



# MATHEMATEG A RHIFEDD

**Cyflwyniad i sut yr ydym yn mynd ati i ddysgu mathemateg a  rhifedd**

**Ysgol Betws Gwerful Goch ac Ysgol Bro Elwern**



# MATHEMATICS AND NUMERACY

**An Introduction to how we approach teaching mathematics and numeracy**

**Ysgol Betws Gwerful Goch ac Ysgol Bro Elwern**



**Mae'r llyfryn hwn yn esbonio sut mae mathemateg a rhifedd yn cael ei addysgu yn Ysgol Betws Gwerful Goch ac Ysgol Bro Elwern, gan sicrhau dilyniant, cysondeb ac iaith gyffredin ar draws y ffederasiwn.**

**This booklet explains how mathematics and numeracy is taught at Ysgol Betws Gwerful Goch and Ysgol Bro Elwern, ensuring progression, consistency, and a shared language across the federation.**

# Amserlen Dysgu Derbyn - Blwyddyn 2
# Reception - Year 2 Timetable

| Wythnos | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Hydref | ***Gwerth Lle*** | | | | **Adio a Thynnu** | | | | | **Siâp** | | |
| | Cyfrifo<br>Darllen, ysgrifennu a threfnu rhifau<br>Llenwi bylchau | Cymharu q G =<br>Trefnu Rhifau<br>Eilrifau ac Odrifau | CDU<br>Cynrychioli<br>Dosrannu | Cyfrif ymlaen ac yn ôl (bob yn 1, 2, 5 a 10)<br>Llinell rif<br>Dilyniannau rhif<br>Amcangyfrif | 1/10 yn fwy a 1/10 yn llai | Bondiau rhif | Rhan/Cyfan<br>Gwahaniaeth<br>Gwrthdro teuluoedd rhifau | Adio<br>Adio colofnau | Tynnu<br>Tynnu colofnau | Siapiau 2D | Siapiau 3D | Cymesuredd<br>Patrwm |
| Gwanwyn | **Arian** | | **Lluosi a Rhannu** | | | | | **Hyd ac Uchder** | | **Más, Cynhwysedd a Thymheredd** | | |
| | Adnabod darnau arian<br>Cyfrifo Arian | Cyfrio newid<br>Defnyddio yn ymarferol i dalu | Tablau 2, 5 a 10<br>Cyfri fesul 2, 5 a 10<br>Ail-adrodd adio | Dyblau/dyblau agos<br>Lluosi gyda 2<br>Dyblu rhifau 2 ddigid | Haneru<br>Rhannu gyda 2<br>Haneru rhifau 2 ddigid | Lluosi<br>Areau | Rhannu<br>Gwrthdro lluosi a rhannu | Cymharu hyd ac uchder | Mesur hyd | Más | Cynwysedd | Tymheredd |
| Haf | **Ffracsiynau** | | | **Amser** | | | **Ystadegau** | | **Safle a Chyfeiriad** | | **Atgyfnerthu** | |
| | Adanbod ffracsiynau yn ymarferol ac ysgrifennu symbol<br>Rhannau a cyfan | Darganfod ffracsiynau siapaiau 2D | Ffracsiynau o rif | Dyddiau, misoedd ayyb<br>Trefnu diwrnod<br>Amseru | Darllen amser ar gloc analog | Darllen amser ar gloc digidol | Didoli - diagramau didoli | Casglu data<br>Creu graffiau<br>Darllen a dehongli data | Trefnolion<br>Troeon ac Onglau | Safle, geirfa a chwmpawd<br>Cyfesurynnau | | |

# Amserlen Dysgu Blwyddyn 3 a 4/ Year 3 and 4 Timetable

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Hydref/ Autumn | Gwerth LLe/ Place Value | | | | Adio a Tynnu/ Addition and Subtraction | | | | Lluosi a Rhannu/ Multiply and Divide | | | Arwynebedd/ Area | | |
| Gwanwyn/ Spring | Lluosi a Rhannu B Multiply and Divide | | | | Hyd a Pherimedr/ Length and perimetr | | | | Ffracsiynau A/ Fractions | | Mas a Chynwysedd Mas and capacity | Ffracsiynau B/ Fractions B | | |
| Haf/ Summer | Degolion/ Decimals | | | | Arian/ Money | | | | Siap/ Shape | | Cyfeiriad/ Direction | Siap B/ Shape B | | |

# Amserlen Dysgu Blwyddyn 5 a 6/ Year 5 and 6 Timetable

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Hydref/ Autumn | Gwerth LLe/ Place Value | | | Adio a Tynnu/ Addition and Subtraction | | | Lluosi a Rhannu/ Multiply and Divide | | | Ffracsiynau/ Fractions | | | Lluosi a Rhannu / Multiply and Divide | Amser/ Time |
| Gwanwyn/ Spring | Ffracsiynau/ Fractions | | | Degolion/ Decimals | | | | | Arwynebedd, perimedr a chyfaint/ Area, perimetr and volume | | | Degolion/ Decimals | | Ffracsiynau, degolion a chanrannau/ Fractions, decimals and percentages |
| Haf/ Summer | Arian/ Money | | Cymhareb/ Ratio | Algebra/ Algebra | | | Siap/ Shape | | | Safle a Chyfeiriad/ Position and Direction | | | Ystadegau/ Statistics | |

# Camau Dysgu/ Learning Steps

- Cyflwyno’r sgil / Introduce the skill
- Ymarfer y sgil / Practise the skill
- Ymresymu / Reasoning
- Atgyfnerthu’r sgil ar draws y meysydd dysgu eraill / Reinforce the skill across the other areas of learning

Rhoddir cyfleoedd rheolaidd i ddysgwyr ymarfer, ymresymu, defnyddio sgiliau mewn sefyllfaoedd bywyd go iawn a datrys problemau.

Learners are given regular opportunities to practise, reason, apply skills to real-life contexts, and solve problems through discussion, games, and written work.

## Cyflwyno

- Cyflwyno’r sgil i’r dysgwyr. Darganfod gwybodaeth blaenorol.

## Ymarfer

- Rhoi’r cyfle i blant ymarfer y sgil. Gall hwn fod mewn parau, ar fyrddau gwyn, yn y llyfr, drwy weithgaredd ayb

## Ymresymu

- Rhoi problem neu gwestiwn iddynt defnyddio’r sgil i ddatrys y broblem.

## Trawsgwricwlaidd

- Cysylltu’r sgil a’i throsglwyddo i gyd-destun gwahanol. Atgyfnerthu’r sgiliau mewn bywyd go iawn.

## Introduce

- Introduce the skill to learners. Recall previous learning.

## Practice

- Give children the opportunity to practice the skill. This can be in pairs, on whiteboards, in the book, through activities, etc.

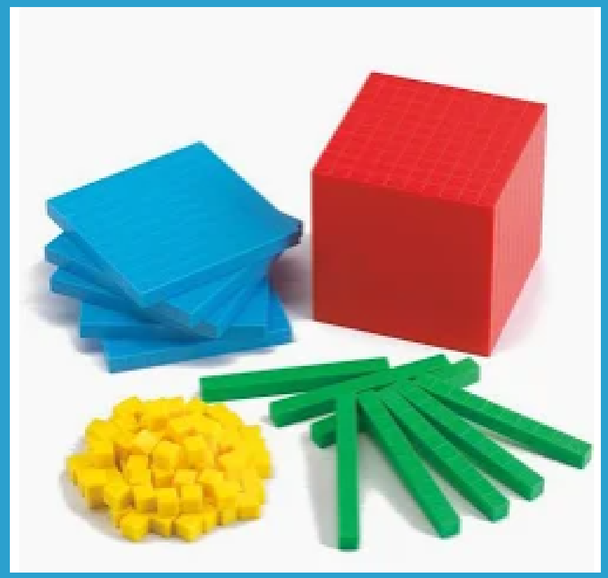
## Reasoning

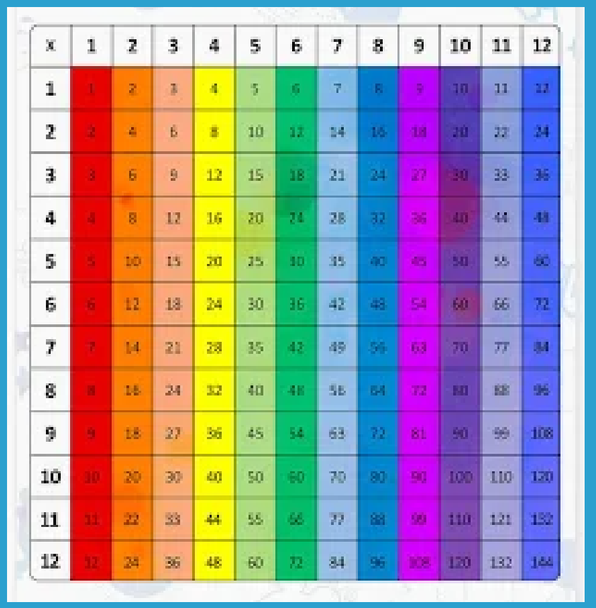
- Give them a problem or question to use the skill to solve the problem.

## Cross- Curricular

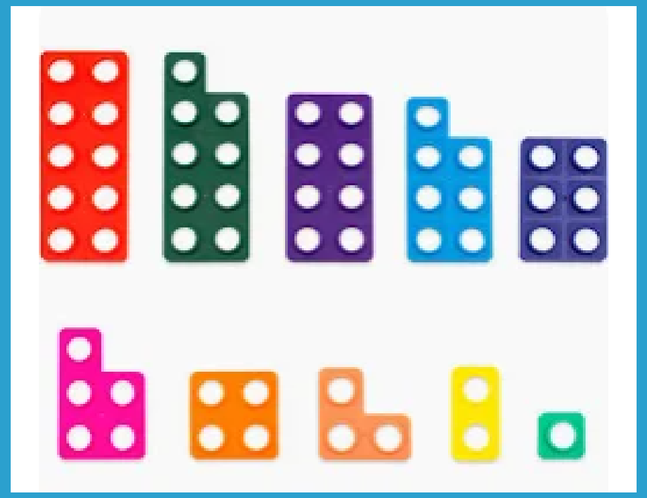
- Connect the skill and transfer it to a different context. Reinforce the skills in real-life situations.

# Darpariaeth/ Provision





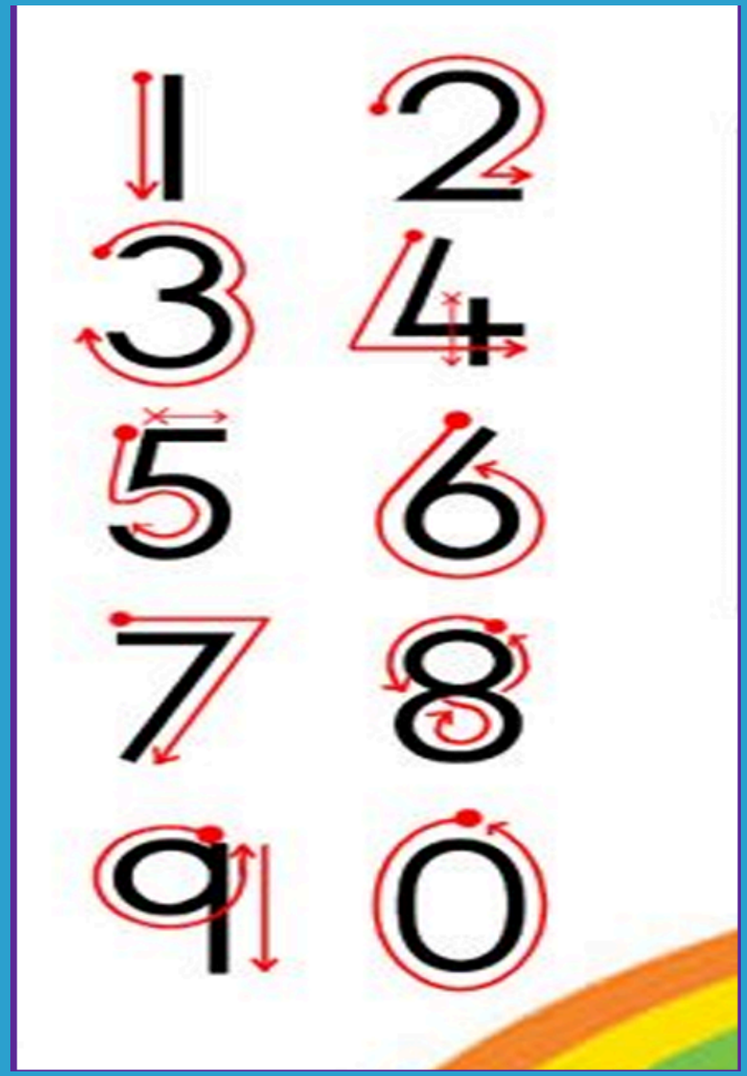
| x | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 2 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| 3 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 |
| 4 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 |
| 5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| 6 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 | 66 | 72 |
| 7 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 | 77 | 84 |
| 8 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 | 88 | 96 |
| 9 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 | 99 | 108 |
| 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |
| 11 | 11 | 22 | 33 | 44 | 55 | 66 | 77 | 88 | 99 | 110 | 121 | 132 |
| 12 | 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 | 120 | 132 | 144 |



# Ffurfio Rhifau/ Number Formation

Mae'n holl bwysig cael cysondeb wrth ffurfio rhifau. Wrth gychwyn ffurfio rhifau yn y Meithrin a'r Derbyn rydym yn defnyddio'r drefn hyn gan gychwyn ar y smotyn bob amser.

It's important to have a consistent approach to number formation. In the Nursery and Reception when we start learning how to form numbers we follow this formation, always starting on the red spot



# Y 4 Rheol/ The 4 Rules

Mae'r pedwar rheol yn elfennau sylfaenol ar daith dysgu rhifedd.

The four rules are the foundational elements in the numeracy journey.

