CONTENTS AGES 7–8

AUTUMN TERM 1

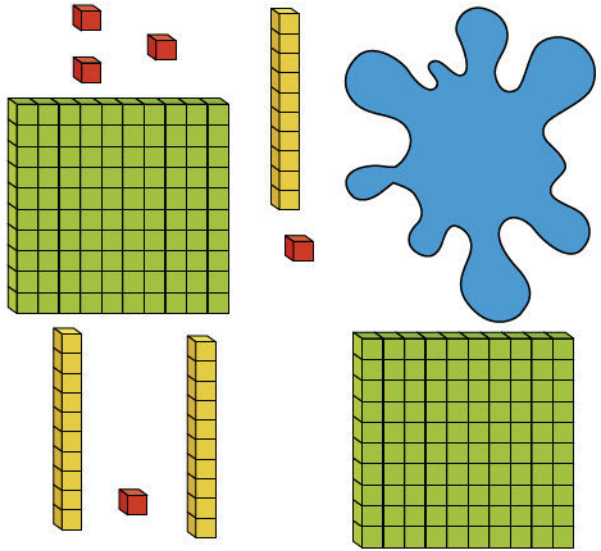
AUTUMN TERM 2

SPRING TERM 1

5 Sam has used base 10 to represent 270

He has covered some of them up.

What base 10 could Sam have covered up?



6 **Using each digit card, what 3-digit numbers can you make?**

8	0	1

Hundreds	Tens	Ones

9 Jamal and Maya are playing a game.

The first person to get 100 gems is the winner.

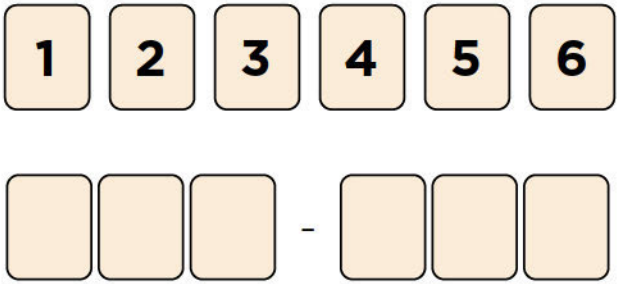
Jamal has 62 gems so far.

Maya has 43 gems so far.

a. How many more gems does Jamal have than Maya?

b. How many more gems do Jamal and Maya each need to have 100?

10 Here are six digit cards:



a. What is the greatest even difference you can make?

b. What is the greatest odd difference you can make?

c. What is the smallest even difference you can make?

d. What is the smallest odd difference you can make?

Fast Finishers Maths: Problem-solving (Ages 7–8)

The National Curriculum for mathematics aims to ensure all children become fluent, reason mathematically and solve problems. Focusing specifically on the problem solving aim, these Fast Finisher cards encourage children to apply their mathematics to a variety of routine and non-routine problems, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

Fast Finishers: White Rose Maths Problem-solving is here to help learners improve their maths problem-solving skills in just minutes a day! The cards in this box offer problems covering:

- Place value
- Multiplication & division
- Fractions
- Money
- Shape
- Addition & subtraction
- Length & perimeter
- Mass & capacity
- Time
- Statistics

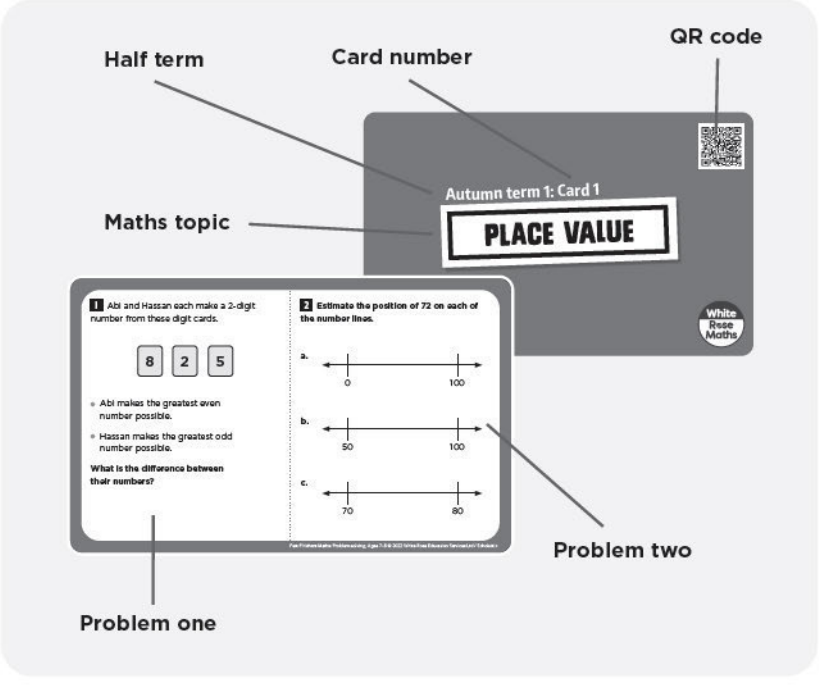
How to use Fast Finishers

These compact cards are designed for instant and flexible use. They are great for independent practice work – slot them in at the end of a maths lesson as meaningful extension work or as homework. They could also be used with partners, small groups, or even the whole class. The questions on the cards could be responded to in writing or orally. They provide learners with the opportunity to reason and solve problems related to content that has already been covered.

