



# Maths Homework Record

Each week your child will be tested on their mental maths target by undertaking a two minute mental maths challenge. After each test their score will be recorded in the grid overleaf, which will enable you to monitor their individual progress.

If your child achieves their target this will be indicated on the homework record and they will move on to the next objective on the list.

If your child still needs further practice to achieve their target, they will continue to work on the same objective. Please support your child at home to improve their skills.



# Maths Homework

## Record

GALAXY  
EXPLORERS

### Target

### Weekly test scores

1 - Quickly add any two 3-digit numbers to 1000

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2 - Add powers of 10 to any given number

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3 - Add two decimal numbers

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4 - Add together negative numbers

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5 - Quickly subtract two 3-digit numbers

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6 - Subtract powers of 10 from any given number

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7 - Subtract two decimal numbers

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8 - Subtraction involving negative numbers

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9 - Double decimal numbers

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10 - Know by heart cubed numbers

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11 - Divide whole numbers by 10, 100 and 1000

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12 - Divide decimal numbers by 10, 100 and 1000

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13 - Halve decimal numbers

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14 - Read Roman Numerals to 1000

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15 - Calculate the midpoint

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# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
1

**My Target—Quickly add any two 3-digit numbers to 1000**

Example of test questions  
2 minutes allowed

1. $438 + 258$	
2. $568 + 318$	
3. $627 + 265$	
4. $375 + 453$	
5. $848 + 135$	
6. $436 + 358$	
7. $129 + 357$	
8. $238 + 627$	
9. $548 + 438$	
10. $339 + 158$	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Recall all addition facts
- Quick carrying addition method
- Timed speed tests
- Beat the calculator

You can search these websites  
for games and ideas that might  
help your child practise this  
skill.

- <http://www.ictgames.com>
- <http://www.maths-games.org/adding-games.html>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
2

**My Target— Add powers of 10 to any given number**

Example of test questions  
2 minutes allowed

1. 150,247 + 1000	
2. 478,596 + 10	
3. 38,956 + 100	
4. 32,498 + 10,000	
5. 424,012 + 1000	
6. 246,504 + 10	
7. 2,961 + 100	
8. 194,543 + 10,000	
9. 384,118 + 1000	
10. 25,981 + 10,000	

Ideas for helping your child  
with this work

- Quick fire daily quiz
- Recognising which place value digit increases
- Timed speed tests
- Beat the calculator

You can search these websites  
for games and ideas that might  
help your child practise this  
skill.

- <http://www.ictgames.com/>
- <http://www.woodlands-junior.kent.sch.uk/maths/interactive/subtraction.htm>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
3

My Target— **Add two decimal numbers**

Example of test questions  
2 minutes allowed

1. $0.69 + 0.25$	
2. $0.87 + 0.37$	
3. $1.46 + 0.56$	
4. $3.16 + 4.98$	
5. $2.57 + 0.28$	
6. $2.35 + 1.56$	
7. $0.49 + 0.27$	
8. $0.18 + 0.99$	
9. $4.39 + 3.78$	
10. $2.47 + 0.76$	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Recall all addition facts
- Using money or measures to put decimals into a different context e.g.  $\pounds 0.26 + \pounds 0.89$  or  $0.56\text{m} + 0.76\text{m}$

You can search these websites for games and ideas that might help your child practise this skill.

- <http://www.ictgames.com/>
- <http://www.bbc.co.uk/bitesize/ks2/maths/>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
4

**My Target—Add together negative numbers**

Example of test questions  
2 minutes allowed

1. $-18 + 17$	
2. $-8 + 11$	
3. $-7 + 5$	
4. $-3 + 15$	
5. $-13 + 15$	
6. $-16 + 8$	
7. $-19 + 7$	
8. $-9 + 17$	
9. $-5 + 8$	
10. $-12 + 8$	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Timed speed tests
- Beat the calculator
- To recognise that two negative numbers added together make a larger negative number

You can search these websites  
for games and ideas that might  
help your child practise this  
skill.