# Geirfa/ Terminology
# Meithrin/ Derbyn

Tynnu/ Subtract

Un yn fwy/ One more

Rhannu/ Divide

Lluosi/ Multiply

Un yn llai/ One less

Yn hafal i/ Equal to

Adio/ Add

# Geirfa/ Terminology
# Bl/ Yrs 1 a 2

Tynnu/ Subtract

Un yn fwy/ One more

Cyfanwsm/ Total

Lluosi/ Multiply

Rhannu/ Divide

Un yn llai/ One less

Dwbl/ Double

O’r gloch/ O’clock

Yn hafal i/ Equal to

Adio/ Add

# Geirfa/ Terminology
## Bl/ Yrs 3 a 4

Tynnu/ Subtract

Un yn fwy/ One more

Lluosi/ Multiply

Cyfanwsm/ Total

yn fwy/ yn llai/ more/less

Rhannu/ Divide

Gwahaniaeth/ Difference

Adio/ Add

# Geirfa/ Terminology
# Bl/ Yrs 5 a 6

Tynnu/ Subtract

Cyfanwsm/ Total

Rhannu/ Divide

Cyfartaledd/ Average

Canolrif/ Median

Amrediad/ Range

Lluosi/ Multiply

Modd/ Mode

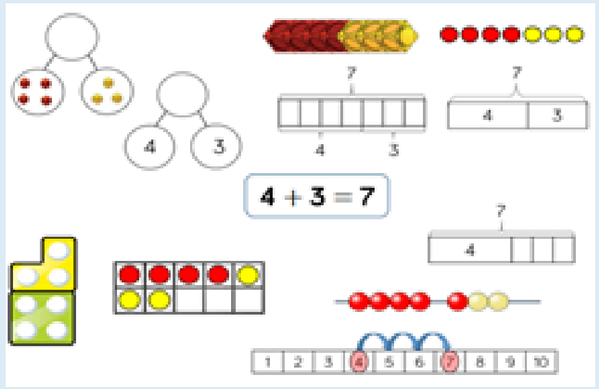
Adio/ Add

Sgwario/ squared

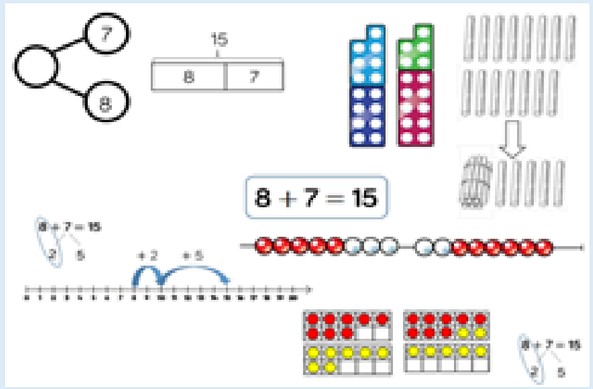
Ail-isradd/

# Adio/ Additon

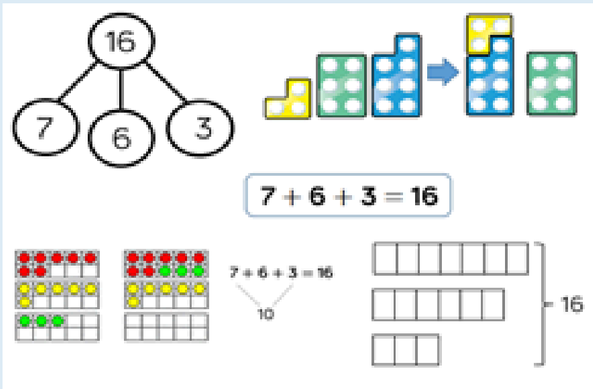

## Sgil - adio rhifau 1 digid o fewn 10



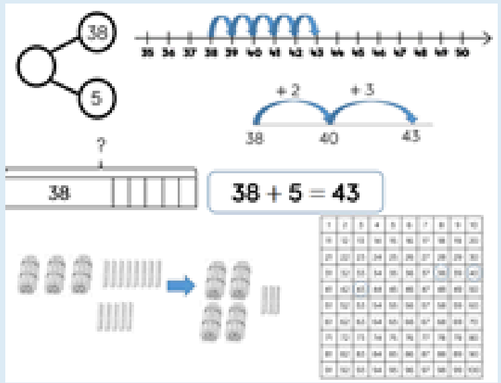

## Sgil - adio rhifau 1 a 2 ddigid at 20



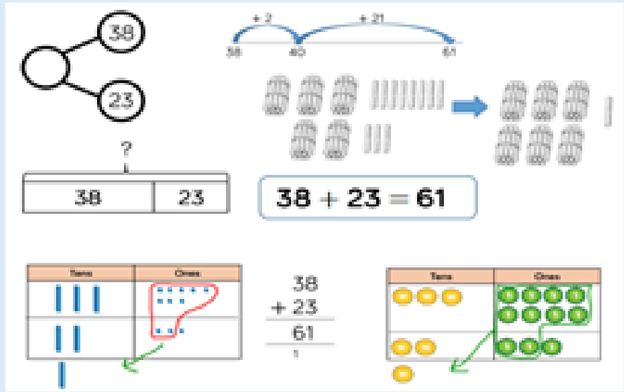

## Adio tri rhif 1 digid



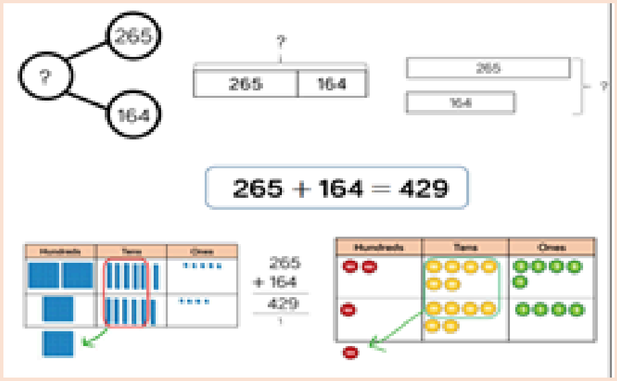

## Sgil - adio rhifau 1 a 2 digid o fewn 100



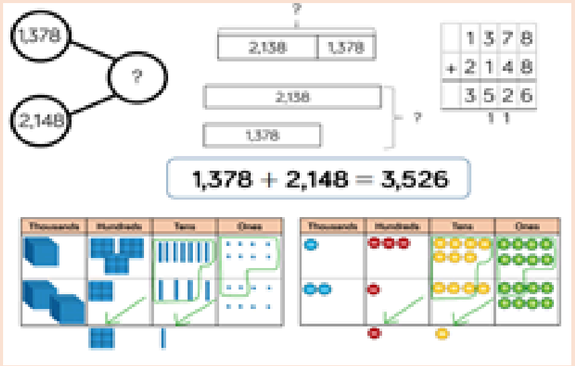

## Sgil - adio dau rhif 2 digid o fewn 10



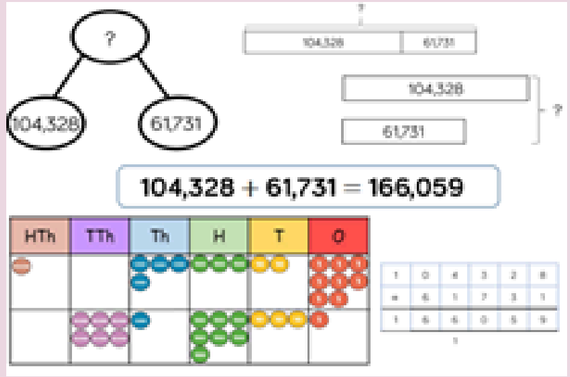

## Sgil - adio rhifau gyda hyd at 3 digid



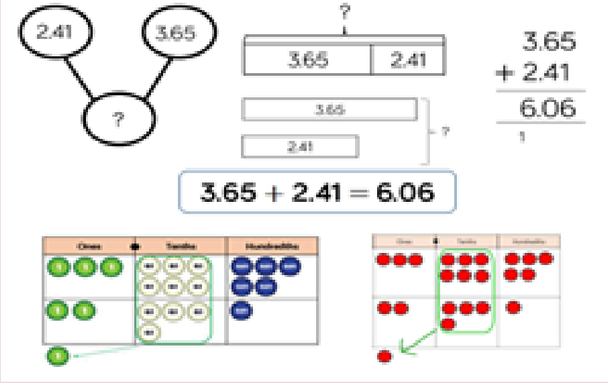

## Sgil - adio rhifau gyda hyd at 4 digid




## Sgil - adio rhifau gyda mwy na 4 digid




## Sgil - adio gyda hyd at 3 pwynt degol



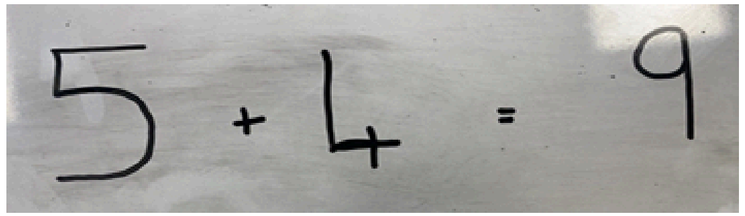
| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Adio dau rhif 1 digid tuag at 10 | 1 | Model rhan-gyfan<br>Model bar<br>Siapiau rhif | Llinyn gleiniau (10)<br>Traciau rhif<br>Fframiau deg (o fewn 10) |
| Adio rhifau 1 a 2 digid tuag at 20 | 1 | Model rhan-gyfan<br>Model bar<br>Siapiau rhif<br>Llinellau rhif (wedi labelu) | Llinyn gleiniau (20)<br>Traciau rhif<br>Fframiau deg (o fewn 20)<br>Gwellt |
| Adio 3 rhif 1 digid | 2 | Model rhan-gyfan<br>Fframiau deg (o fewn 20) | Model bar<br>Siapiau rhif |
| Adio rhifau 1 a 2 digid at 100 | 2 | Model rhan-gyfan<br>Llinellau rhif (wedi labelu)<br>Gwellt | Model bar<br>Llinellau rhif (gwag)<br>Sgwar 100 |

| Skill | Year | Representations and models | |
|---|---|---|---|
| Add two 1-digit numbers to 10 | 1 | Part-whole model<br>Bar model<br>Number shapes | Ten frames (within 10)<br>Bead strings (10)<br>Number tracks |
| Add 1 and 2-digit numbers to 20 | 1 | Part-whole model<br>Bar model<br>Number shapes<br>Ten frames (within 20) | Bead strings (20)<br>Number tracks<br>Number lines (labelled)<br>Straws |
| Add three 1-digit numbers | 2 | Part-whole model<br>Bar model | Ten frames (within 20)<br>Number shapes |
| Add 1 and 2-digit numbers to 100 | 2 | Part-whole model<br>Bar model<br>Number lines (labelled) | Number lines (blank)<br>Straws<br>Hundred square |

| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Adio dau rhif 2 ddigid | 2 | Model rhan-gyfan<br>Model bar<br>Llinellau rhif (wedi labelu)<br>Adio colofnau | Bas 10<br>Cownteri gwerth lle<br>Gwellt |
| Adio gyda hyd at 3 digid | 3 | Model rhan-gyfan<br>Model bar<br>Adio colofnau | Bas 10<br>Cownteri gwerth lle |
| Adio gyda hyd at 4 digid | 4 | Model rhan-gyfan<br>Model bar<br>Adio colofnau | Bas 10<br>Cownteri gwerth lle |
| Adio gyda dros 4 digid | 5 | Model rhan-gyfan<br>Model bar | Adio colofnau<br>Cownteri gwerth lle |
| Adio gyda hyd at 3 pwynt degol | 5 | Model rhan-gyfan<br>Model bar | Adio colofnau<br>Cownteri gwerth lle |

| Skill | Year | Representations and models | |
|---|---|---|---|
| Add two 2-digit numbers | 2 | Part-whole model<br>Bar model<br>Number lines (blank)<br>Straws | Base 10<br>Place value counters<br>Column addition |
| Add with up to 3-digits | 3 | Part-whole model<br>Bar model | Base 10<br>Place value counters<br>Column addition |
| Add with up to 4-digits | 4 | Part-whole model<br>Bar model | Base 10<br>Place value counters<br>Column addition |
| Add with more than 4 digits | 5 | Part-whole model<br>Bar model | Place value counters<br>Column addition |
| Add with up to 3 decimal places | 5 | Part-whole model<br>Bar model | Place value counters<br>Column addition |

# 1 digid + 1 digid

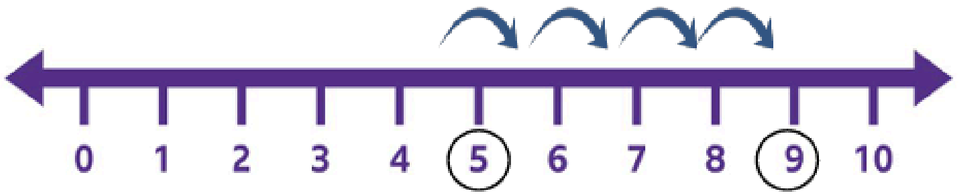



"Pump adio pedwar yn hafal i naw"

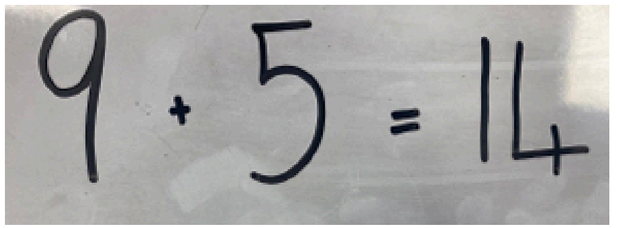
Sgwar 100
Cyfrif ymlaen

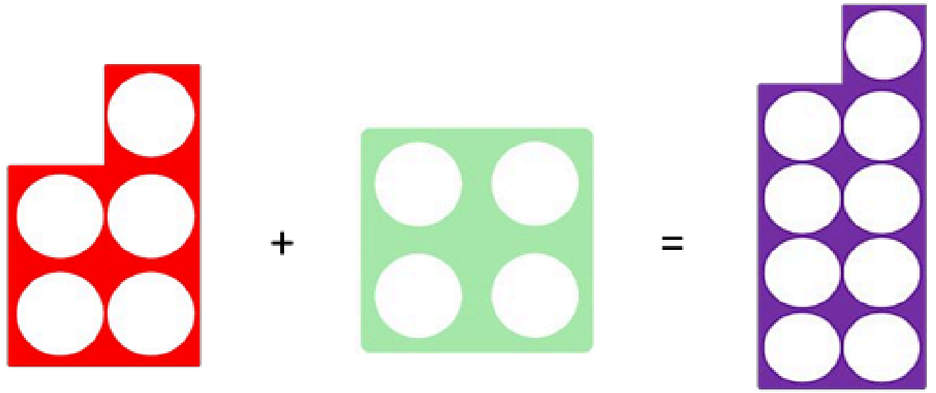
| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48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

Cyfrif y nifer cywir o wrthrychau.
Adio'r gwrthrychau at ei gilydd.



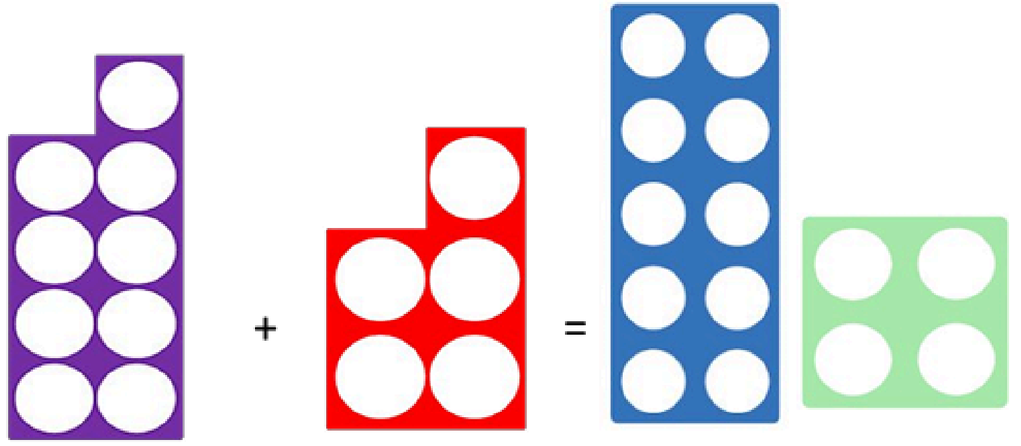

Llinell rif - cyfrif ymlaen



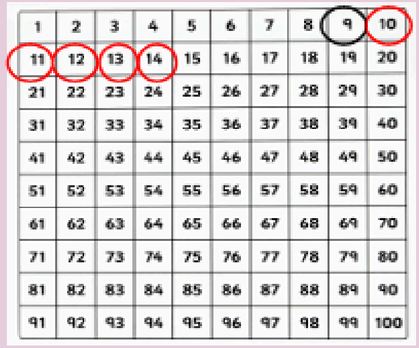
Datblygiad

Dewis y numicon cywir, adio'r ddau numicon i ddod o hyd i'r ateb.

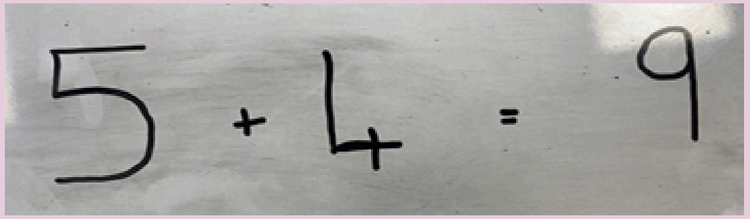


# 1 digit + 1 digit

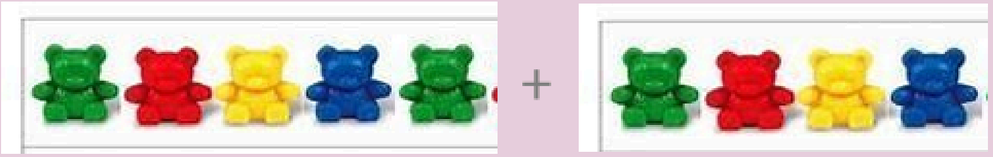
100 square
Count forward



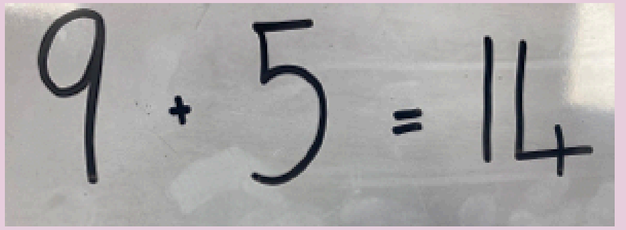
| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48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

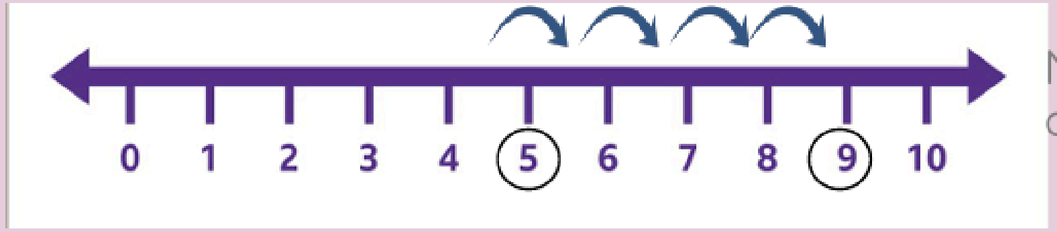



"Five add 4 equals to 9"

