page	HEADINGS	Maths activities in BOOK 16
1	STRAIGHT & CURVED LINES	Drawing then recognising the TYPES of lines in common objects
2	DOUBLE AMOUNTS	Doubling quantities in dollars, litres, kilometres, millilitres, kilograms
3	DOUBLING BY + OR X	Doubling numbers and quantities – using standard abbreviations
4	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know – to recognise EQUIVALENT values
5	GEOMETRIC SHAPES	Recognising and featuring the qualities of squares and triangles
6	NUMBERS AS WORDS	Converting numbers written in words back into numerals
7	CENTIMETRES	Showing an exact ruler on the page and making measurements in cm
8	CIRCLE AND CIRCULAR	Spelling key words and distinguishing circles from other closed shapes
9	ARRANGING ADDITIONS	Arranging longer numbers according to PLACE VALUES of digits
10	COLUMN ADDITION	Adding 3 or 4 rows of numbers with 1 to 4 digits – without carries
11	ADDITION TO 5 DIGITS	Add 3 or 4 rows of 1 to 5 digits, and place the comma in 5-digit answers
12	CIRCLES & SEMICIRCLES	Drawing of these shapes and detecting the shapes in illustrations
13	NUMBER WORDS 1 – 10	Writing number-words 1–10 and converting words back into digits
14	2X AND 4X TABLES	Indicating the close link between 2x and 4x times tables
15	REVERSIBLE 2X AND 4X	2 numbers multiplied IN EITHER ORDER give the same answer
16	4X WORD PROBLEMS	Presenting calculation problems written in English
17	TRIANGLES	Identifying various types of triangles while excluding other shapes
18	WORKING WITH PAIRS	Becoming acquainted with an everyday arithmetic word: PAIRS
19	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know – to recognise EQUIVALENT values
20	ORDINALS IN WORDS	Writing ordinal number-words 1st to 10th & matching with correct digits
21	ROWS AND COLUMNS	Introduction to ROWS and COLUMN in the shelves of a toy shop
22	ANT HILLS JUMP BY 2	Using a mixture of maths words and numbers to jump by 2 each time
23	NUMBER PATTERNS 2 & 4	A purely intuitive approach to completing a grid of numbers
24	WHAT IS A HALF?	Cutting OBJECTS in half, then dividing GROUPS of objects into 2 halves
25	MORE HALVES	Exploring half of a NUMBER and learning to write fractions
26	TRUE EQUATIONS	Distinguishing between TRUE and FALSE number sentences
27	MAKING A TALLY	Gathering data, one object at a time, and finding the summary results
28	TYPES OF ANGLES	Distinguishing and drawing acute, right and obtuse angles
29	ANGLES EVERYWHERE	Examples of angles in the world – and within various shapes
30	REVISE KEY SKILLS	Gathering samples of the most essential skills for this level
31	TEST SKILLS BOOK 16	Similar problems to sheet 30 with extra elements that have been studied
32	STUDENT PROGRESS PAGE	A report advising what the student has studied in Fitzroy Maths Book 16

page	HEADINGS	Maths activities in BOOK 17
1	TRIANGLES	Drawing triangles carefully and completing triangle patterns
2	SINGLE QUANTITY	Halving quantities in dollars – to deduce the cost of a SINGLE item
3	TRIPLE QUANTITY	Distinguishing single, double & triple quantities – in dollars and objects
4	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know – to recognise EQUIVALENT values
5	RECTANGLES	Recognising the qualities of rectangles and drawing them
6	ESTIMATION	Choosing correct answers from a selection of four amounts
7	METRES & CENTIMETRES	Drawing a plan of a building in which 1cm represents 1m
8	HELLO SQUARES	Recognising the qualities of squares and drawing them
9	ADDITION WITH CARRY	Adding 2-digit and 1-digit numbers requiring CARRYING
10	ADDITION WITH CARRY	Adding 2-digit and 1-digit numbers requiring CARRYING
11	ADDITION WITH CARRY	Adding 2-digit and 1- or 2- digit numbers requiring CARRYING
12	PATTERNS OF SHAPES	Identifying structures and numbering the shapes used
13	NUMBER WORDS 11-20	Writing number-words 11 – 20 and circling the correct quantities
14	3X AND 6X TABLES	Indicating the close link between 3x and 6x times tables
15	REVERSIBLE 3X AND 6X	2 numbers multiplied IN EITHER ORDER give the same answer
16	6X WORD PROBLEMS	Presenting calculation problems written in English
17	FLAT SHAPES	Sorting four shapes into groups and comparing with objects
18	WORKING WITH DOZENS	Identifying full dozens and half-dozens of objects
19	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know - to recognise EQUIVALENT values
20	WORDS 11TH TO 19TH	Writing ordinal number-words 11th to 19th: matching with race positions
21	THE COMPASS	Learning the four directions and showing how to get to chosen places
