

Q1.

$$\frac{1}{4} \times \frac{3}{7} =$$

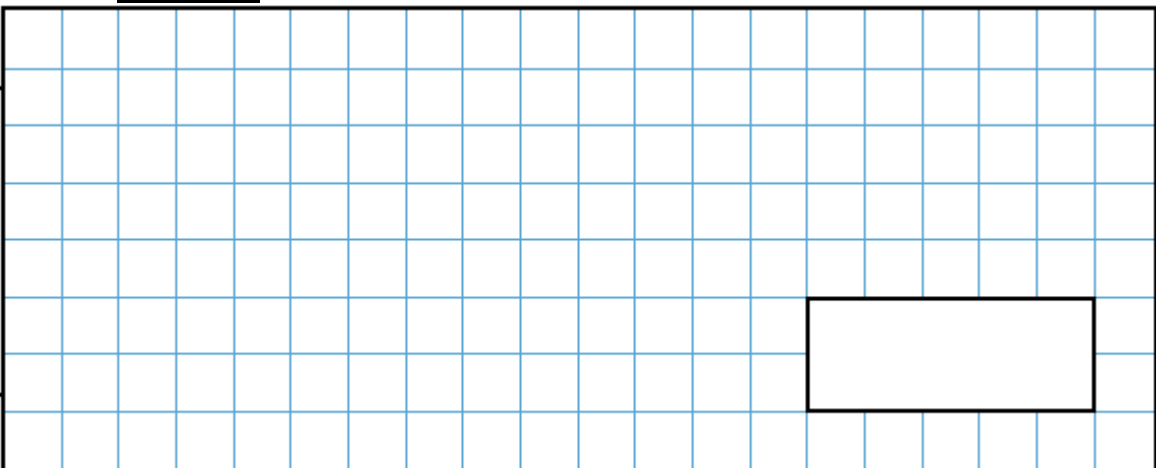
Q1. Complete this table by rounding the numbers to the **nearest hundred**.

	Rounded to the nearest hundred
20,906	
2,090.6	
209.06	

Q2.

$$\begin{array}{r} 6574 \\ \times \quad 31 \\ \hline \end{array}$$

Show your method

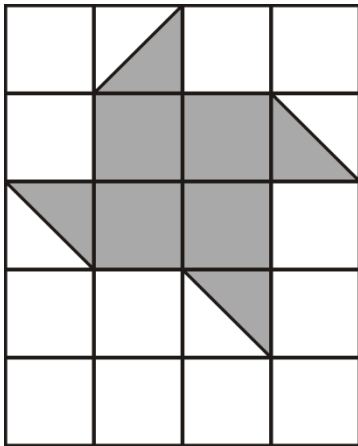


Q3. $1.52 \times 6 =$

Q4. $36 \times 0 =$

Q5. $4^3 =$

Q2. Here is a grid of 20 squares.

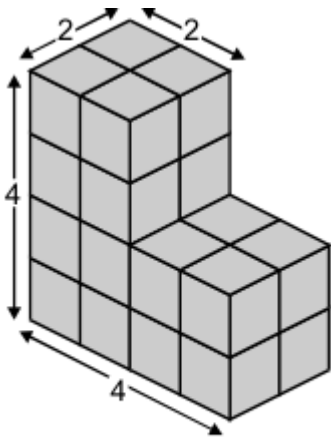


What percentage of the grid is shaded?

 %

(b) This shape is made with two cuboids.

Write **how many small cubes** there are in this shape.



Number of cubes: _____

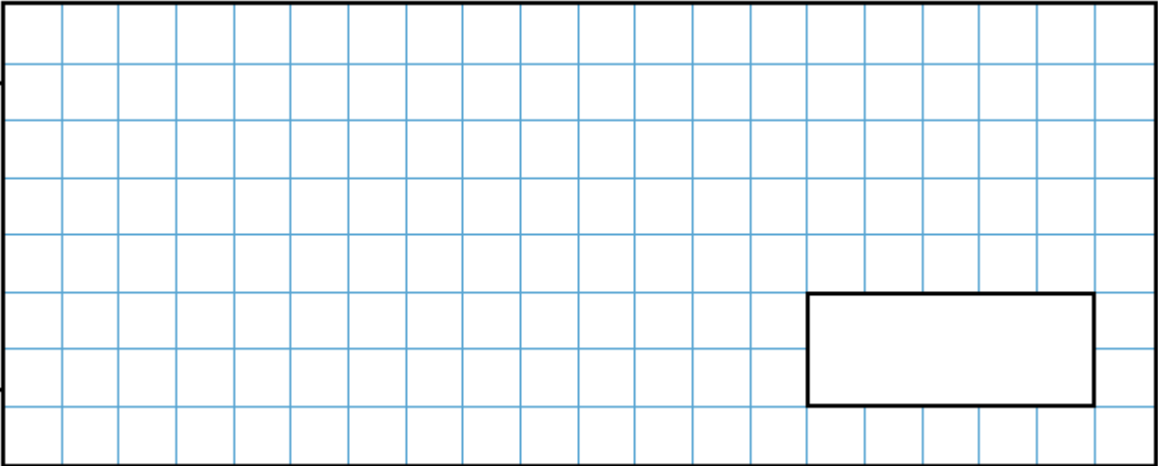
Q17.