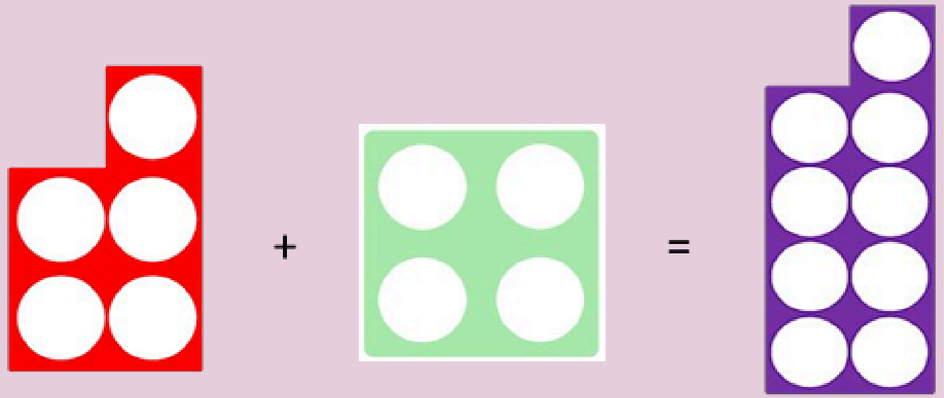


Count the objects
Add them
together



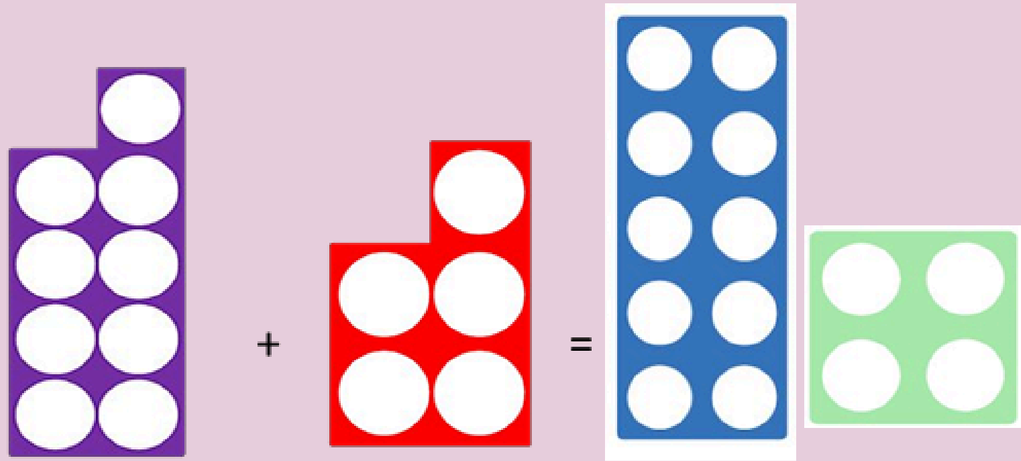



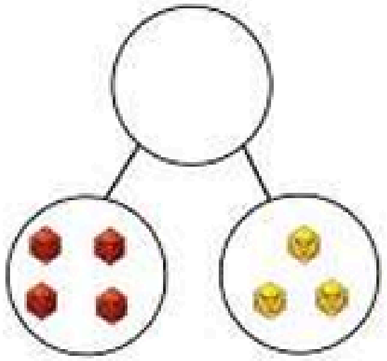

Number line -
count forwards

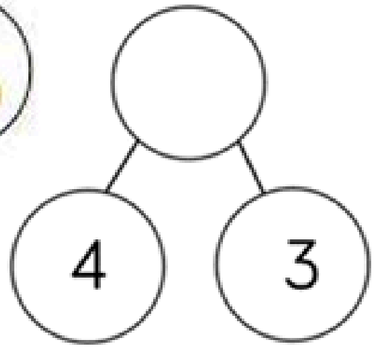


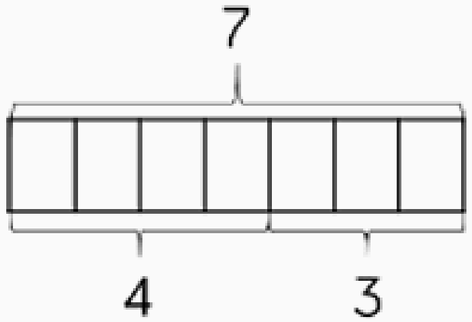
Progression

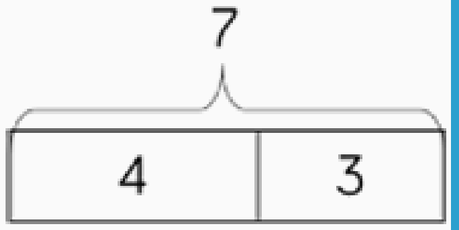
Choose correct
numicon plates,
add together



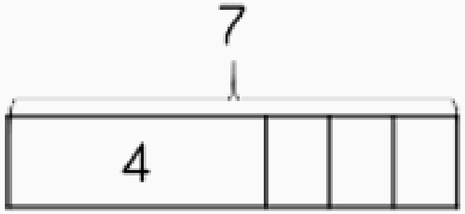


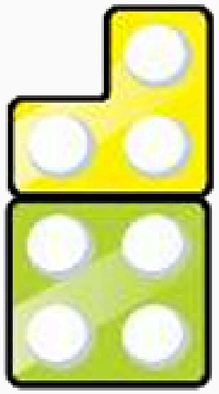


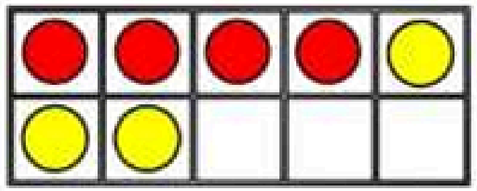



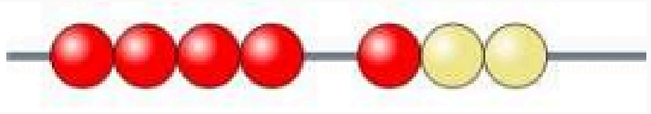



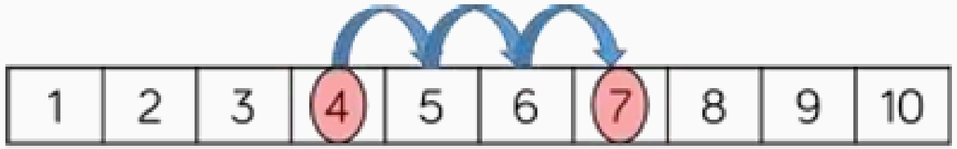

**4 + 3 = 7**



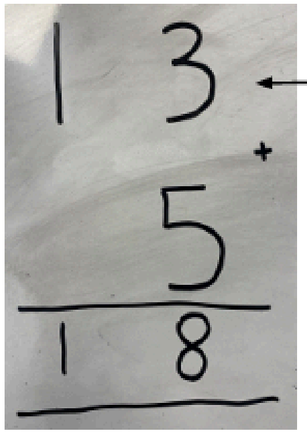









# 2 digid + 1 digid




Dechrau o'r dde

Adio ar i'w lawr

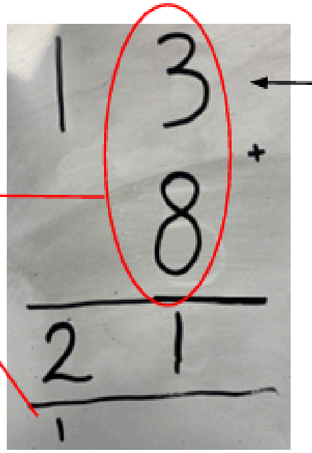
Ateb rhwng y llinellau

Symud i'r chwith

Datblygiad

Os yw'r 2 rhif yn adio i wneud mwy nag 10 mae'r degau yn mynd o dan y degau yn symud i'r chwith

Adio y degau i'r rhifau sydd yn y golofn yno

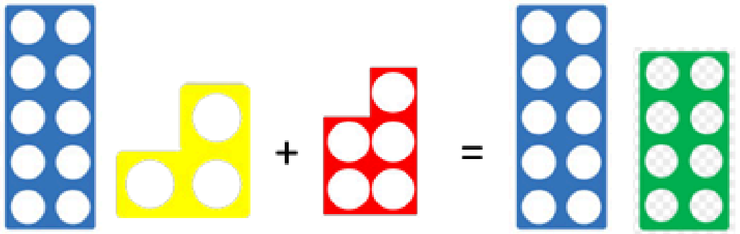


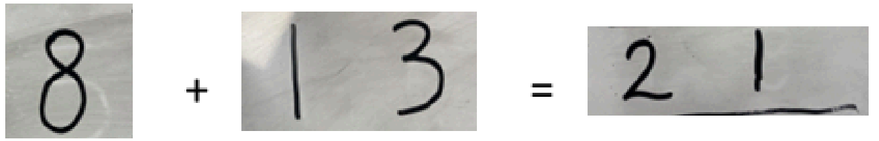

Dechrau o'r dde

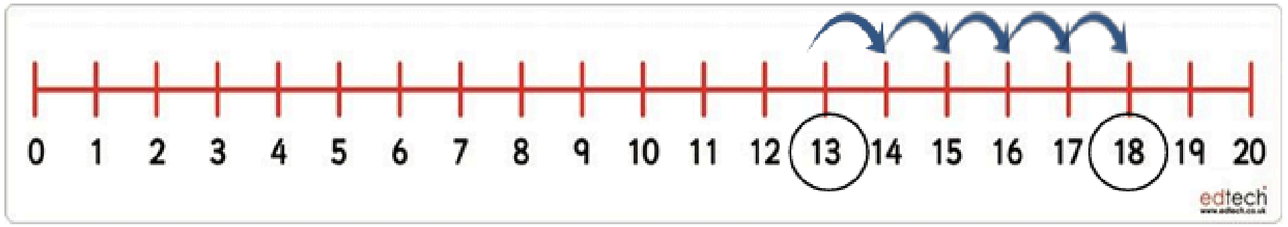
Adio ar i'w lawr

Ateb rhwng y llinellau

Symud i'r chwith





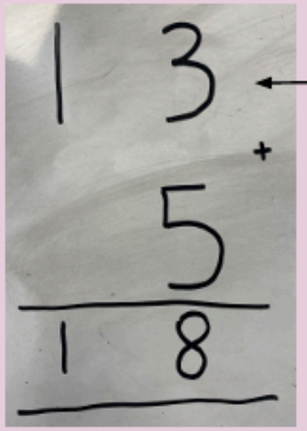




Adio'r degau

Cyfrif ymlaen (adio'r unedau)

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

# 2 digit + 1 digit




Start on right

Add downwards

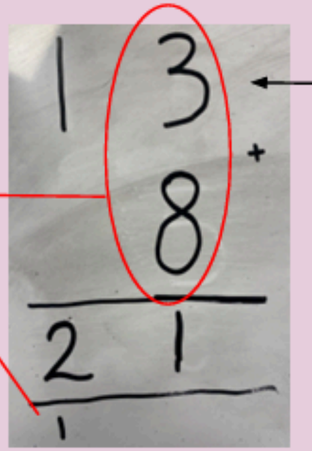
Answer between lines

Move to left

Progression

If 2 numbers add to more than 10 the tens go below the tens moving to the left.

Add the tens to the numbers in that column

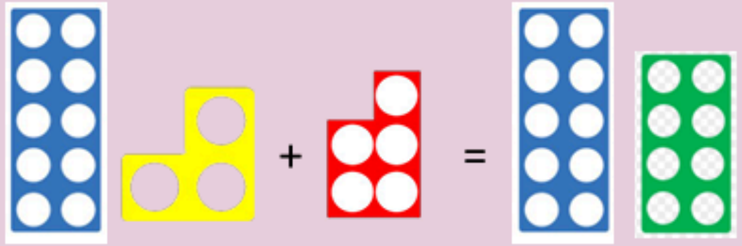


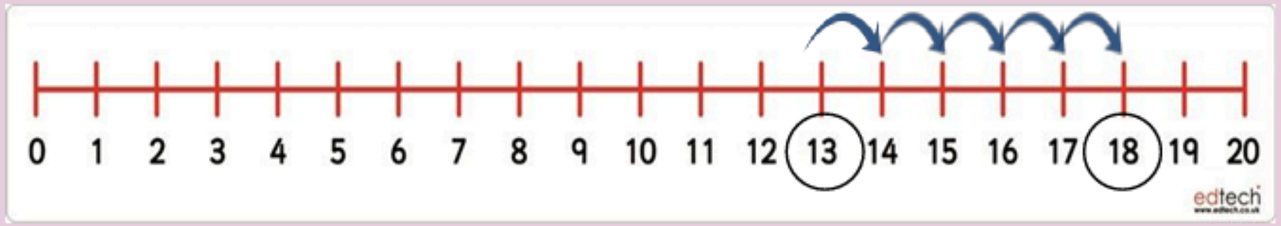

Start on right

Add downwards

Answer between lines

Move to left

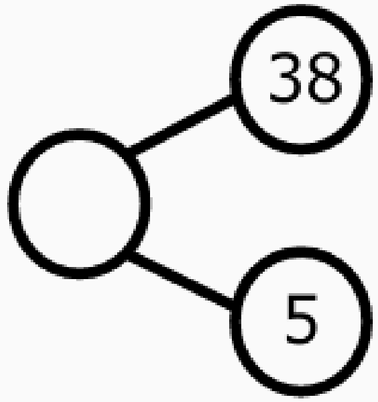


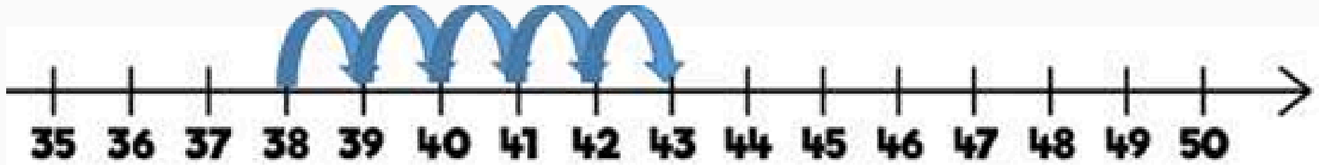



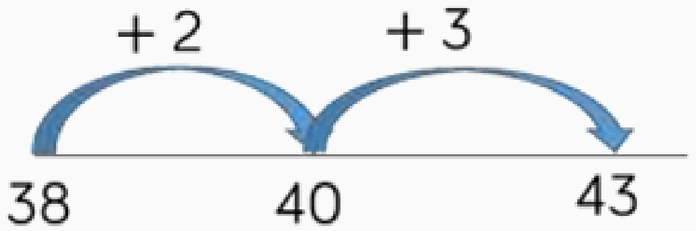

Add tens

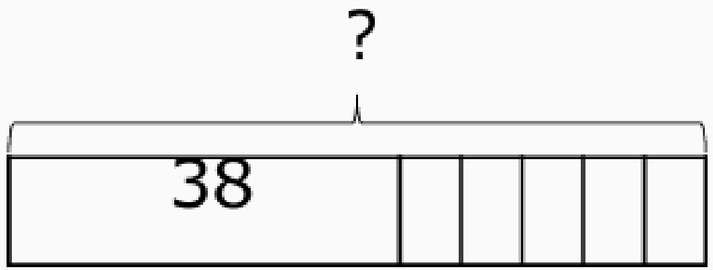
Count forwards (add units)

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

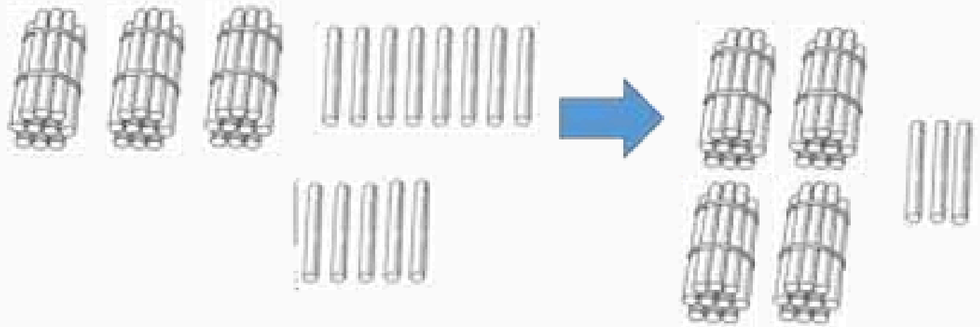


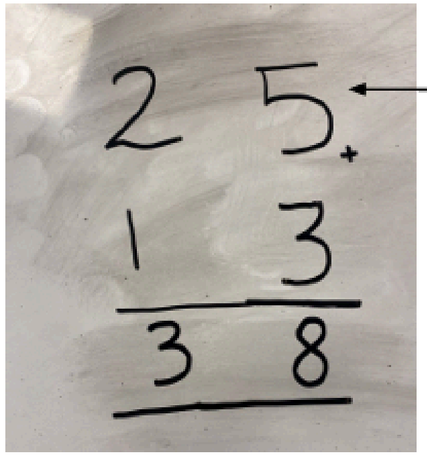




**38 + 5 = 43**



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

# 2 digid + 2 digid




Dechrau o'r dde

Adio ar i lawr

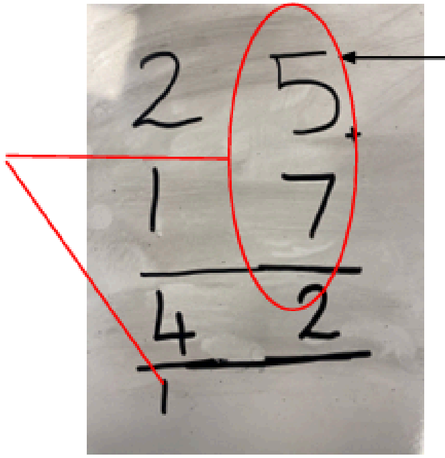
Ateb rhwng y llinellau

Symud i'r chwith

Datblygiad

Os yw'r 2 rif yn adio i wneud mwy na 10 mae'r unedau yn mynd o danodd a'r degau yn symud i'r chwith

Adio y degau i'r rhifau sydd yn y golofn yno




Dechrau o'r dde

Adio ar i'w lawr

Ateb rhwng y llinellau

Symud i'r chwith

Adio'r degau

Cyfrif ymlaen (adio'r unedau)

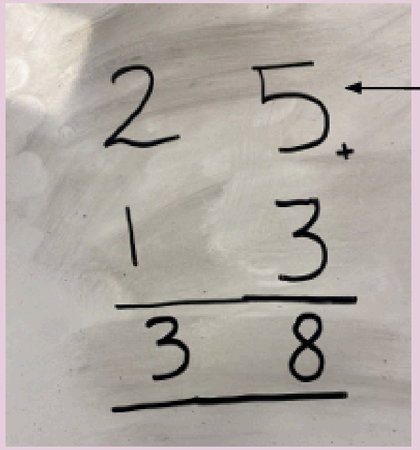
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52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

Adio'r degau

Cyfrif ymlaen (adio'r unedau)

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

# 2 digit + 2 digit




Start on right

Add downwards

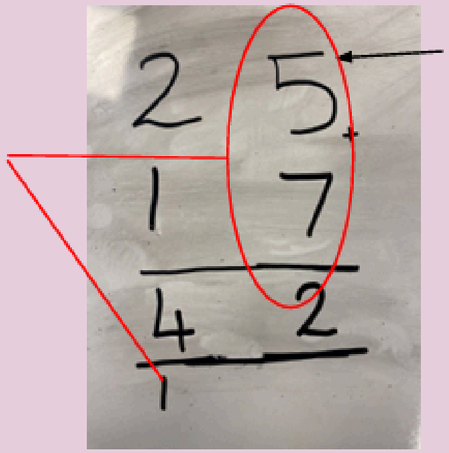
Answer between lines

Move to left

Progression

If the 2 numbers add to more than 10 the units go under and the tens move to the left.

