

## Maths Home Learning

The activities listed below are recommendations of ways to help your child at home. These activities support and complement the learning that is happening in the classroom. We have listed suggested timings for these activities:-

### EYFS

- Look for regular opportunities in daily routines to count, weigh, recognise shape, measure, repeat days of the week, months of the year etc.
- Log on to Mathletics when required, to support this learning.

### Pupils in Years One

- Learn and practise times tables as often as possible (see the chart below).
- Log on to Mathletics for a maximum of ten minutes twice a week

### Pupils in Years Two:

- Learn and practise times tables as often as possible (see the chart below).
- Log on to Mathletics for ten or more minutes twice a week.

### Pupils in Years Three and Four:

- Learn and practise times tables as often as possible (see the chart below).
- Log on to Mathletics for fifteen or more minutes at least twice a week.
- Log on to Times Tables Rockstars for three minutes at least four times a week.

### Pupils in Years Five and Six:

- Learn and practise times tables as often as possible (see the chart below).
- Log on to Mathletics for fifteen minutes or more at least twice a week
- Log on to Times Tables Rockstars for three minutes at least four times a week.

The table below outlines the National Curriculum times tables expectations for each year group.

Year One	Count in multiples of 2, 5 and 10. Recall and use doubles of all numbers to 10 and corresponding halves.
Year Two	Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables.
Year Three	Recall and use multiplication and division facts for the 2, 5, 10, 3, 4 and 8 multiplication tables.
Year Four	Recall and use multiplication and division facts for multiplication tables up to $12 \times 12$ .
Year Five	Revision of all times tables and division facts up to $12 \times 12$ .
Year Six	Revision of all times tables and division facts up to $12 \times 12$ .