$$\frac{3}{10} - \frac{1}{20} =$$

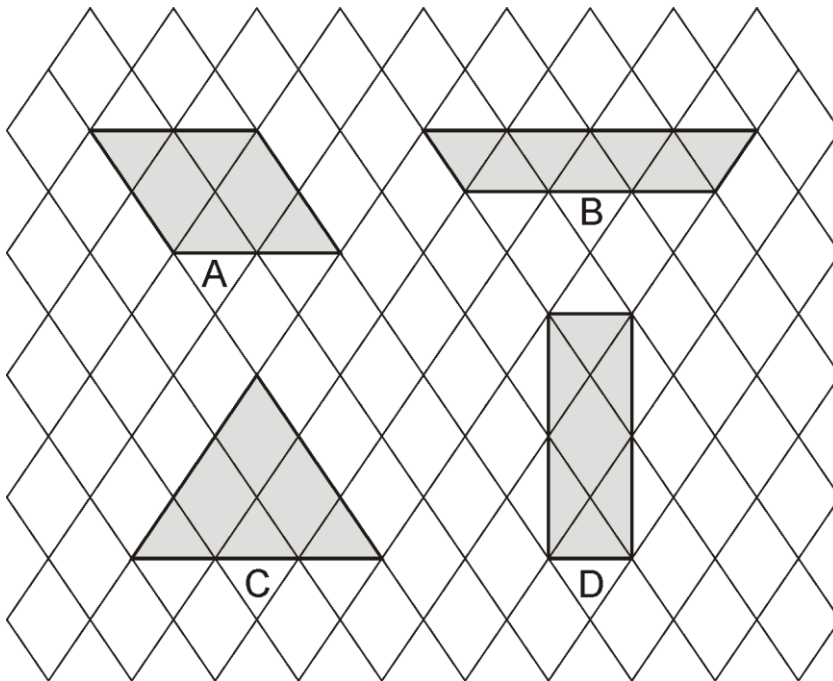
Q14.

$$29 \overline{)725}$$

Show your method



Q11. Here are some shapes drawn on a grid.



Write the letters of the **two** shapes that are equal in area.

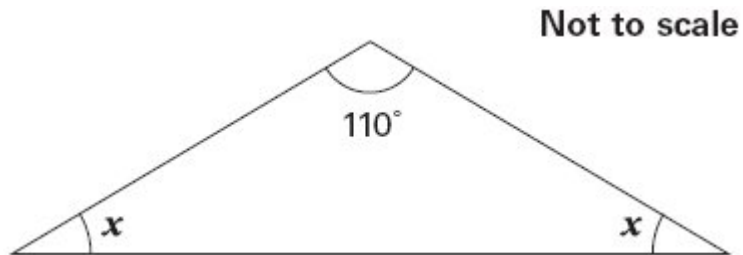
_____ and _____

Q18. $4,800 \div 40 =$

Q19. $507 - 10 =$

Q17.

Here is an isosceles triangle.



Calculate the size of angle x .

Do **not** use a protractor (angle measurer).