Add the tens to the numbers in that column




Start on right

Add downwards

Answer between lines

Move to left

Add tens

Count forwards (add the units)

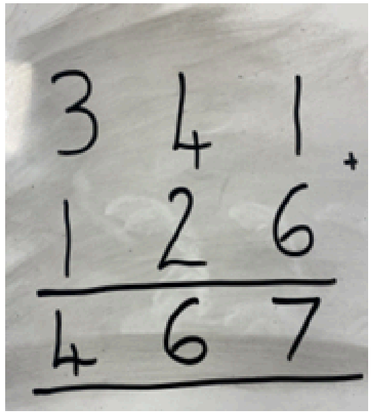
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52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

Add tens

Count forwards (add the units)

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

# 3 digid + 3 digid




Dechrau o'r dde

Adio ar i lawr

Ateb rhwng y llinellau

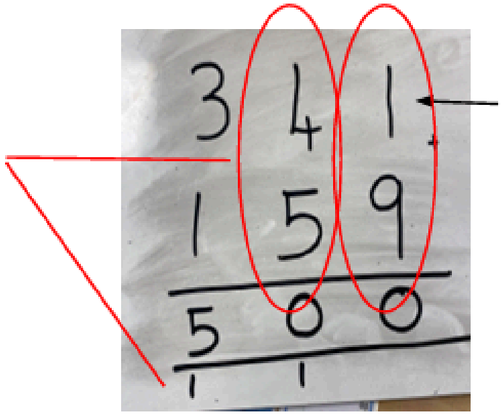
Symud i'r chwith

Datblygiad

Os yw'r 2 rhif yn adio i wneud mwy nag 10 mae'r unedau yn mynd o danodd a'r degau yn symud i'r chwith

Adio y degau i'r rhifau sydd yn y colofn yno

Parhau i wneud hyn Os mae'r colofn nesaf hefyd yn fwy nag 10



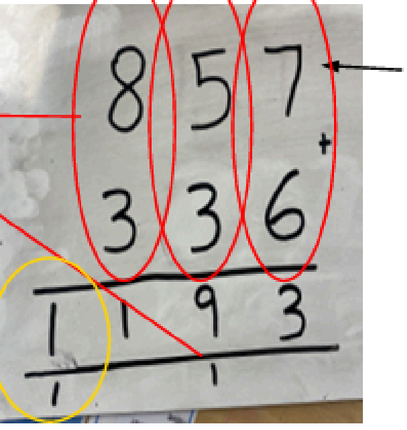

Dechrau o'r dde

Adio ar i lawr

Ateb rhwng y llinellau

Symud i'r chwith

Datblygiad




Dechrau o'r dde

Adio ar i'w lawr

Ateb rhwng y llinellau

Symud i'r chwith

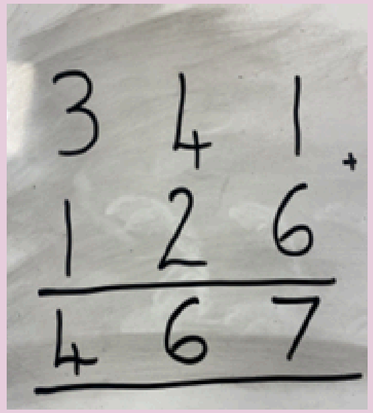
Adio'r degau i'r rhifau sydd yn y colofn yno

Parhau i wneud hyn Os mae'r colofn nesaf hefyd yn fwy nag 10

Os nad oes rhif arall yn y golofn gwthiwch y rhif o dan i fyny

Os ydych yn adio rhifau gyda fwy o ddigidau, dilynwch union yr un camau sydd wedi cael eu amlinellu

# 3 digit + 3 digit




Start on right

Add downwards

Answer between lines

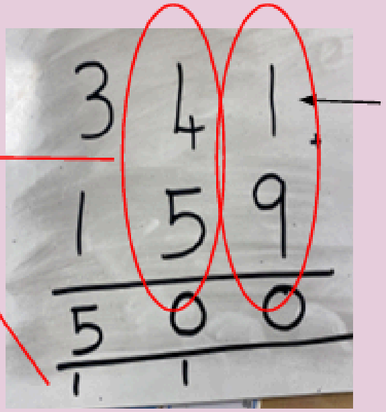
Move to left

Progression

If the 2 numbers add to more than 10 the units go under and tens move to the left.

Add the tens to the numbers in that column.

Continue to do this if the next column is also adding to more than 10




Start on right

Add downwards

Answer between lines

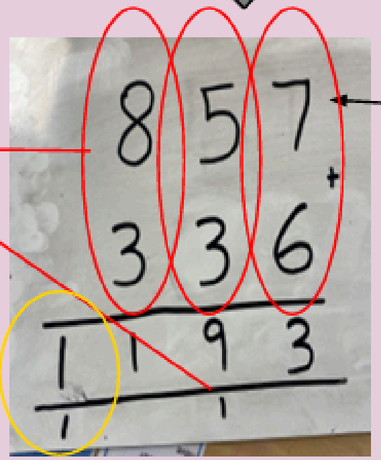
Move to left

Progression

Add the tens to the numbers in that column

Continue to do this if the next column is also more than 10

Ir there is no other number in the column push the number underneath upwards.




Start on right

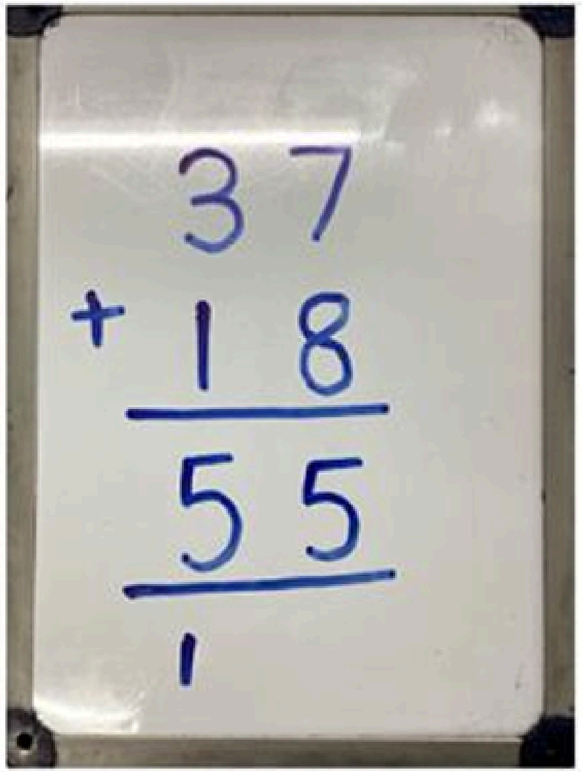
Add downwards

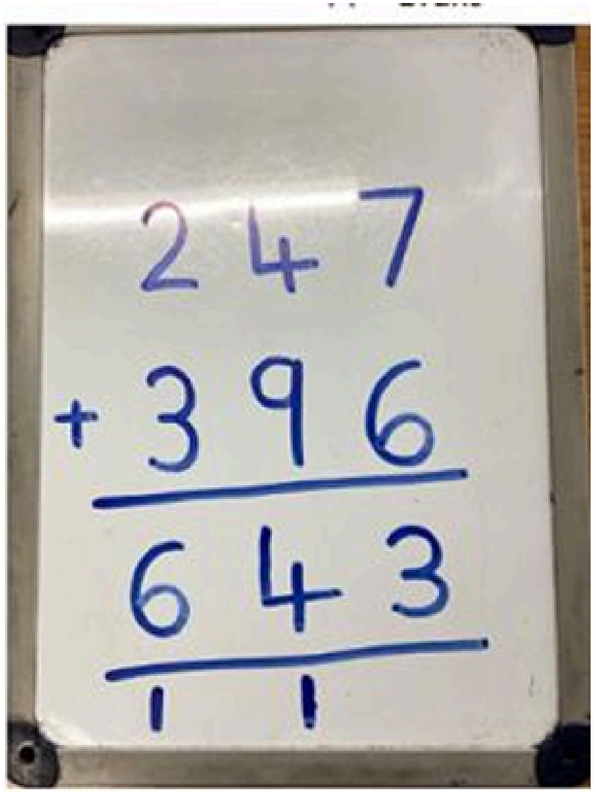
Answer between lines

Move to left

If you are adding numbers with more digits, follow the exact same steps.

# Esiamplau Adio/Adding Examples



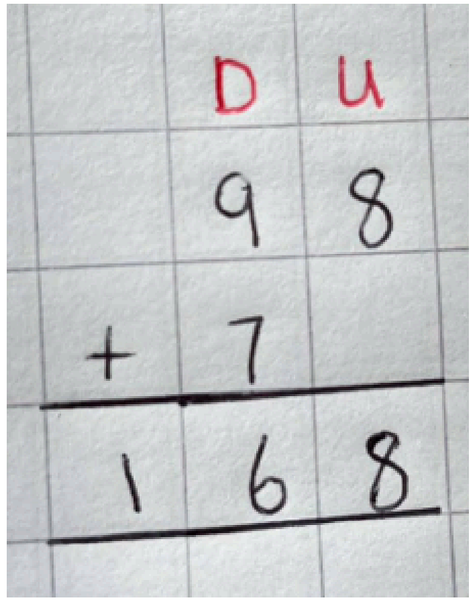



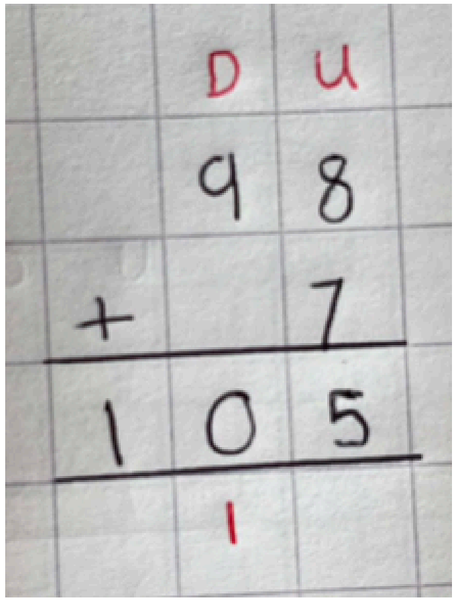


# Adio gydag unedau amrywiol

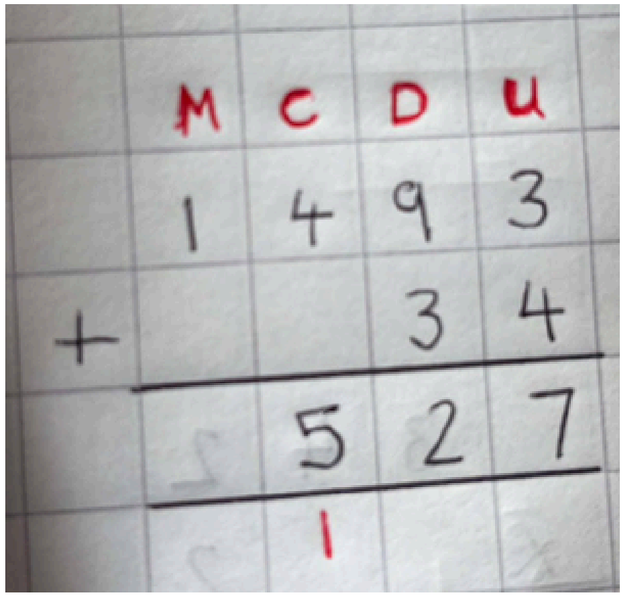
Wrth adio rhifau sydd â gwahanol unedau, mae'n bwysig ein bod yn eu gosod o fewn y colofnau unedau cywir. Fel arall, gall yr uned 7 gael ei adio fel 70 ar ddamwain fel y gweler isod.

98 + 7 =



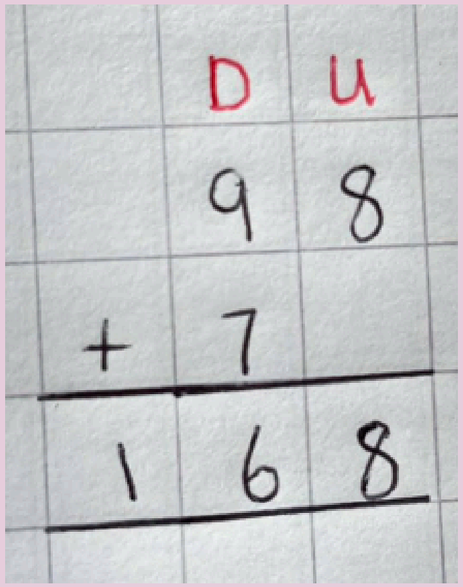

Datblygiad

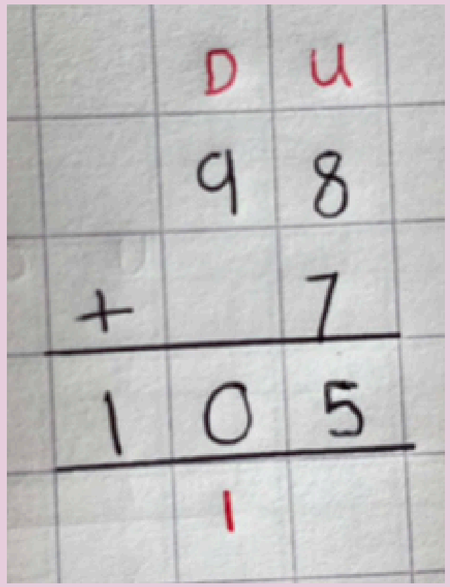



# Adding with various units

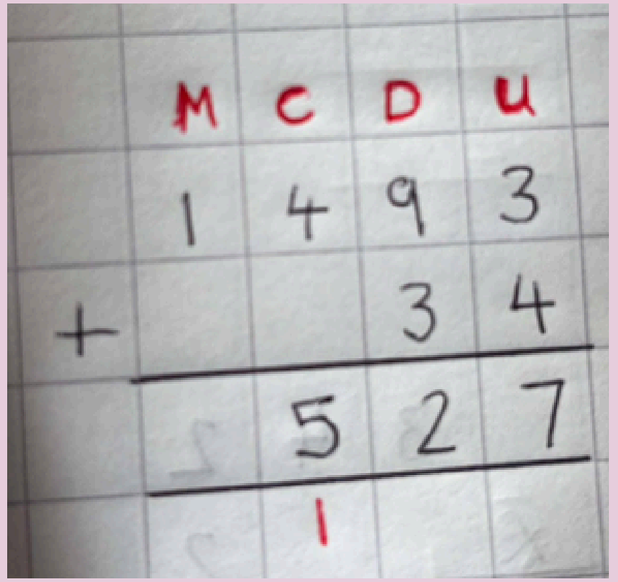
When adding with numbers with different units, it's important that we place them in the correct columns.  Otherwise the unit 7 could be added as 70 by mistake as shown below.