22	ANT HILLS JUMP BY 3	Using a mixture of maths words and numbers to jump by 3 each time
23	NUMBER PATTERNS 3 & 6	A purely intuitive approach to completing a grid of numbers
24	ONE AND A HALF	Calculating how many halves are equal to whole or mixed numbers
25	QUARTERS	Dividing objects equally into 4 parts: adding and multiplying quarters
26	PROBABILITY	Using natural logic to select the true results of 12 situations
27	BAR GRAPHS	Gathering data at zoos to draw bar graphs of animal kinds
28	DRAW TRIANGLES	Drawing equilateral triangles, and experimenting with incircles
29	RIGHT TRIANGLES	Making right-angled triangles: using the symbol for square corners
30	REVISE KEY SKILLS	Gathering samples of the most essential skills for this level
31	TEST SKILLS BOOK 17	Similar problems to sheet 30 with extra elements that have been studied
32	STUDENT PROGRESS PAGE	A report advising what the student has studied in Fitzroy Maths Book 17

page	HEADINGS	Maths activities in BOOK 18
1	HELLO HEXAGONS	Drawing hexagons carefully and distinguishing from other shapes
2	ABOVE AND BELOW	Making clear sentences involving ABOVE, BELOW and BETWEEN
3	ONCE OR TWICE OR?	Making true statements involving ONCE, TWICE and other multiples
4	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know – to recognise EQUIVALENT values
5	HOW MANY SIDES?	Recognising the qualities of polygons and noting how many sides
6	ADDING LARGE & SMALL	Adding small numbers to large numbers without needing column addition
7	FIND PERIMETER	Calculating the perimeters of various shapes with given sides
8	SYMMETRY OF SHAPES	Graphically insert the dividing line within various symmetrical patterns
9	ADDITION WITH CARRY	Adding 2-digit and 3-digit numbers requiring CARRYING
10	ADDITION WITH CARRY	Adding three 2-digit numbers requiring CARRYING
11	ADDITION WITH CARRY	Adding two 3-digit numbers requiring CARRYING
12	MAKE MIRROR IMAGE	Drawing the reflection of a given diagram
13	NUMBER WDS 10-100	Writing number-words 10 – 100 and circling the correct quantities
14	4X AND 8X TABLES	Indicating the close link between 4x and 8x times tables
15	REVERSIBLE 4X AND 8X	2 numbers multiplied IN EITHER ORDER give the same product
16	8X WORD PROBLEMS	Solving calculation problems written in English
17	COPYING SHAPES	Reproducing mixed arrangements of shapes
18	PLACE VALUE	Naming the positions of each digit in numbers – including the 100s
19	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know - to recognise EQUIVALENT values
20	WORDS 10TH TO 100TH	Writing ordinal number-words 10th to 100th: and translating back to digits
21	MAPPING AN ISLAND	Describing row and column co-ordinates on a holiday island
22	ANT HILLS JUMP BY 4	Using a mixture of maths words and numbers to jump by 4 each time
23	NUMBER PATTERNS 4&8	A purely intuitive approach to completing a grid of numbers
24	INTRODUCING EIGHTHS	Dividing objects equally into 8 parts: adding and multiplying eighths
25	INTRODUCING THIRDS	Dividing objects equally into 3 parts: adding and multiplying thirds
26	MYSTERY NUMBERS	Understanding each addition sentence and thus writing the value of X
27	PIE CHARTS	Reading pie charts and answering questions about the sectors shown
28	EQUILATERAL TRIANGLES	Drawing equilateral triangles and inserting triangles in polygons
29	MAKING RECTANGLES	Defining facts about rectangles: drawing rectangles at real size
30	REVISE KEY SKILLS	Gathering samples of the most essential skills for this level
31	TEST SKILLS BOOK 18	Similar problems to sheet 30 with extra elements that have been studied
32	STUDENT PROGRESS PAGE	A report advising what the student has studied in Fitzroy Maths Book 18

page	HEADINGS	Maths activities in BOOK 19
1	GRAPHIC SYMMETRY	Drawing horizontal REFLECTIONS of graphics
2	ADDING WITH ZEROS	Simplifying additions of large numbers with many zeros
3	ADDING COINS	Mental arithmetic addition of dollars and cents
4	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know - to recognise EQUIVALENT values
5	SHAPES AND GRIDS	Identifying shapes: writing location of each shape in a grid table
6	SUFFICIENCY	A mental arithmetic challenge: buy what is needed at least expense
7	GRAMS AND KILOGRAMS	Read the measurements of 4 masses on scales and add g and kg
8	GROUPING SHAPES	Draw lines in the white shapes to show where the grey parts were joined
9	ADDING MONEY	How to write amounts correctly - and to add simple money sums
10	ADDING MONEY	Adding money amounts requiring carrying from one column to another
11	ADDING MONEY	Adding larger amounts requiring carrying from one column to another
