

# BLOCK B

## Unit 1

100 Mental Maths Starters				100 Maths Lessons		
Page	Objective	Activity title	Starter type	Unit	Lesson	Page
23	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10.	19 Master square	Refine	1	5	49
24	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10.	20 Square the circle: multiples of 10	Recall	1	6	50
25	Use knowledge of place value and multiplication facts to $10 \times 10$ to derive related multiplication and division facts involving decimals.	21 Double decimals	Rehearse	1	7	50, 51
26	Recognise that prime numbers have only two factors and identify prime numbers less than 100.	22 Prime spotting	Recall	1	8	51
27	Recognise that prime numbers have only two factors and identify prime numbers less than 100; find the prime factors of two-digit numbers.	23 Prime factors	Recall	1	9	51, 52
28	Use approximations to estimate results.	24 Season tickets	Reason	1	11	53, 54
29	Describe, identify and visualise parallel and perpendicular edges; use these properties to classify 2D shapes.	25 Recognising 2D shapes	Rehearse	1	13	54, 55
29	Describe, identify and visualise parallel and perpendicular edges or faces; use these properties to classify 3D solids.	26 Recognising 3D shapes	Reason	1	15	56

## Unit 2

100 Mental Maths Starters				100 Maths Lessons		
Page	Objective	Activity title	Starter type	Unit	Lesson	Page
30	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10.	27 Squares?	Recall	2	7	68, 69
31	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10.	28 Squares more or less	Recall	2	8	69
32	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10.	29 More squares	Recall	2	15	73, 74

### Unit 2 ...continued

100 Mental Maths Starters				100 Maths Lessons		
Page	Objective	Activity title	Starter type	Unit	Lesson	Page
33	Use knowledge of place value and multiplication facts to $10 \times 10$ to derive related multiplication facts involving decimals.	30 Decimal multiplication	Refine	2	9	69, 70
33	Recognise that prime numbers have only two factors and identify prime numbers less than 100; find the prime factors of two-digit numbers.	31 Prime time	Recall	2	10	70
34	Find the prime factors of two-digit numbers.	32 Factor trees	Rehearse	2	11	71
35	Use approximations, inverse operations and tests of divisibility to estimate and check results.	33 Factor wheels	Reason	2	12	71, 72
35	Describe, identify and visualise parallel and perpendicular edges; use these properties to classify 2D shapes.	34 Pegs and bands	Reason	2	14	73

### Unit 3

100 Mental Maths Starters				100 Maths Lessons		
Page	Objective	Activity title	Starter type	Unit	Lesson	Page
36	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10.	35 Square roots	Recall	3	5	84
36	Use knowledge of multiplication facts to derive quickly squares of numbers to $12 \times 12$ and the corresponding squares of multiples of 10.	36 Using square numbers	Rehearse	3	6	84, 85
37	Use knowledge of place value and multiplication facts to $10 \times 10$ to derive related multiplication facts involving decimals.	37 Quick-fire 10	Refine	3	7	85
37	Use knowledge of place value and multiplication facts to $10 \times 10$ to derive related division facts involving decimals.	38 Decimal tenths	Recall	3	8	85, 86
38	Recognise that prime numbers have only two factors and identify prime numbers less than 100.	39 Prime spotting 2	Recall	3	9	86
38	Find the prime factors of two-digit numbers.	40 In the prime	Rehearse	3	10	87, 88
39	Describe, identify and visualise parallel and perpendicular edges or faces; use these properties to classify 3D solids.	41 3D nets	Reason	3	11	88
39	Make and draw shapes with increasing accuracy and apply knowledge of their properties.	42 Word shapes	Refresh	3	12	88, 89