98 + 7 =

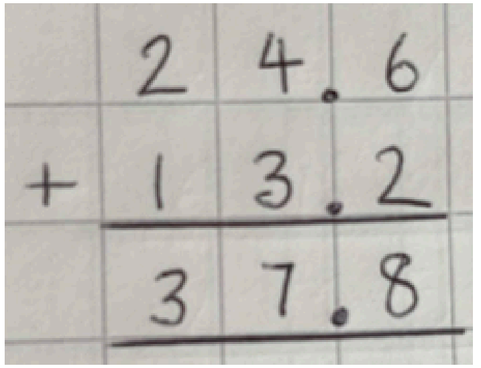



Progression



# Adio gyda phwynt degol




Dechrau o'r dde

Adio ar i lawr

Ateb rhwng y llinellau

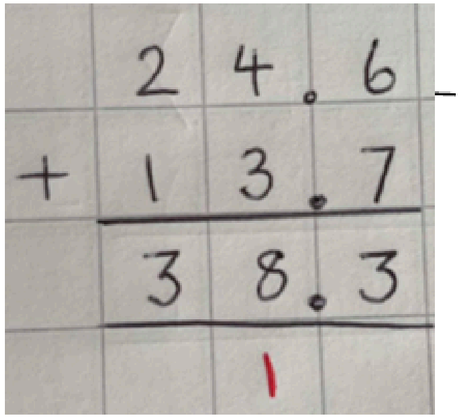
Symud i'r chwith

Datblygiad

Os yw'r 2 rhif yn adio i wneud mwy nag 10 mae'r unedau yn mynd o danodd a'r degau yn symud i'r golofn nesaf (o dan y linell)

Adio y degau i'r rhifau sydd yn y colofn yno

Parhau i wneud hyn Os mae'r colofn nesaf hefyd yn fwy nag 10




Dechrau o'r dde

Adio ar i lawr

Ateb rhwng y llinellau

Symud i'r chwith

Datblygiad

Gosod yr unedau cywir o dan ei gilydd

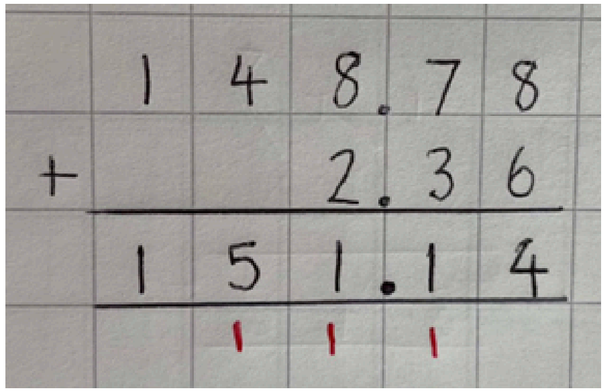
Dechrau o'r dde

Adio ar i lawr

Ateb rhwng y llinellau

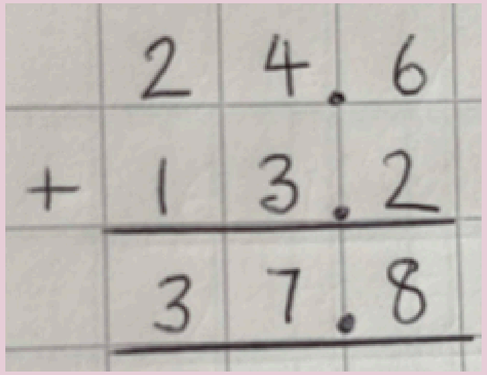
Gosod y pwynt degol yn union o dan y gweddill yn y bwlch ateb

Symud i'r chwith




Os ydych yn adio rhifau gyda fwy o ddigidau, dilynwch union yr un camau sydd wedi cael eu amlinellu.

# Adding with a decimal point




Start on right

Add downwards

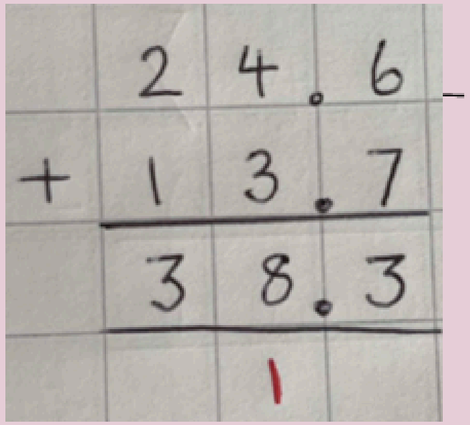
Answer between lines

Move to left

Progression

If the two numbers add to make more than 10 the units then go underneath and the tens move to the next column (under the line). Add the tens to the numbers in that column.

Continue to do this if the next column is also more than 10.




Start on right

Add downwards

Answer between lines

Move to left

Progression

Place the correct units under each other.

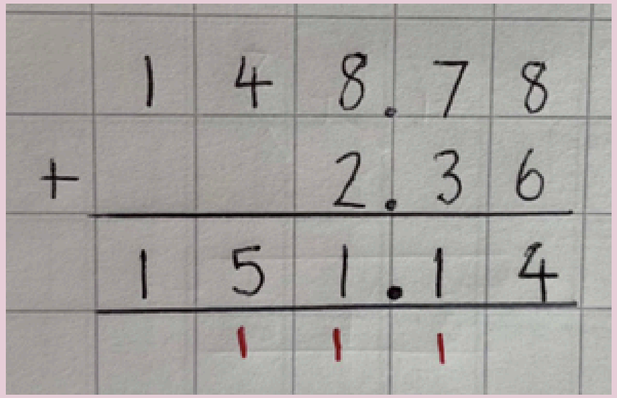
Start on right

Add downwards

Answer between lines

Place the decimal point underneath in between the lines.

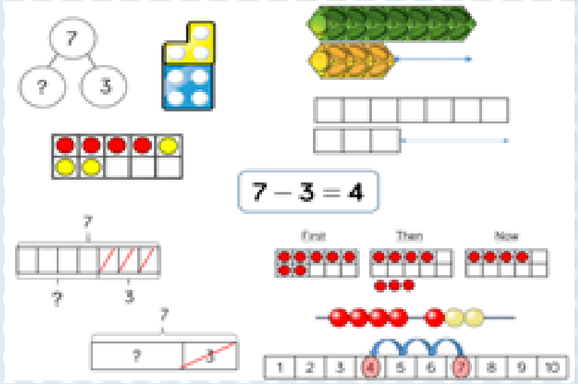
Move to left



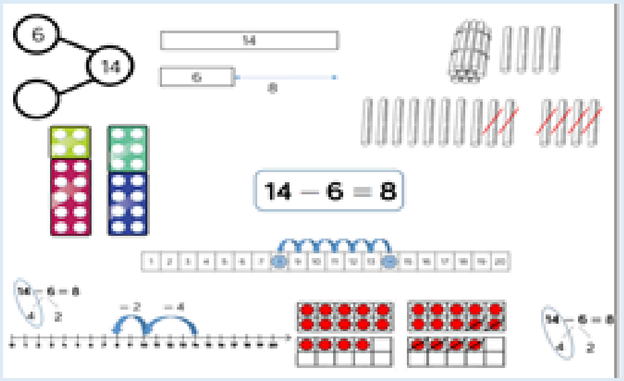

If you are adding numbers with more units, follow the exact same steps.

# Tynnu/ Subtract

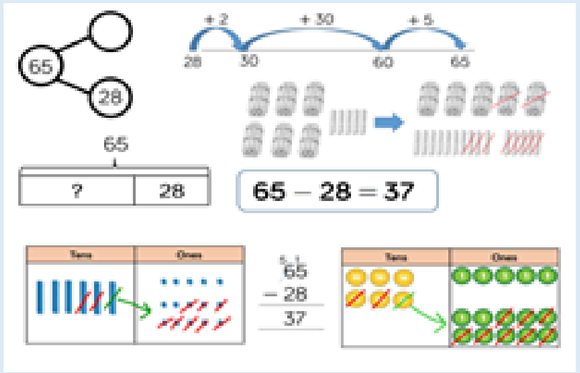

## Sgil - tynnu rhifau 1 digid o fewn 10



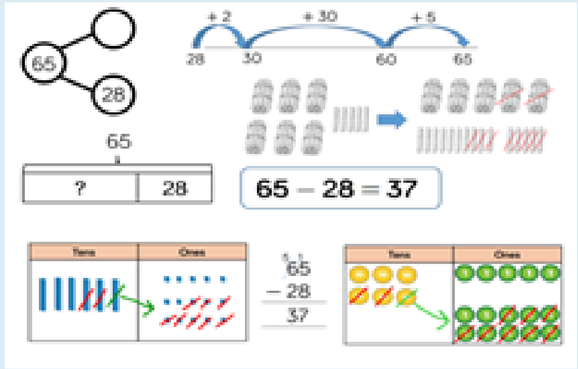

## Sgil - tynnu rhifau 1 a 2 ddigid at 20



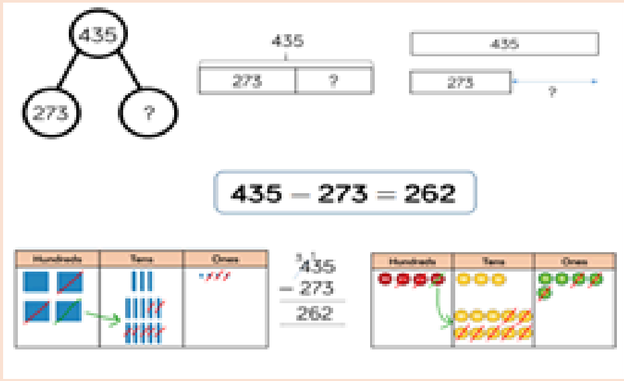

## Sgil - tynnu rhifau 1 a 2 ddigid at 100



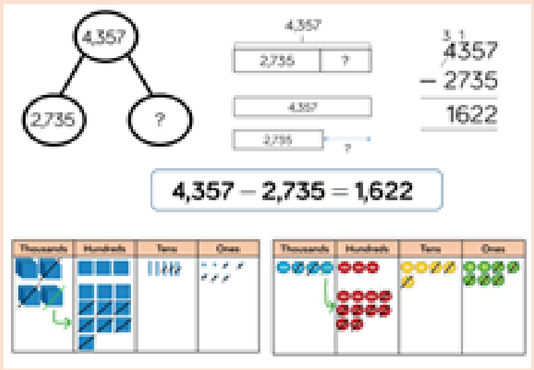

## Sgil - tynnu dau rhif 2 ddigid



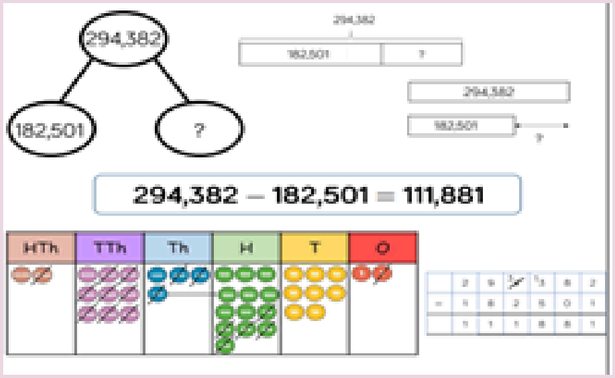

## Sgil - tynnu rhifau gyda hyd at 3 digid



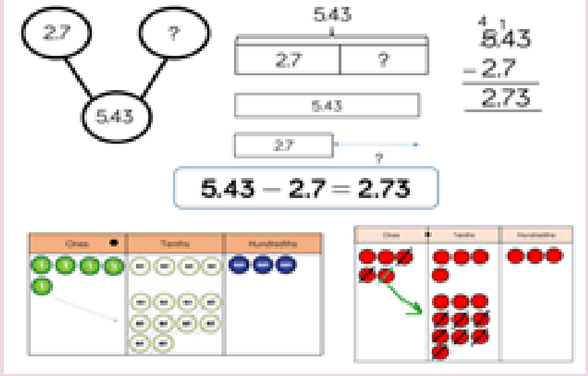

## Sgil - tynnu rhifau gyda hyd at 4 digid




## Sgil - tynnu rhifau gyda mwy na 4 digid




## Sgil - tynnu gyda hyd at 3 pwynt degol



| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Tynnu dau rhif 1 digid at 10 | 1 | Model rhan-gyfan<br>Model bar<br>Siapiau rhif | Llinyn gleiniau (10)<br>Traciau rhif<br>Fframiau deg (o fewn 10) |
| Tynnu rhifau 1 a 2 digid at 20 | 1 | Model rhan-gyfan<br>Model bar<br>Siapiau rhif<br>Llinellau rhif (wedi labelu) | Llinyn gleiniau (20)<br>Traciau rhif<br>Fframiau deg (o fewn 20)<br>Gwellt |
| Tynnu rhifau 1 a 2 digid at 100 | 2 | Model rhan-gyfan<br>Model bar<br>Llinellau rhif (wedi labelu) | Llinyn gleiniau (20)<br>Sgwar 100<br>Gwellt |
| Tynnu dau rhif 2 ddigid | 2 | Model rhan-gyfan<br>Model bar<br>Llinellau rhif (gwag)<br>Adio colofnau | Bas 10<br>Cownteri gwerth lle<br>Gwellt |

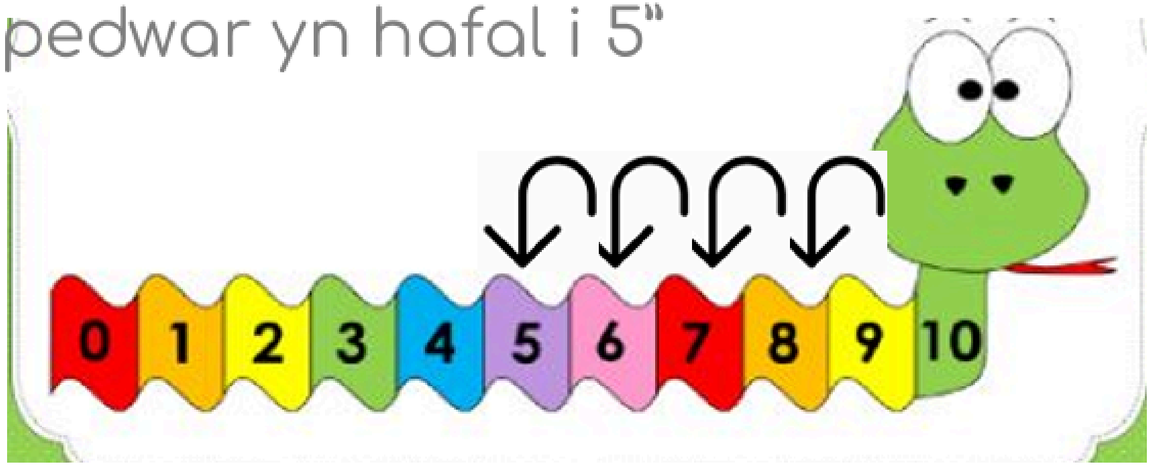
| Skill | Year | Representations and models | |
|---|---|---|---|
| Subtract two 1-digit numbers to 10 | 1 | Part-whole model<br>Bar model<br>Number shapes | Ten frames (within 10)<br>Bead strings (10)<br>Number tracks |
| Subtract 1 and 2-digit numbers to 20 | 1 | Part-whole model<br>Bar model<br>Number shapes<br>Ten frames (within 20) | Bead string (20)<br>Number tracks<br>Number lines (labelled)<br>Straws |
| Subtract 1 and 2-digit numbers to 100 | 2 | Part-whole model<br>Bar model<br>Number lines (labelled) | Number lines (blank)<br>Straws<br>Hundred square |
| Subtract two 2-digit numbers | 2 | Part-whole model<br>Bar model<br>Number lines (blank)<br>Straws | Base 10<br>Place value counters |

| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Tynnu gyda hyd at 3 digid | 3 | Model rhan-gyfan<br>Model bar<br>Bas 10 | Cownteri gwerth lle<br>Adio colofnau |
| Tynnu gyda hyd at 4 digid | 4 | Model rhan-gyfan<br>Model bar<br>Bas 10 | Cownteri gwerth lle<br>Adio colofnau |
| Tynnu gyda mwy na 4 digid | 5 | Model rhan-gyfan<br>Model bar | Cownteri gwerth lle<br>Adio colofnau |
| Tynnu gyda hyd at 3 pwynt degol | 5 | Model rhan-gyfan<br>Model bar | Cownteri gwerth lle<br>Adio colofnau |

| Skill | Year | Representations and models | |
|---|---|---|---|
| Subtract with up to 3-digits | 3 | Part-whole model<br>Bar model | Base 10<br>Place value counters<br>Column subtraction |
| Subtract with up to 4-digits | 4 | Part-whole model<br>Bar model | Base 10<br>Place value counters<br>Column subtraction |
| Subtract with more than 4 digits | 5 | Part-whole model<br>Bar model | Place value counters<br>Column subtraction |
| Subtract with up to 3 decimal places | 5 | Part-whole model<br>Bar model | Place value counters<br>Column subtraction |

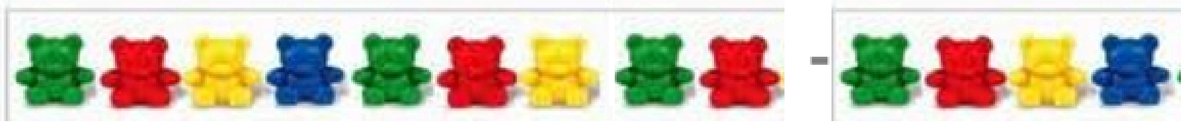
# 1 digid - 1 digid

"Naw tynnu pedwar yn hafal i 5"

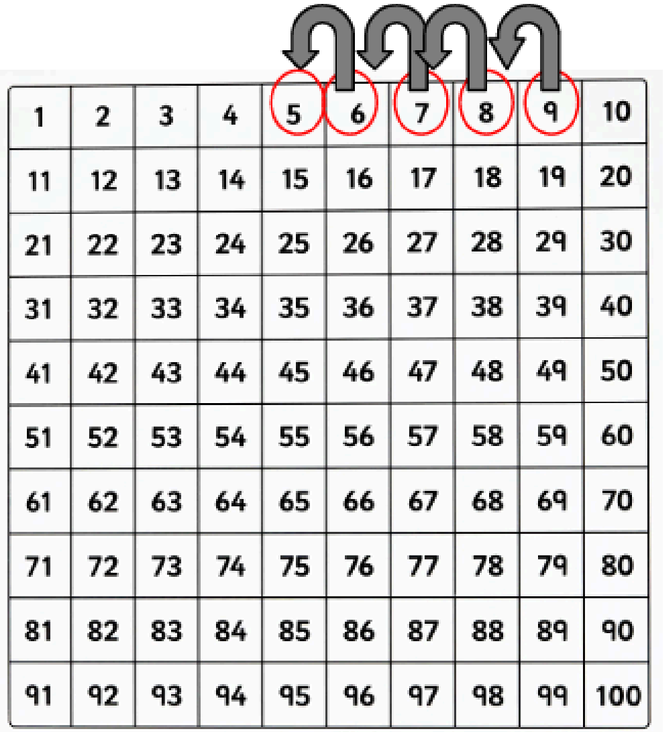



$$9 - 4 = 5$$

Cyfrif 9 gwrthrych, gofyn i'r plentyn tynnu 4.
Cyfrif faint o wrthrychau sydd ar ol.