- <http://www.ictgames.com/>
- <http://www.whizz.com/maths/division/games/>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
5

**My Target—Quickly subtract two 3-digit numbers**

Example of test questions  
2 minutes allowed

1. 446 - 132	
2. 755 - 404	
3. 975 - 262	
4. 385 - 193	
5. 472 - 252	
6. 538 - 246	
7. 712 - 282	
8. 555 - 443	
9. 838 - 617	
10. 328 - 151	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Timed speed tests
- Beat the calculator

You can search these websites  
for games and ideas that might  
help your child practise this  
skill.

- <http://www.ictgames.com/>
- [http://www.bbc.co.uk/  
bitesize/ks2/maths/number/](http://www.bbc.co.uk/bitesize/ks2/maths/number/)



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
6

**My Target—Subtract powers of 10 from any given number**

Example of test questions  
2 minutes allowed

1. 152,276 - 1000	
2. 465,596 - 10	
3. 38,056 - 100	
4. 38,497 - 10,000	
5. 414,812 - 1000	
6. 286,601 - 10	
7. 4,161 - 100	
8. 104,543 - 10,000	
9. 320,908 - 1000	
10. 26,982 - 10,000	

Ideas for helping your child  
with this work

- Quick fire daily quiz
- Recognising which place value digit decreases
- Timed speed tests
- Beat the calculator

You can search these websites  
for games and ideas that might  
help your child practise this  
skill.

- <http://www.ictgames.com/>





# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
7

My Target—**Subtract two decimal numbers**

Example of test questions  
2 minutes allowed

1. $1.65 - 0.29$	
2. $0.87 - 0.37$	
3. $1.46 - 0.56$	
4. $3.16 - 1.18$	
5. $0.57 - 0.28$	
6. $2.75 - 1.56$	
7. $0.49 - 0.27$	
8. $1.98 - 0.99$	
9. $4.39 - 3.78$	
10. $2.47 - 0.76$	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Recall all addition facts
- Using money or measures to put decimals into a different context e.g.  $£1.26 - £0.89$  or  $0.56\text{m} - 0.39\text{m}$

You can search these websites  
for games and ideas that might  
help your child practise this  
skill.

- <http://www.ictgames.com/>
- <http://www.bbc.co.uk/bitesize/ks2/maths/number/>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
8

My Target—**Subtraction involving negative numbers**

Example of test questions  
2 minutes allowed

1. $1 - 7$	
2. $8 - 11$	
3. $7 - 15$	
4. $3 - 8$	
5. $13 - 15$	
6. $6 - 8$	
7. $1 - 7$	
8. $9 - 17$	
9. $5 - 8$	
10. $2 - 8$	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Timed speed tests
- Beat the calculator
- To recognise that number continue below zero and that they begin to get larger again the further they are away from zero

You can search these websites for games and ideas that might help your child practise this skill.

- <http://www.ictgames.com/>
- <http://www.bbc.co.uk/bitesize/ks2/maths/>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
9

## My Target—Double decimal numbers

Example of test questions  
2 minutes allowed

1. 1.6	
2. 0.87	
3. 1.46	
4. 3.16	
5. 0.7	
6. 12.75	
7. 0.49	
8. 1.98	
9. 4.39	
10. 12.47	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Timed speed tests
- Beat the calculator
- Practise partitioning into whole number and decimal, then double each and add together

You can search these websites  
for games and ideas that might  
help your child practise this

- <http://www.ictgames.com/>
- <http://www.bbc.co.uk/bitesize/ks2/maths/>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
10

**My Target— Know by heart cubed numbers to  $10 \times 10 \times 10$**

Example of test questions  
2 minutes allowed

1. $2 \times 2 \times 2$	
2. $5 \times 5 \times 5$	
3. $7 \times 7 \times 7$	
4. $1 \times 1 \times 1$	
5. $8 \times 8 \times 8$	
6. $3 \times 3 \times 3$	
7. $9 \times 9 \times 9$	
8. $4 \times 4 \times 4$	
9. $10 \times 10 \times 10$	
10. $6 \times 6 \times 6$	