TEACHING TIPS

About the Maths cards

This box set contains 80 cards. There are two contents cards which detail the topic coverage and 78 cards each with two problem-solving questions. The cards are divided into half-terms with 13 cards per half term supplied. They have been written to match the White Rose Maths scheme of work. Each card contains two problems for the maths topic specified on the reverse.

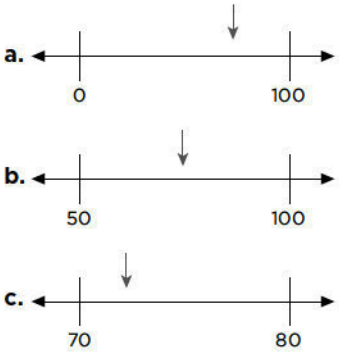


The cards have been structured to match the White Rose Maths scheme of work by term and topic. While you can assign cards outside the term/topic, you should ensure that the child has adequate prior knowledge to complete the problems.

Autumn term 1: Card 1: Place value

1. The difference is 3

2.



Autumn term 1: Card 2: Place value

3. **a.** 2 tens + 4 ones = **24**

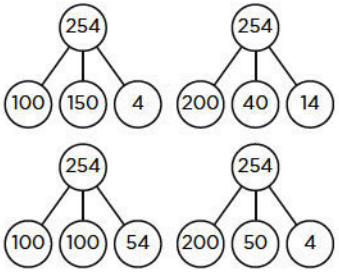
b. 4 tens + 2 ones = **42**

c. **8** tens + 4 ones = 84

d. **4** ones + 6 tens = 64

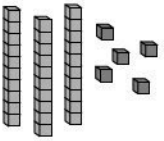
e. 8 ones + 9 tens = **98**

4. Possible answers include:



Autumn term 1: Card 3: Place value

5. There is 35 missing this could be represented by:

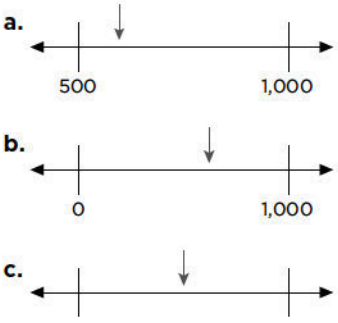


6.

Hundreds	Tens	Ones
8	0	1
8	1	0
1	0	8
1	8	0

Autumn term 1: Card 4: Place value

7.



8.

a.

100	**150**	**200**	250	300	**350**

b.

550	**450**	400	350	**300**	**250**	200	**150**

c.

250	**300**	**350**	400	**450**	**500**	550	**600**

d.

300	**250**	**200**	150	**100**	**50**

SCHOLASTIC

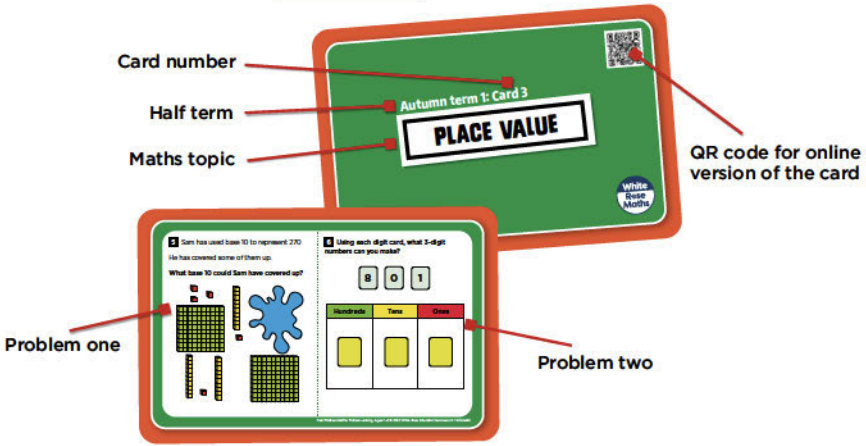
Master key mathematical skills in just 10 minutes a day!

Fast Finishers Maths

Problem-solving

Ages 7–8

Activities by White Rose Maths



156 problem-solving questions covering:

- **Place value**
- **Addition and subtraction**
- **Multiplication and division**

...and many more key mathematical topics

Fast Finishers
Problem-solving
Ages 7–8

SCHOLASTIC

ISBN 978-0-702-30940-3

9 780702 309403

www.scholastic.co.uk