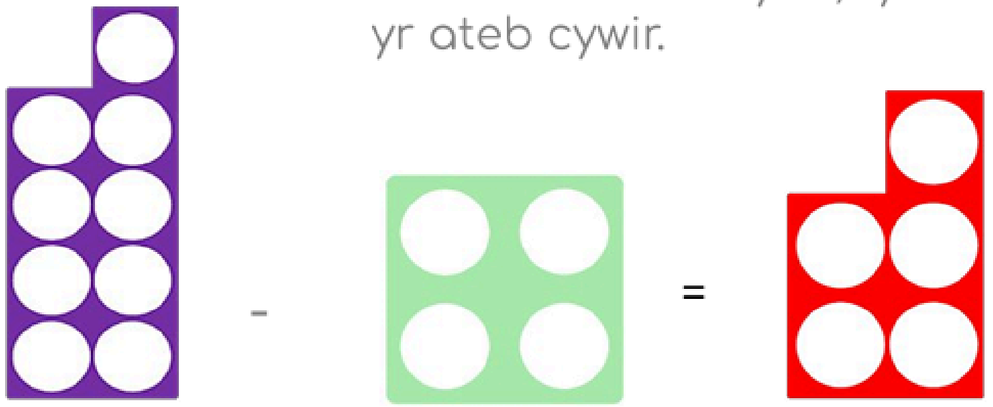


Neidio yn ol un rhif ar y tro



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

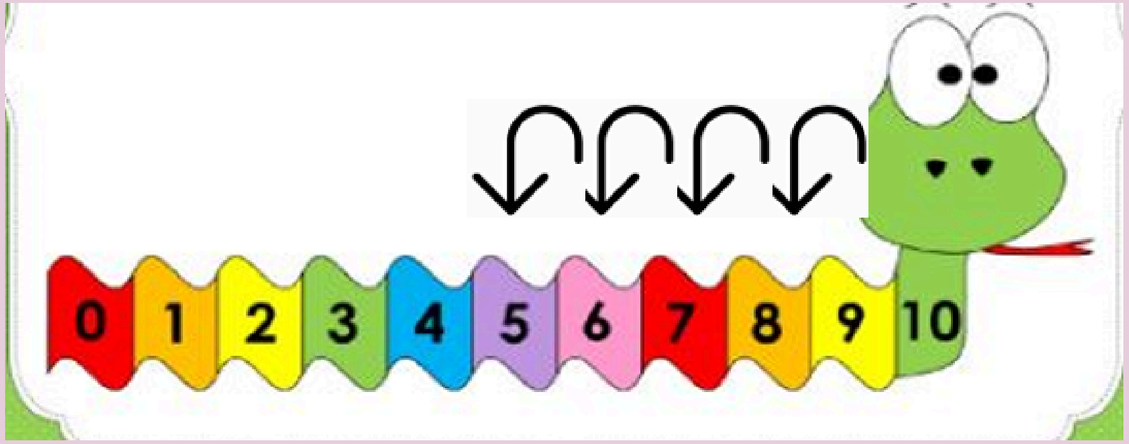
Dewis numicon cywir, tynnu un o'r llall i gael yr ateb cywir.



# 1 digit - 1 digit

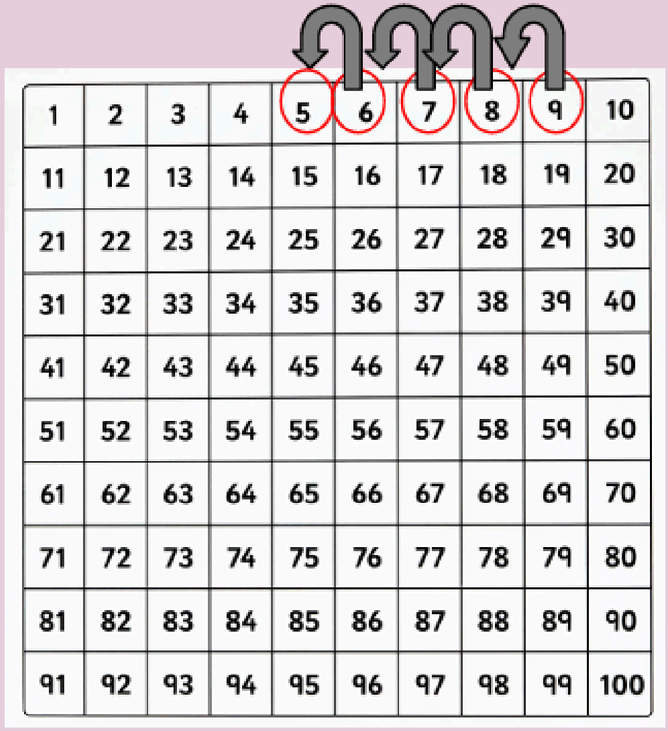
"Nine take away four equals to five"

$$9 - 4 = 5$$



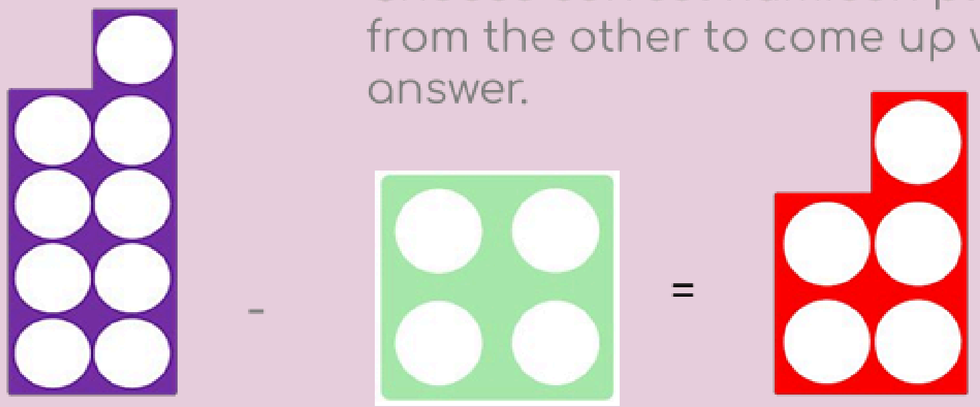

Count 9 objects, take away 4 and count how many are left.

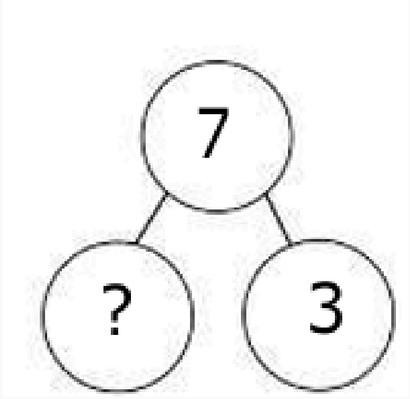
Jump backwards one at a time

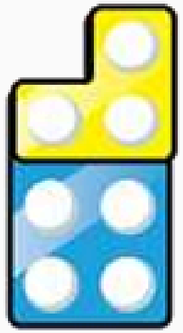


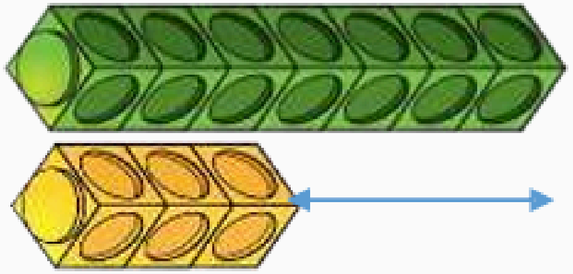
| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48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

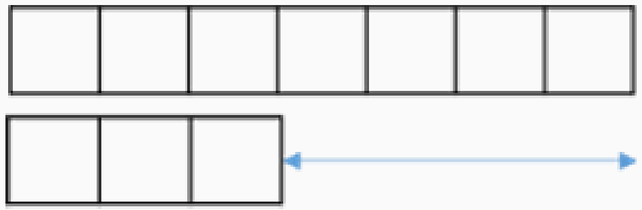
Choose correct numicon plates, take one from the other to come up with the correct answer.

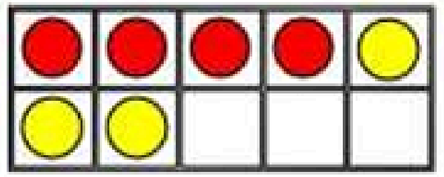




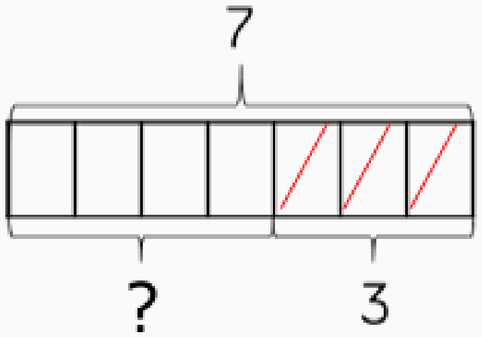



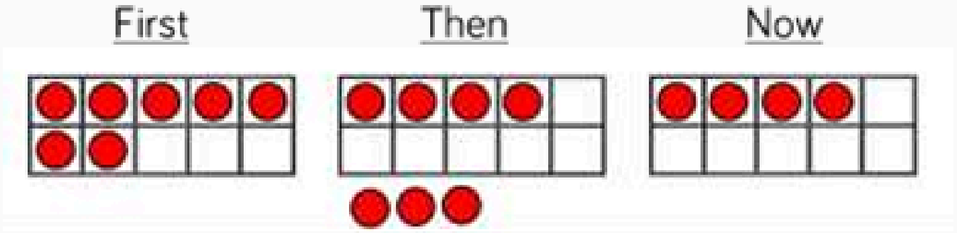


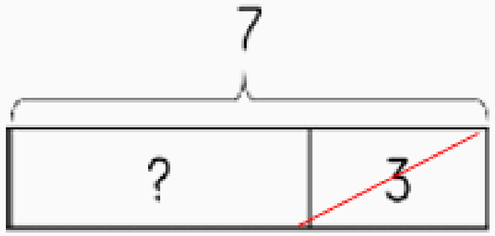


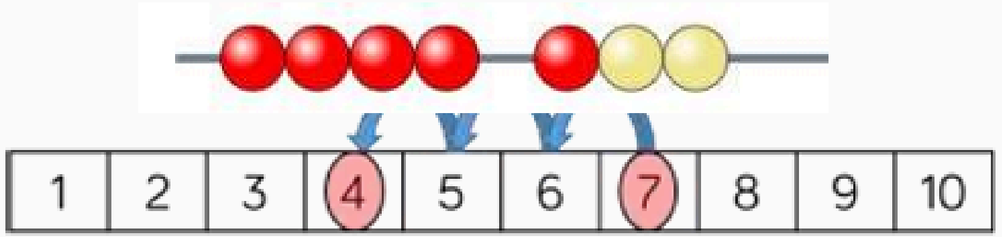


$$7 - 3 = 4$$

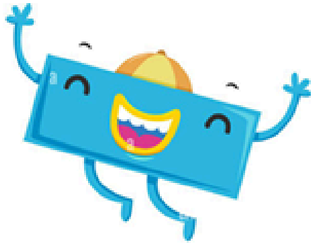


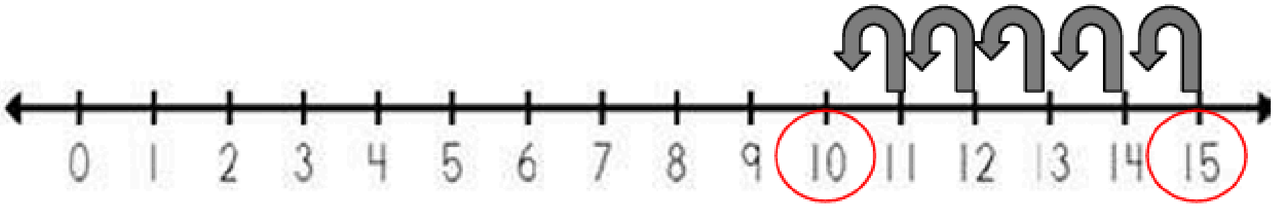
# 2 digid - 1 digid



"Un deg pump tynnu pump yn hafal i ddeg"

15 - 5 = 10

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




15 yn y pen a cyfri nôl 5

Llinell rif / Sgwar 100
Cyfrif yn ol un rhif ar y tro

# 2 digit - 1 digit

"Fifteen minus five equals ten"

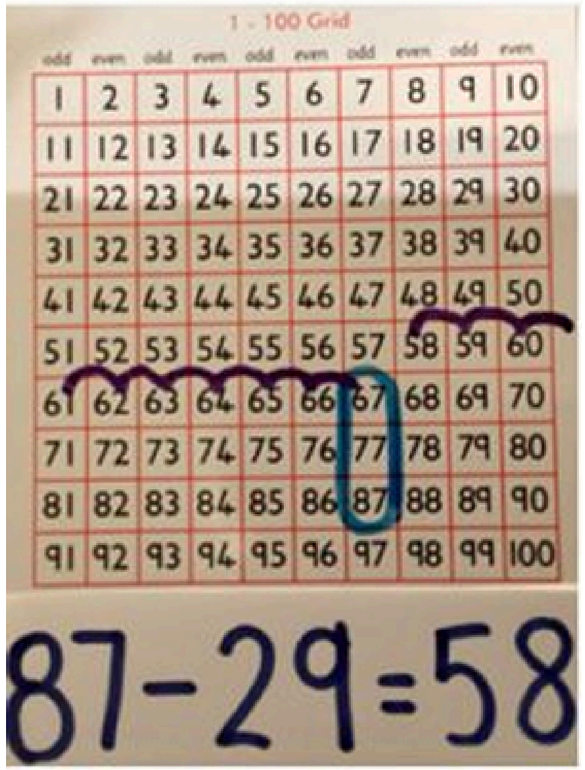
15 - 5 = 10

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


15 in your head and
count back 5

Number line/Hundred sauare
Count back one number at a time

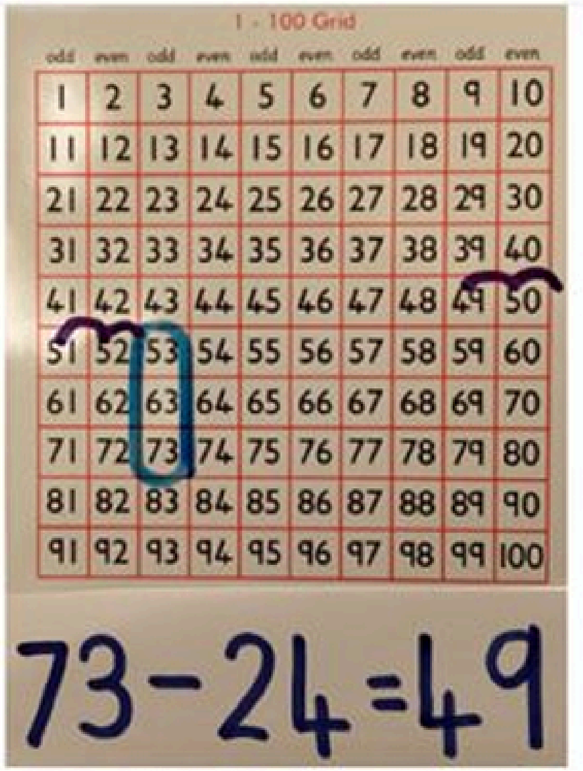
# Tynnu Gyda Sgwar 100 a/neu yn eich pen

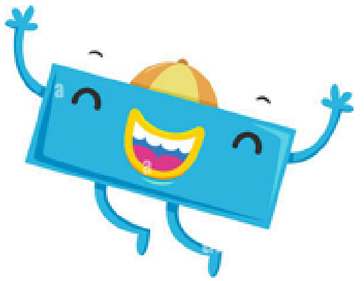



Ffeindio'r rhif cyntaf.

