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*What is 'Going for Gold'?
Going for Gold is a challenge to help all children learn important Maths facts.
*
#Why do we need to know Maths facts?
If you know facts quickly then you can answer questions quickly and correctly. They also help you to solve more difficult questions. If
* you know lots of facts you can feel more confident in Maths too.
~
WWhat do I need to do?
TYou need to decide which level to start on. There are three levels; 1, 2 and 3. You need to start with the bronze facts. Practise them
$and make sure you could give an answer in 1 second! There are Practice Packs for each level. Once you think you know your facts
you can ask to be tested.
*
#How to I ask to be tested?
Y You need to put your name on a card and put it in the box outside Lorna's class. Year 1 and 2 children are tested on Wednesday
Bunchtimes, Year 3 and 4 on Thursday lunchtimes and Year 5 and 6 on Friday lunchtimes. Simone does also try to test children that
missed their test in the afternoon.
*
 is
What if I don't pass the test?
Don't worry! You will be told what you still need to practice.
~
& What if I pass the test?
Y You will be given a certificate and badge. Then you can start learning the next set of facts!
*
*Can I practice in school?
Yes, on Friday lunch times
*)
#What do I do if I've got a question or suggestion about 'Going for Gold'?
Please find Simone and tell her!
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## Level 1

Platinum Challenge

For the platinum challenge you will be given a magic square and you will have $\mathbf{2}$ minutes to work out the magic number and fill in the missing numbers. In a magic square all the rows, columns and diagonal adds up to the same number. Each number can be used no more than twice in one magic square. Here are some for you to use to practice:

| 8 | 1 | 6 |
| :--- | :--- | :--- |
| 3 | 5 | 7 |
| 4 | 9 | 2 |


| 2 | 5 |  |
| :---: | :---: | :---: |
| 7 |  | 1 |
| 3 |  | 6 |


|  | 11 | 7 |
| :---: | :---: | :---: |
| 9 |  | 7 |
|  | 5 | 10 |

The magic number is:

## Level 1 information

The key skills for Level 1 are for children to have rapid recall of the numbers that make 10 , then the numbers that make 20. For the gold level they need to be able to add and subtract single digit numbers quickly. They also need to be able to count in $2,3,5,10$. Here are some ideas of how you can practice these skills at home:

## Counting:

Children initially practice counting in steps of different sizes before moving to learning their times tables. Knowing multiples of numbers supports them in having rapid recall of their times tables.
You can count walking to school each morning.
You could practice by counting 2ps, 5ps and 10 ps.
You could colour in numbers on a number square (one is in this pack)

## Number bonds:

Number bonds are all the numbers that combine to make a number such as 10 . These are important for children to learn as they can use them to help add and subtract bigger numbers.
You can play different games with a set of 0-9 cards (a set is in this pack that you can cut out and use). You may need to stick the cards on to some card.

## Adding and Subtracting

Children need to be able to add and subtract single digit numbers (0-9) quickly. Initially they use their fingers to support them but then they should move on to add and subtract these numbers quickly mentally. Children may use a range of strategies to do this. For example when adding 6 and 7 they may say $6+6=12$ so 1 just add 1 more to make 13 instead of counting on from 7 . When subtracting it may be easier to count on from the smaller number, for example 12-9, it is easier to count on from 9 than to count back 9 from 12.
You can put all the cards face down on a table. Each player turns over two cards, if they make 10 they can keep the pair if not they put the cards back in the same place. The winner is the player with the most cards. You can also play this for number bonds to 20 .
You can also show your child a card and they have to tell you what you need to add to that number to make 10 or 20 . For example if you turned over 6 , they have to say 4 or 14. You could time them and then celebrate each time they beat their previous time.
You can also play a game where all the cards are face down on the table. You need to turn two cards over if the numbers add to make a number below 10, you get a point. The winner is the player with the most number of points. You could play it where the players have to make a total of greater than 10 .
Children could also use the cards to practise subtracting and adding three digits together.
For the platinum level children could try to make their own magic squares using the cards.
There are many games that you can make up to practise these skills as well as adding and subtracting in real life situations. For example how many knives and forks do we need for dinner? । have 3 oranges you have 4 how many altogether?

## Number Squares

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

What patterns can you see when you count in 2s?
What would be the next multiple of 2 after 100?
What patterns can you see when you count in 5 s?
What would be the next multiple of 5 after 100?
What patterns can you see when you count in 3 s?
What would be the next multiple of 3 after 100?
*
\$What patterns can you see when you count in 10s?
What would be the next multiple of 10 after 100 ?