Q20. $50 \times 80 =$

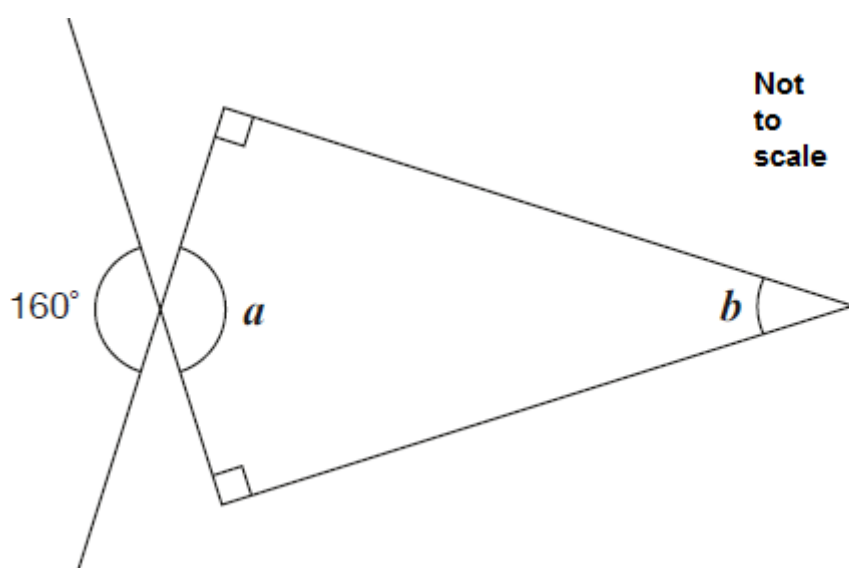
Q21. $0.06 \times 7 =$

Q22. $3 + 4 \times 7 =$

Q6. Calculate 55% of 640

Q23. $6.7 \div 100 =$

Q22. Calculate the size of angles a and b in this diagram.



$a =$

1 mark

$b =$

Q24. $0.9 \div 10 =$

Q26. $23.8 \div 1,000 =$

Q25. Complete this table to show the numbers rounded to the **nearest 100**.

One has been done for you.

	rounded to the nearest hundred
316	300
3162	
31628	
316281	

Q28. $630 \div 9 =$

Q30.

$$0.6 = \frac{\square}{20}$$

Q32.

$$\frac{4}{7} \div 2 =$$

Q35.

$$\frac{7}{9} \text{ of } 45 =$$

Q38.

$$17 \times 1\frac{1}{2} =$$



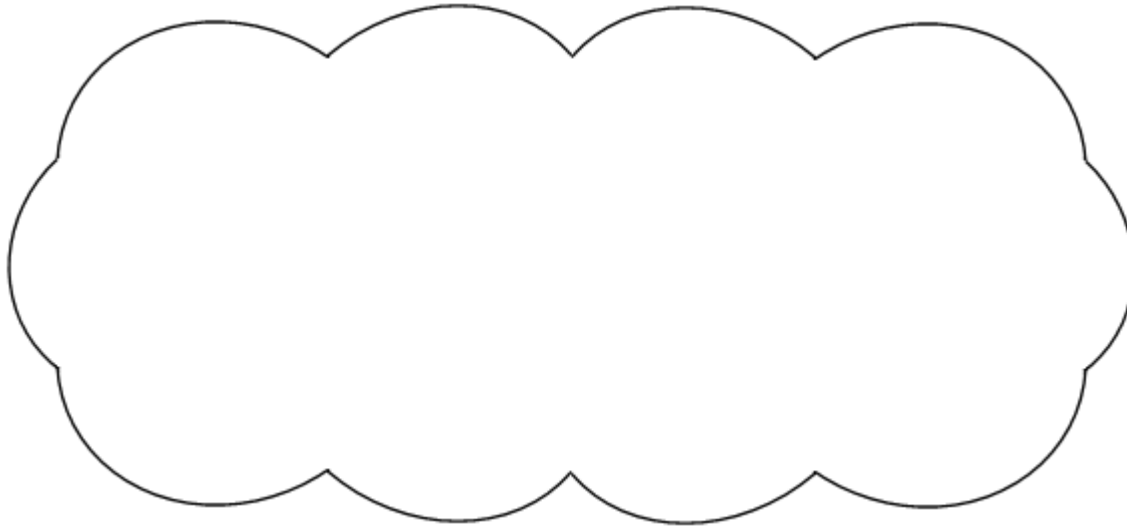
Q26. Runa and Jon each start with the same number.

Runa rounds the number to the nearest hundred.

Jon rounds the number to the nearest ten.

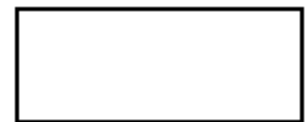
Runa's answer is double Jon's answer.

Explain how this can be.



Q33.

$$\frac{5}{6} \div 2 =$$



Q19.

Jamie draws a triangle.

He says,

'Two of the three angles in my triangle are obtuse.'

Explain why Jamie **cannot** be correct.

