	10.8	Writing an improper fraction as a decimal number.	
	10.9	Writing a decimal number as a fraction.	
11.		[Fractions]	47
	11.1	Illustrating proper fractions.	
	11.2	Writing 1 as a fraction.	
	11.3	Reading a fraction or a mixed number on a number line.	
	11.4	Adding fractions with the same denominators.	
	11.5	Subtracting fractions with the same denominators.	
	11.6	Illustrating and converting mixed numbers to improper fractions.	
	11.7	Illustrating equivalent fractions.	
	11.8	Finding equivalent fractions.	
	11.9	Simplifying fractions.	
	11.10	Comparing fractions.	
	11.11	Finding a fraction of a whole number.	
12.		[Place Value]	59
	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	Comparing decimal numbers.	
	12.6	Ordering decimal numbers.	
	12.7	Rounding whole numbers to a given place.	
	12.8	Rounding decimal numbers to the nearest whole number.	
	12.9	Estimating outcomes by rounding to the nearest 10 or 100.	
	12.10	Estimating outcomes by rounding decimals to whole numbers.	
13.		[Order of Operations]	71
	13.1	Using 'order of operations' involving + and/or -	
	13.2	Using 'order of operations' involving × and/or ÷	
	13.3	Using 'order of operations' involving single × or ÷ and + or -	
	13.4	Using 'order of operations' involving brackets ()	
14.		[Word Numbers]	75
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	14.2	Writing 2-digit numbers in words.	
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	17.2	Expressing the time in numbers.	
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	17.4	Showing the time on an analogue clock.	
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	19.2	Locating places using compass bearings N, E, S and W.	
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	19.4	Reading distances on a map.	
	19.5	Using regions on a grid to describe location (e.g. A3).	
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