Ideas for helping your child  
with this work

- A quick fire daily quiz.
- Chant tables
- Chant cube numbers
- Ask random questions  $2 \times 2 \times 2$ ,  $10 \times 10 \times 10$  etc
- Chant square numbers backwards
- Timed speed tests
- Beat the calculator

You can search these websites  
for games and ideas that might  
help your child practise this

- <http://www.ictgames.com/>
- <http://www.bbc.co.uk/bitesize/ks2/maths/number/>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
11

My Target—Divide whole numbers by 10, 100 and 1000

Example of test questions  
2 minutes allowed

1. $1456 \div 100$	
2. $434 \div 10$	
3. $3768 \div 100$	
4. $2585 \div 1000$	
5. $3016 \div 100$	
6. $8542 \div 100$	
7. $165 \div 10$	
8. $2764 \div 100$	
9. $178 \div 1000$	
10. $165 \div 100$	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Understanding that each number moves up a place value when multiplying by ten e.g.  $2.6 \times 10, 2 = 20, 0.6 = 6$   
Total 26
- Understanding that each number moves up two place values when multiplying by 100.

You can search these websites for games and ideas that might help your child practise this skill.

- <http://www.ictgames.com/>
- <http://www.maths-games.org/times-tables-games.html>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
12

**My Target—Divide decimal numbers by 10, 100 and 1000**

Example of test questions  
2 minutes allowed

1. $1.6 \div 100$	
2. $43.6 \div 10$	
3. $3.7 \div 100$	
4. $25.85 \div 1000$	
5. $30.16 \div 100$	
6. $85.42 \div 100$	
7. $16.25 \div 10$	
8. $27.64 \div 100$	
9. $17.8 \div 1000$	
10. $16.5 \div 100$	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Understanding that each number moves up a place value when multiplying by ten e.g.  $2.6 \times 10 = 26$ ,  $0.6 \times 10 = 6$   
Total 26
- Understanding that each number moves up two place values when multiplying by 100.

You can search these websites for games and ideas that might help your child practise this skill.

- <http://www.ictgames.com/>
- <http://www.maths-games.org/times-tables-games.html>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
13

My Target—Halve decimal numbers

Example of test questions  
2 minutes allowed

1. 1.6	
2. 0.88	
3. 1.46	
4. 4.16	
5. 0.8	
6. 1.76	
7. 0.42	
8. 1.98	
9. 4.34	
10. 2.42	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Timed speed tests
- Beat the calculator
- Practise partitioning into whole number and decimal, then halve each and add together

You can search these websites  
for games and ideas that might  
help your child practise this

- <http://www.ictgames.com/>
- <http://www.bbc.co.uk/bitesize/ks2/maths/>



# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
14

**My Target— Read Roman Numerals to 1000**

Example of test questions  
2 minutes allowed

1. VIII	
2. XCV	
3. XXXIV	
4. DXL	
5. XL	
6. DCC	
7. CM	
8. CDXV	
9. XCVII	
10. MMXIV	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Learn individual symbols
- Practise combination symbols

You can search these websites  
for games and ideas that might  
help your child practise this  
skill.

- <http://www.ictgames.com/>
- [http://www.bbc.co.uk/  
bitesize/ks2/maths/number/](http://www.bbc.co.uk/bitesize/ks2/maths/number/)





# Maths Homework Helper

GALAXY  
EXPLORER  
TEST  
15

My Target—Calculate the Midpoint (middle value)

Example of test questions  
2 minutes allowed

1. 34 and 42	
2. 56 and 68	
3. 27 and 41	
4. 23 and 43	
5. 76 and 92	
6. 14 and 30	
7. 15 and 29	
8. 43 and 61	
9. 62 and 78	
10. 83 and 95	

Ideas for helping your child  
with this work

- A quick fire daily quiz
- Find the difference, halve and then add to the lower value.

You can search these websites for games and ideas that might help your child practise this skill.

- <http://www.ictgames.com/>
- <http://www.bbc.co.uk/bitesize/ks2/maths/number/>