

# CONTENTS AGES 6-7

## AUTUMN TERM 1

**Place value**

Cards 1-8

Questions 1-16

**Addition & subtraction**

Cards 9-13

Questions 17-26

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## AUTUMN TERM 2

**Addition & subtraction**

Cards 1-8

Questions 1-16

**Shape**

Cards 9-13

Questions 17-26

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## SPRING TERM 1

**Money**

Cards 1-5

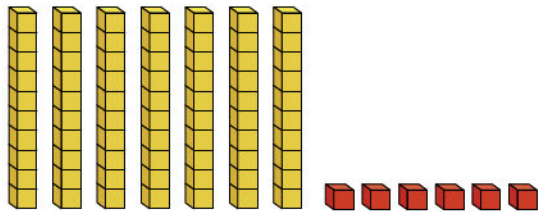
Questions 1-10

**Multiplication & division**

Cards 6-13

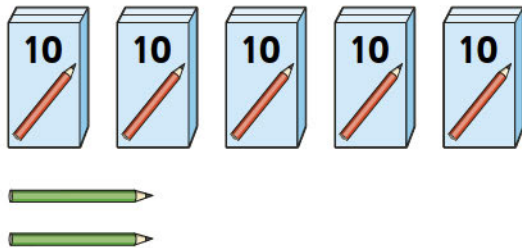
Questions 11-26

**3** What number is represented?



Write the number in numerals  
and in words.

**4** Jasmin has these pencils.



**a.** How many pencils does  
Jasmin have?

Her friend gives her six more pencils.

**b.** How many pencils does  
Jasmin have now?

Count on to find out.

**5** Max has four number cards.

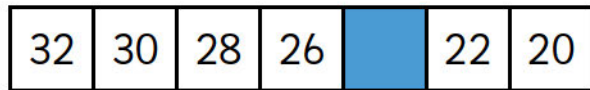
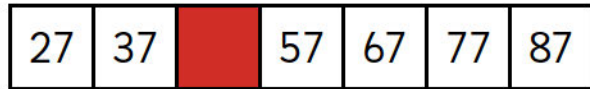


He uses them to make two calculations.

$$\begin{array}{r} \square + \square = 70 \\ \square - \square = 20 \end{array}$$

**What calculations did Max make?**

**6** Here are three number patterns.



**What is the sum of the three missing numbers?**

## Fast Finishers Maths: Problem-solving (Ages 6-7)

### INTRODUCTION

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
- Shape
- Multiplication & division
- Mass, capacity & temperature
- Position & direction
- Addition & subtraction
- Money
- Length & height
- Statistics
- Fractions
- Time

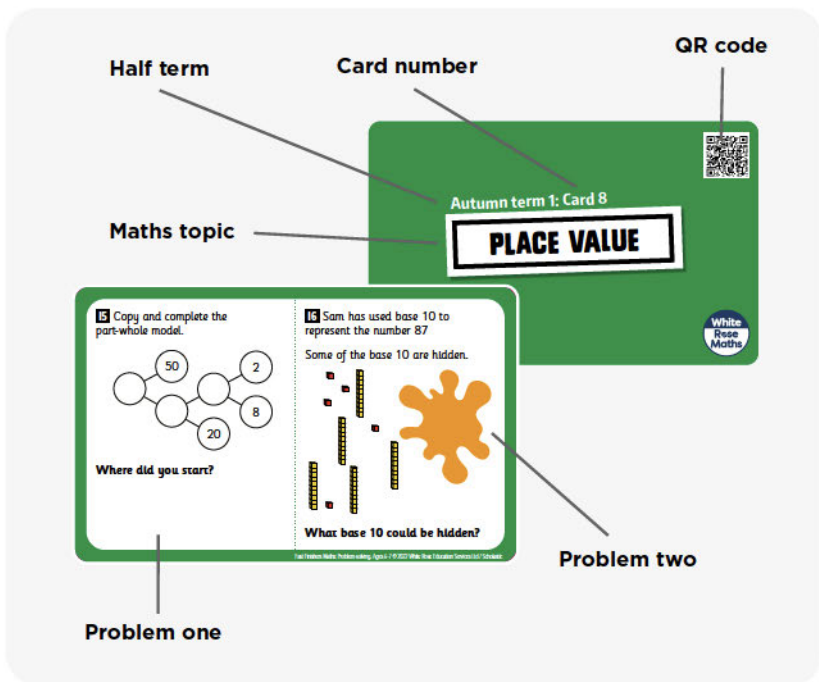
### How to use Fast Finishers

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

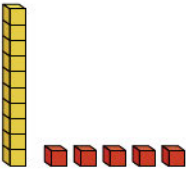


### About the Maths cards

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. a.  15
- b.  11
- c.  8

2. a. 1 ten and 9 ones = **19**  
b.  $13 = 1$  ten and **3** ones  
c. 1 ten and 10 ones = **20**

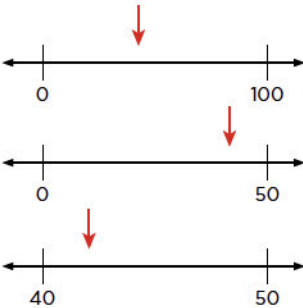
**Autumn term 1: Card 2:**  
**Place value**

3. 76  
Seventy-six
4. a. Jasmin has 52 pencils.  
b. 6 more than 52 is 58

**Autumn term 1: Card 3:**  
**Place value**

5. Mo is thinking of 86
6. a. 2-digit numbers you can make: 25, 28, 52, 58, 82, 85  
b. Greatest: 85  
c. Smallest: 25

**Autumn term 1: Card 4:**  
**Place value**

7. 
8. The statement is true.  
 $2$  tens +  $1$  one =  
 $1$  ten +  $11$  ones

**Autumn term 1: Card 5:**  
**Place value**

9. 5 is an odd number so any 2-digit number ending in 5 is odd.
10. 2 tens and 2 ones

**Autumn term 1: Card 6:**  
**Place value**

11. a.  $12 < 13, 14, 15, 16, 17 < 18$   
b.  $17 > 16, 15, 14, 13, 12 > 11$   
c.  $12 > 10 > 9, 8, 7, 6, 5, 4, 3, 2, 1, 0$
12. 16, 26, 41, 46, 62, 64

Master key mathematical skills in just 10 minutes a day!

*Fast Finishers Maths*  
**Problem-solving**

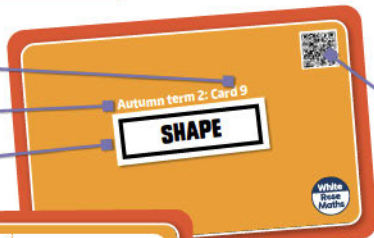
Ages 6-7

Activities by  
**White  
 Rose  
 Maths**

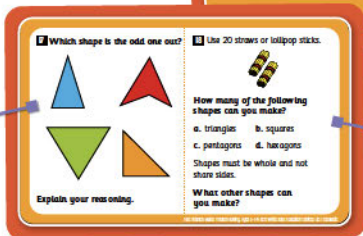
Card number

Half term

Maths topic



QR code for online version of the card



Problem one

Problem two

156 problem-solving questions covering:

■ **Place value**

■ **Addition and subtraction**

■ **Shape**

...and many more key mathematical topics

Fast Finishers  
 Problem-solving  
 Ages 6-7

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