Tynnu'r degau gyntaf.

Cyfri nôl yr unedau un ar y tro.



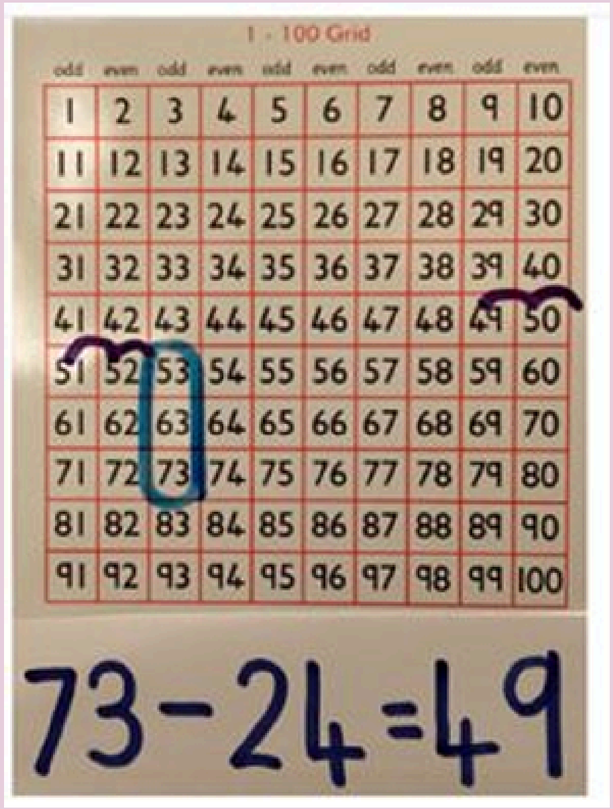
87 - 21 = 87 yn eich pen, tynnu degau gyntaf 87-20 =67 yna tynnu'r unedau 67-1 =66

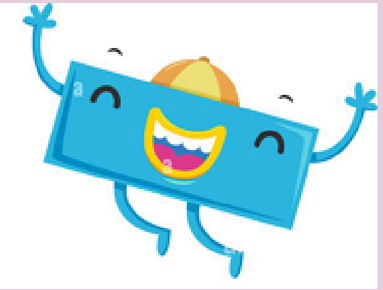
# Tynnu Gyda Sgwar 100 or/and in your head

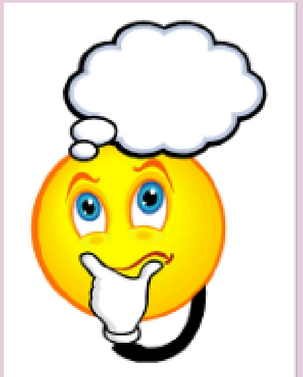

Find the first number.

Take away the tens first.

Count back the units.

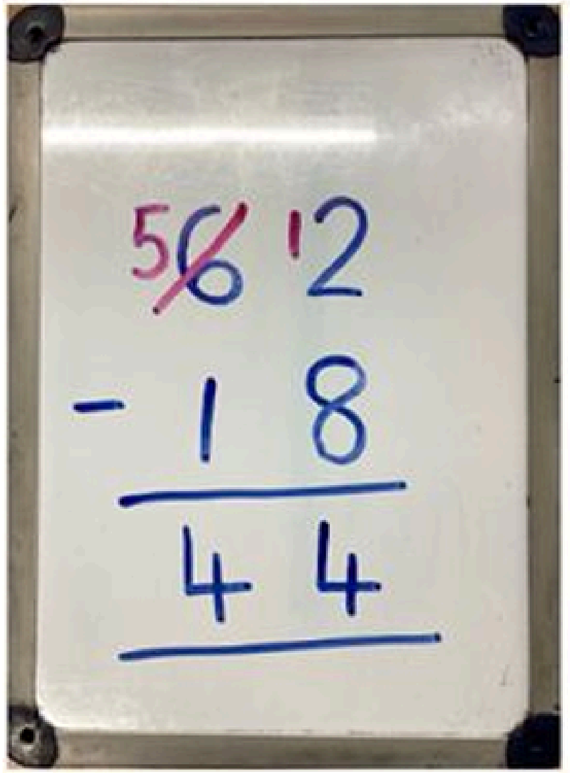




87 - 21 = 87 in your head, take away the tens first 87 - 20 =67 then take away the units 67 - 1 =66

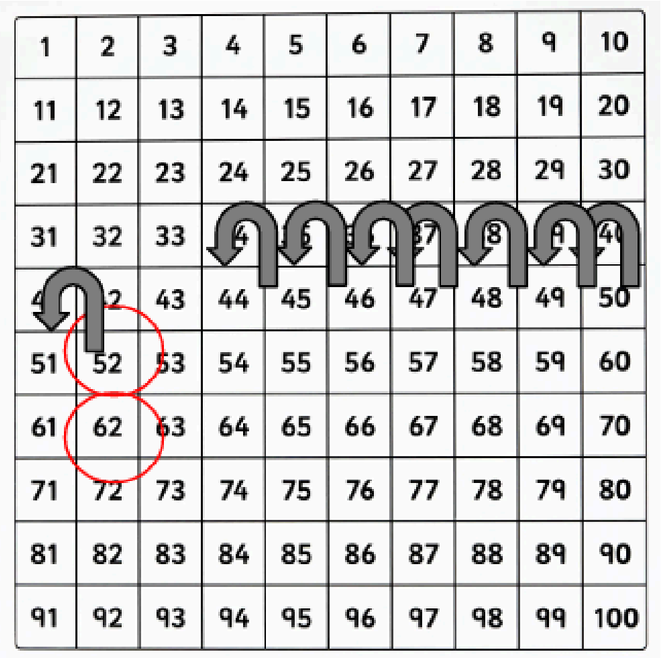
# 2 digid - 2 digid



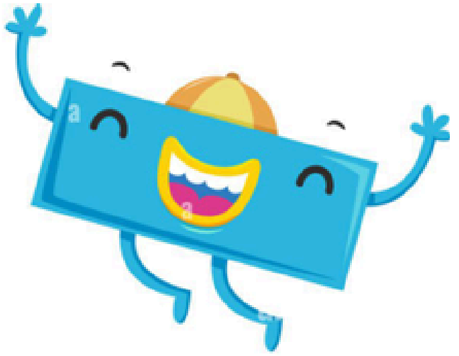

Cychwyn ar y dde.

Os yw'r uned yn llai ar y top nac ar y gwaelod, benthyg 'deg' o'r degau.

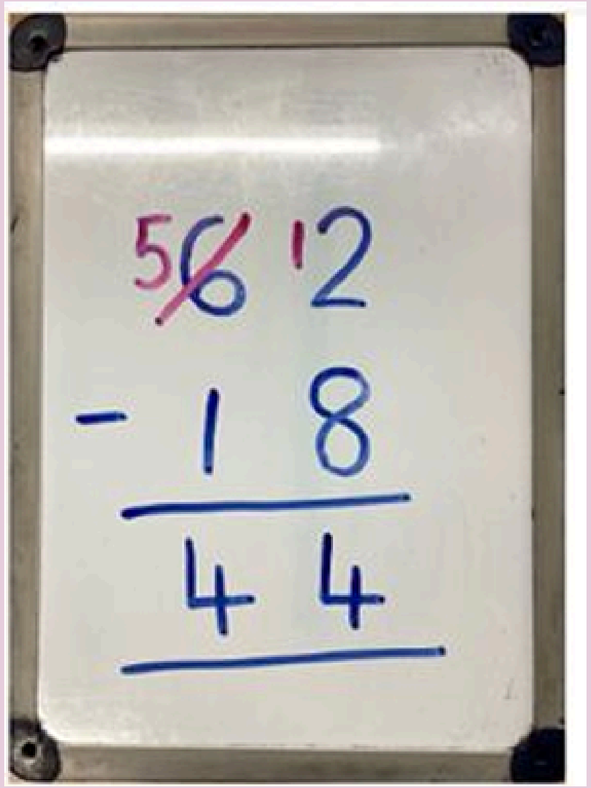
Dangos hyn fel yn y diagram.




Neu defnyddio sgwar cant. Tynnu degau gyntaf yna yr unedau.



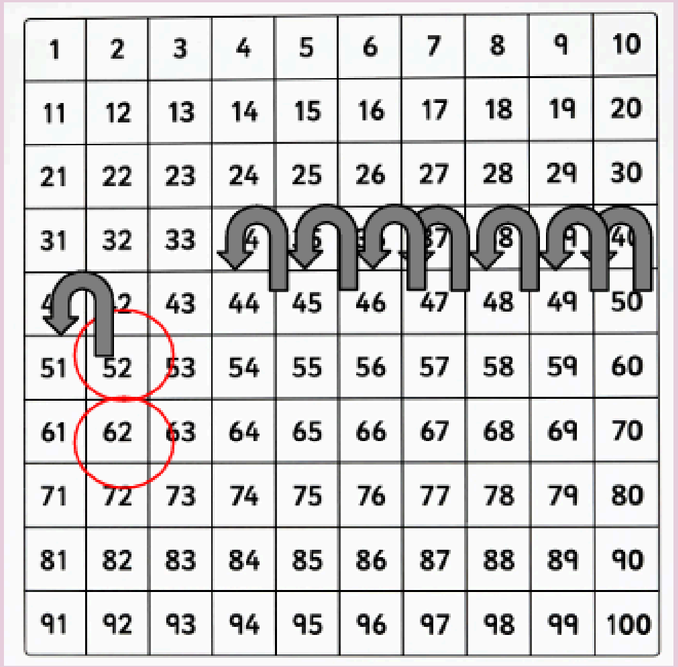
# 2 digit - 2 digit



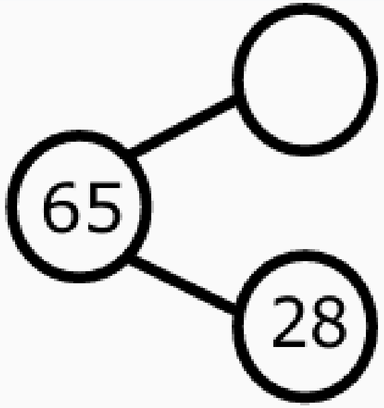

Start on the right..

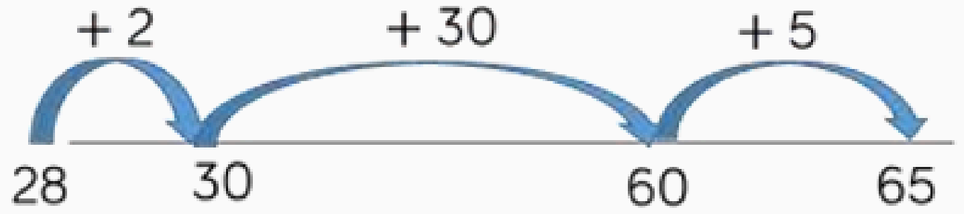
If the unit is less on top than the bottom. ‘Borrow’ from the tens.

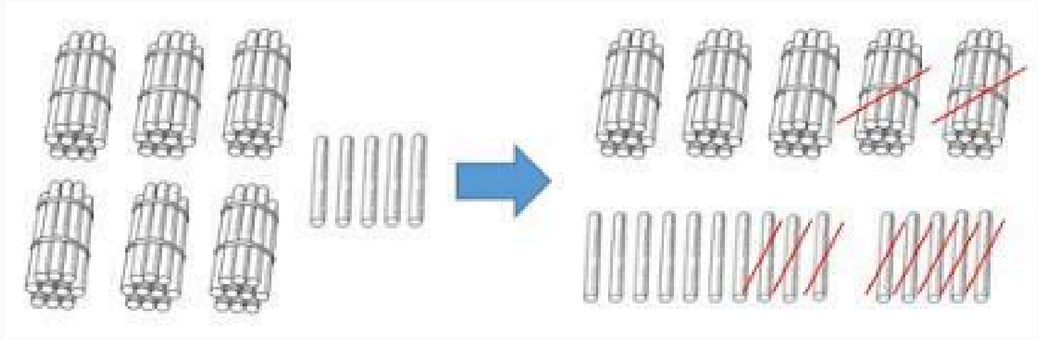
Show this as the diagram shows.

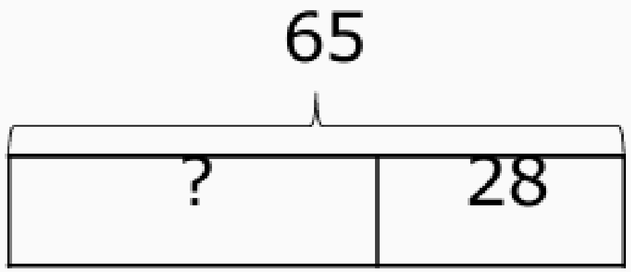



Or use a hundred square. Take away the tens first then the units.

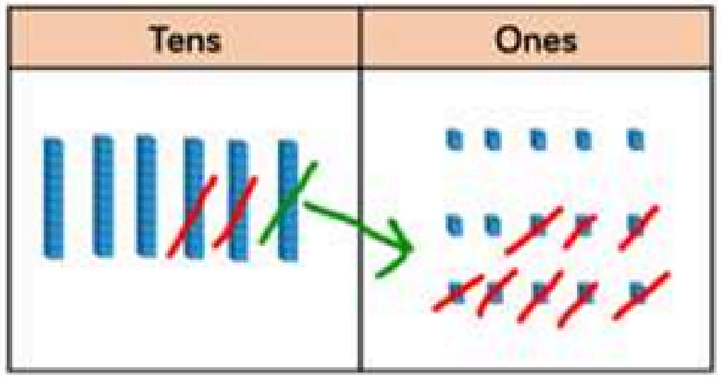


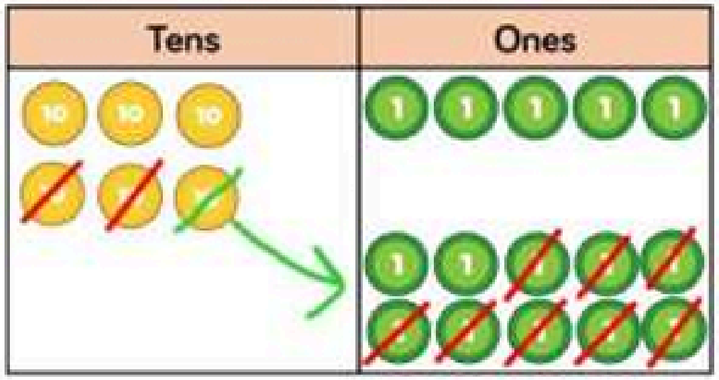





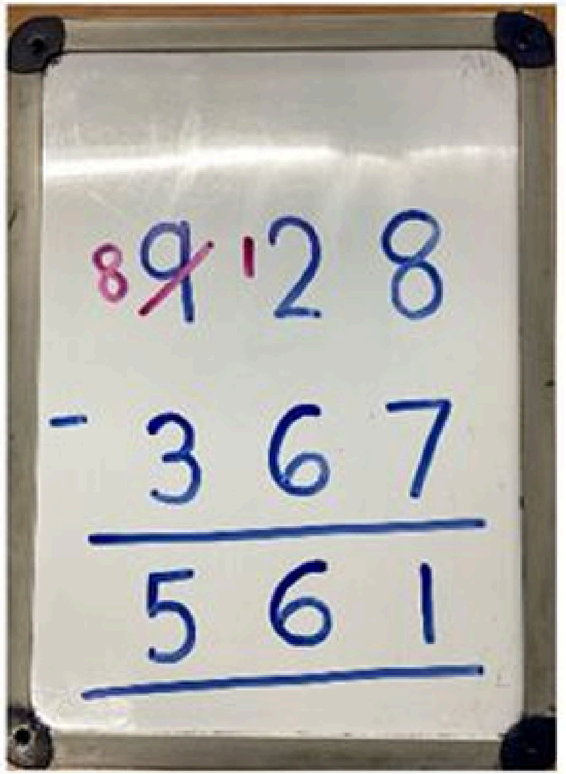

**65 — 28 = 37**




$$\begin{array}{r} {}^{5}\not{6}\,{}^{1}\not{5} \\ -\ 28 \\ \hline 37 \end{array}$$



# 3 digid - 2 digid

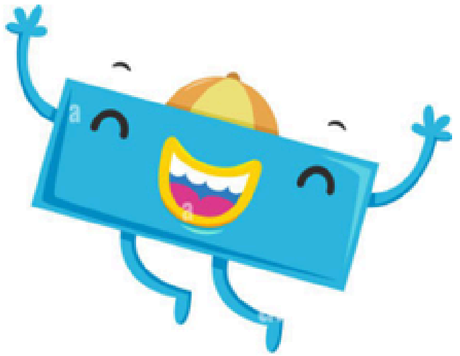



Cychwyn ar y dde.