12	MAKE MIRROR IMAGE	Drawing horizontal REFLECTIONS of the graphics shown
13	NUMBER WORDS 20-99	Write number-words 20 – 99 and select dollar notes to match each number
14	5X AND 10X TABLES	Indicating the close link between 5x and 10x times tables
15	REVERSIBLE 5X AND 10X	2 numbers multiplied IN EITHER ORDER give the same answer
16	5X WORD PROBLEMS	Presenting calculation problems written in English
17	REFLECTING SHAPES	Imaginary unfolding of shapes and reflections of capital letters
18	PLACE VALUE INCL 1000s	1s, 10s, 100s and 1000s and their positions in numerals
19	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know - to recognise EQUIVALENT values
20	WORDS 20TH TO 99TH	Writing ordinal number-words 20th to 99th: matching with correct digits
21	DAYS OF THE WEEK	Writing the days and their sequence: telling how many between any two
22	ANT HILLS JUMP BY 5	Using a mixture of maths words and numbers to jump by 5 each time
23	NUM PATTERNS 5 &10	A purely intuitive approach to completing a grid of numbers
24	INTRODUCING FIFTHS	Dividing OBJECTS into fifths, then dividing numbers into 5 parts
25	INTRODUCING TENTHS	Dividing OBJECTS into tenths, then dividing numbers into 10 parts
26	ARITHMETIC IN WORDS	Write arithmetic sentences in English and covert back into numerals
27	LINE GRAPHS	Displaying data: income and expenditure over 12 weeks, then height by age
28	MEASURE RECTANGLES	Use a ruler to measure the sides of rectangles in centimetres
29	SQUARES & PERIMETER	Calculate perimeters of squares involving four different length units
30	REVISE KEY SKILLS	Gathering samples of the most essential skills for this level
31	TEST SKILLS BOOK 19	Similar problems to sheet 30 with extra elements that have been studied
32	STUDENT PROGRESS PAGE	A report advising what the student has studied in Fitzroy Maths Book 19

page	HEADINGS	Maths activities in BOOK 20
1	SOLID GEOMETRY	3D shapes and everyday examples
2	PATTERNS AND FOLDING	Complete symbol patterns and identify nets that can fold into boxes
3	DIRECTIONS	Logically select spatial words: behind, in front, ahead of, left, right
4	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know - to recognise EQUIVALENT values
5	3D SHAPES	Writing the names of 3D shapes & counting the shapes in a collection
6	MILLILITRES	Drawing cubes : learning that mL and L indicate capacity (or space)
7	MILLILITRES AND LITRES	Assessing the volumes of containers & matching them to numbers given
8	COMPARING 2D & 3D	Comparing 2D and 3D shapes and writing their names
9	COLUMN SUBTRACTION	Two-digit numbers minus one- or two-digit numbers
10	COLUMN SUBTRACTION	Two- and three-digit numbers minus two-digit numbers
11	SUBTRACTING MONEY	Using column subtraction with dollars and cents
12	SHAPES OF OBJECTS	Distinguishing 2D objects from 3D: counting 2D figures
13	NUMBER WORDS 100-999	Writing number-words correctly for numbers 100 – 999
14	3X AND 9X TABLES	Indicating the close link between 3x and 9x times tables
15	REVERSIBLE 3X AND 9X	2 numbers multiplied IN EITHER ORDER give the same answer
16	9X WORD PROBLEMS	Presenting calculation problems involving 9 – written in English
17	MORE 2D AND 3D	Distinguishing 2D objects from 3D: counting and naming 3D figures
18	PLACE VAL TO 7 DIGITS	Where to put commas in long numbers – also in long written numbers
19	EQUIVALENT AMOUNTS	Mixing types of arithmetic we know - to recognise EQUIVALENT values
20	WORDS 100TH TO 999TH	Correctly writing ordinal number-words 100th to 999th
21	MONTHS OF THE YEAR	Learn the spellings, the sequence, and the number of months apart
22	ANT HILLS JUMP BY 9	Using a mixture of maths words and numbers to jump by 9 each time
23	NUMBER PATTERNS 3&9	A purely intuitive approach to completing a grid of numbers
24	7X TABLE	Using 5x and 2x to find 7x results – until we remember our 7 times table
25	12X TABLE	Using 10x and 2x to find 12x results – until we remember our 12 times table
26	DESCRIBING POSITIONS	Using rows and columns to indicate location – using English words
27	GRID MAP	Mapping dinosaur bones by naming cells in a grid such as B3 or F7
28	CIRCLE TERMS	Knowing and spelling the key words to describe a circle
29	CIRCLES / SEMICIRCLES	Writing in the key words to describe circles: and looking at semicircles
30	REVISE KEY SKILLS	Gathering samples of the most essential skills for this level
31	TEST SKILLS BOOK 20	Similar problems to sheet 30 with extra elements that have been studied
32	STUDENT PROGRESS PAGE	A report advising what the student has studied in Fitzroy Maths Book 20