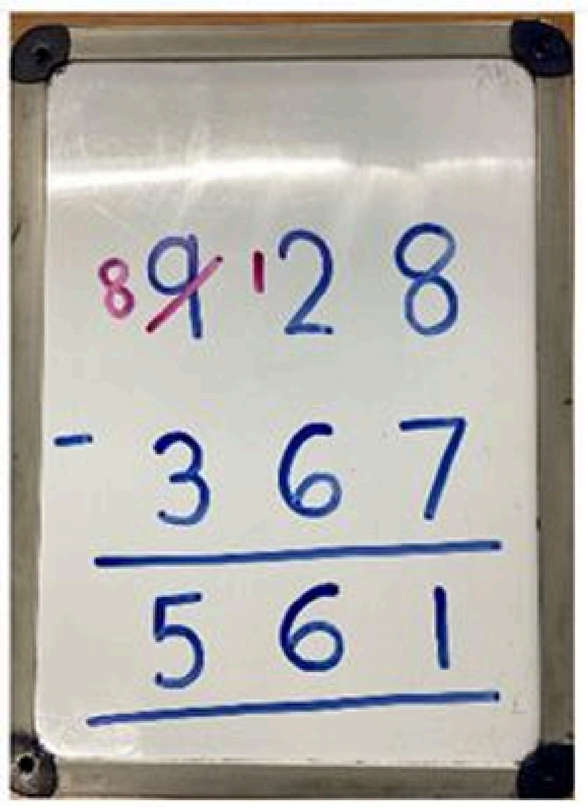
Os yw'r uned yn llai ar y top nac ar y gwaelod, benthyg 'deg' o'r degau.

Ceir wneud hyn mwy nag unwaith.

Dangos hyn fel yn y diagram.



# 3 digid - 2 digid



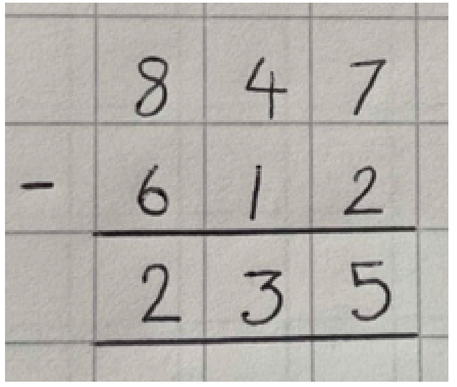

Start on the right..

If the unit is less on top than the bottom. ‘Borrow’ from the tens.

You can do this more than once.

Show this as the diagram shows.

# 3 digid - 3 digid




Sicrhau fod y rhif mwyaf ar y linell uchaf

Dechrau o'r dde

Tynnu'r rhif gwylod i ffwrdd o'r rhif top

Ateb rhwng y llinellau

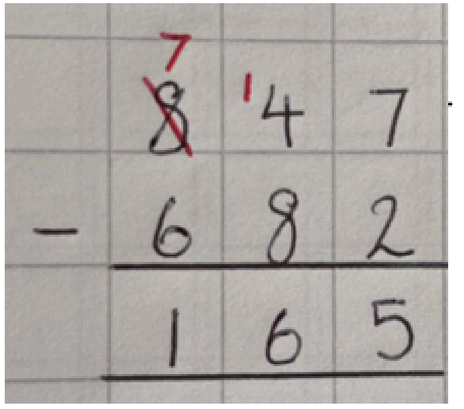
Symud i'r chwith

Datblygiad

Os yw'r rhif top yn llai na'r rhif ar y gwylod; bydd angen 'menthyg' gan y rhif drws nesaf i'r chwith..

Felly bydd y rhif 'drws nesaf' yn newid i fod un digid yn llai.

Yna, bydd y rhif sydd wedi'w 'fenthyg' yn gweithredu fel 'deg' ar gyfer y rhif sydd ei angen.




Rhif mwyaf ar y linell uchaf

Dechrau o'r dde

Tynnu'r rhif gwylod i ffwrdd o'r rhif uchaf

Ateb rhwng y llinellau

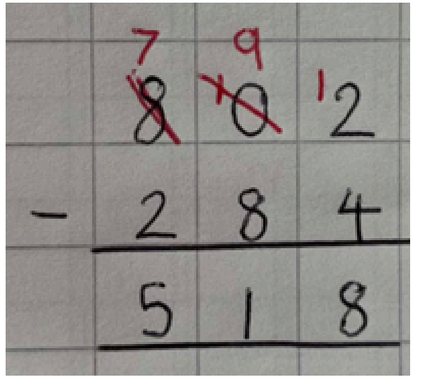
Symud i'r chwith

Datblygiad

Os ydych yn tynnu rhifau gyda fwy o ddigidau, dilynwch union yr un camau sydd wedi cael eu amlinellu

Os mae llawer o'r rhifau uchaf yn llai na'r gwylod, bydd rhaid 'menthyg' gan y digidau ar y chwith tan y cawn lwyddiant.

Mae pob 'menthyciad' yn dilyn yr un broses.




Rhif mwyaf ar y linell uchaf

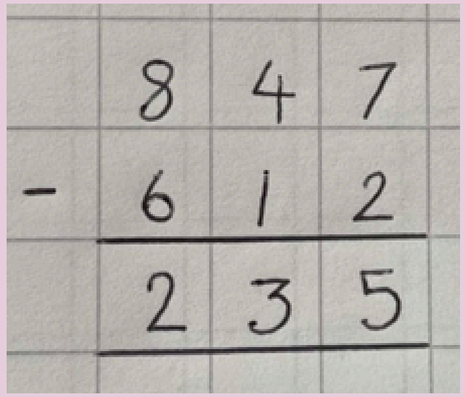
Dechrau o'r dde

Tynnu'r rhif gwylod i ffwrdd o'r rhif uchaf

Ateb rhwng y llinellau

Symud i'r chwith

# 3 digit - 3 digit




Ensure the highest number is on the highest line.

Start on the right.

Take away the bottom number away from the top.

Answer between the lines.

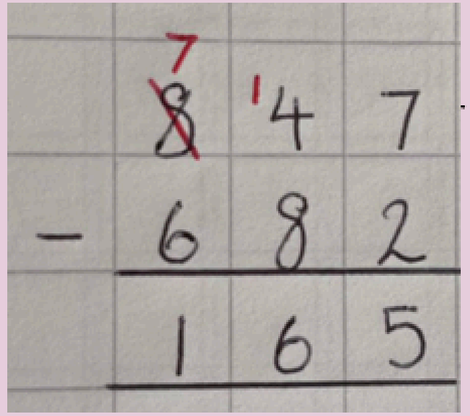
Move to the left.

Progression

If the number on top is less than the number on the bottom you will need to borrow from the number next to it on the left.

So the number next door will change to be one less.

Then the number 'borrowed' will act like a ten for the number that needs it.




Ensure the highest numb is on the highest line.

Start on the right.

Take away th bottom numb away from th top.

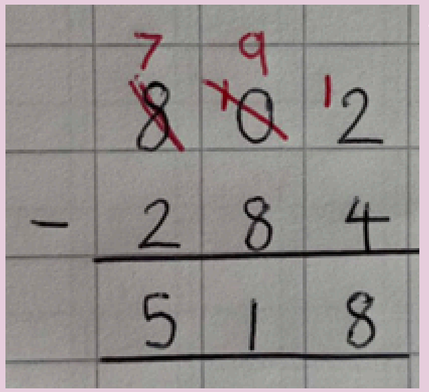
Answer betwe the lines.

Move to the l

Progression

If many of the top numbers are less than the bottom numbers you will need to 'borrow' from the digits on the left until it works out.

Every 'borrowing' follows the same process.




Ensure the highest number is on the highest line.

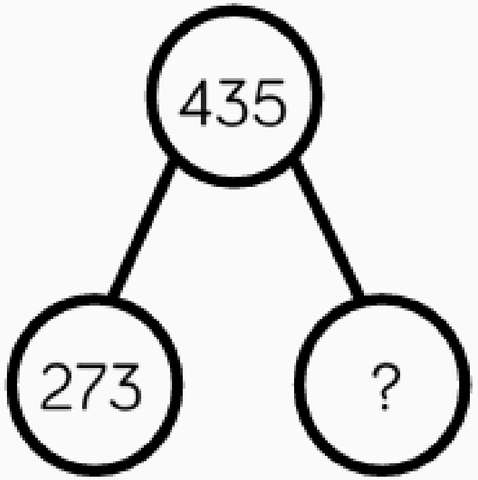
Start on the right.

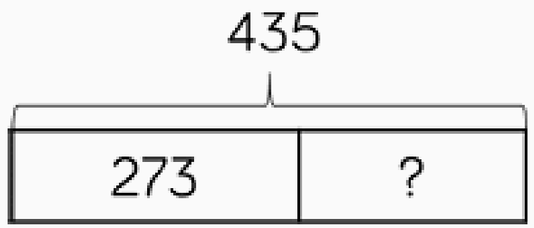
Take away the bottom number away from the top.

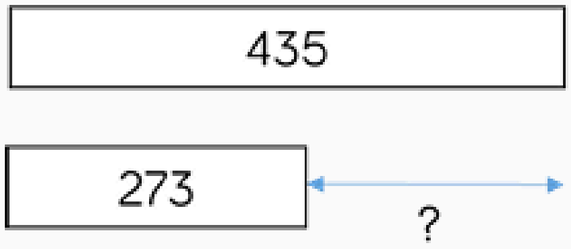
Answer between the lines.

Move to the left

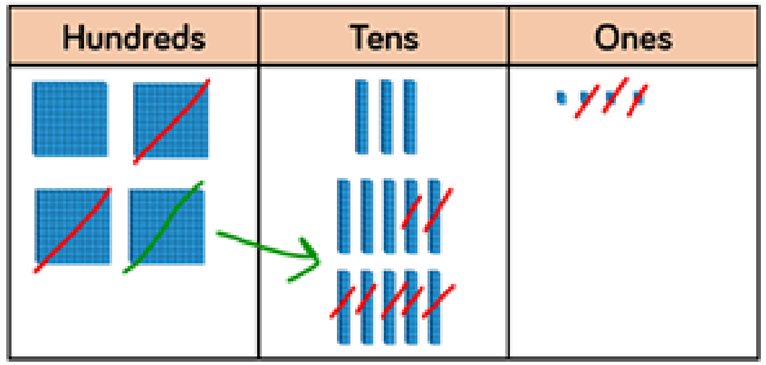
If you are taking away numbers with more digits, follow the exact same steps outlined.



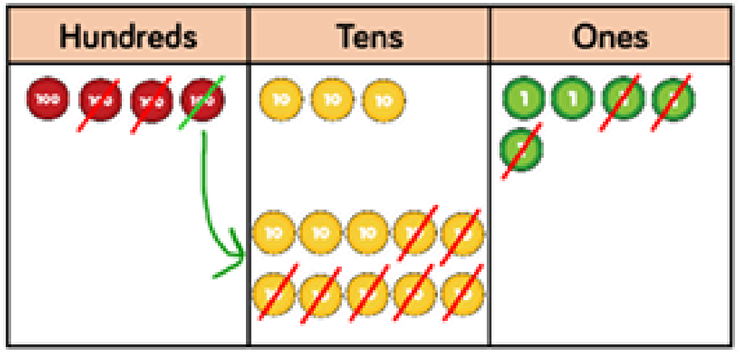




$$435 - 273 = 262$$



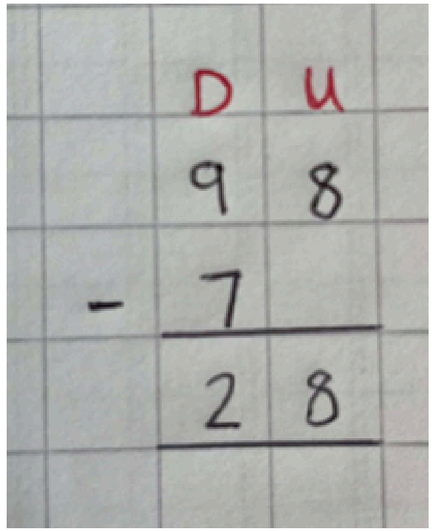

$$\begin{array}{r} {}^{3}\cancel{4}{}^{1}35 \\ -\ 273 \\ \hline 262 \end{array}$$

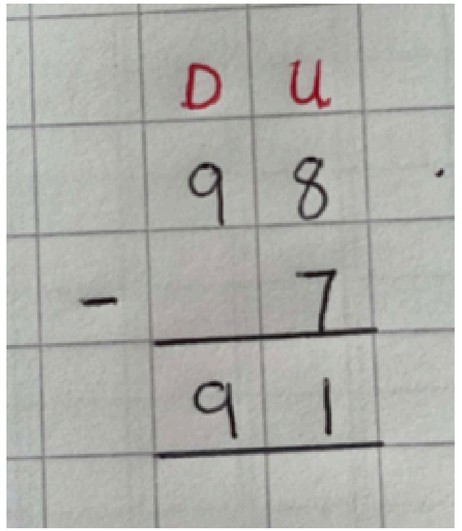


# Tynnu gydag unedau amrywiol

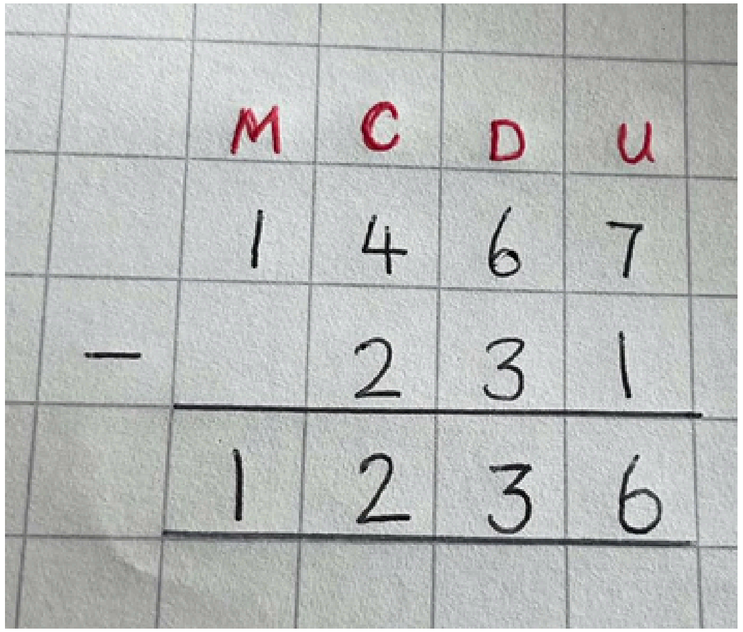
Wrth dynnu rhifau sydd â gwahanol unedau, mae'n bwysig ein bod yn eu gosod o fewn y colofnau unedau cywir. Fel arall, gall yr uned 7 gael ei adio fel 70 ar ddamwain fel y gweler isod.

98 - 7 =



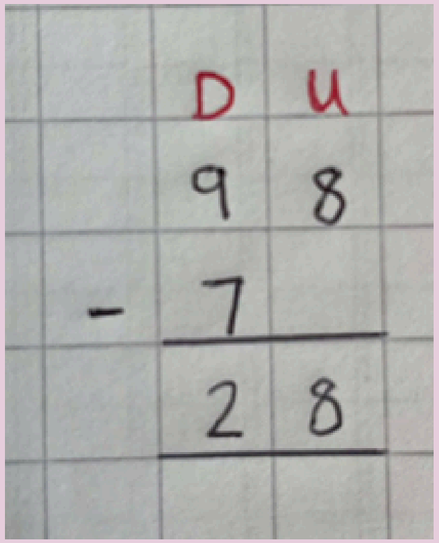

Datblygiad

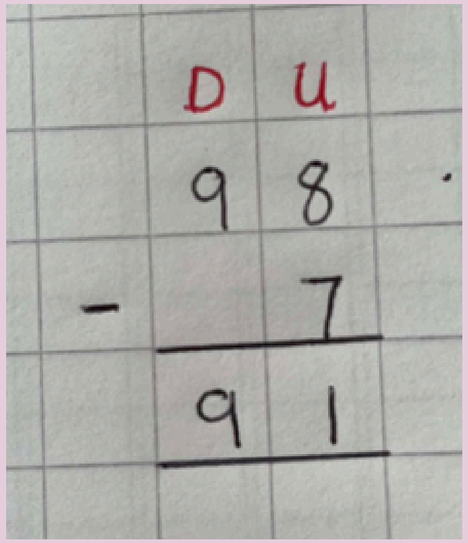


# Subtraction with various units

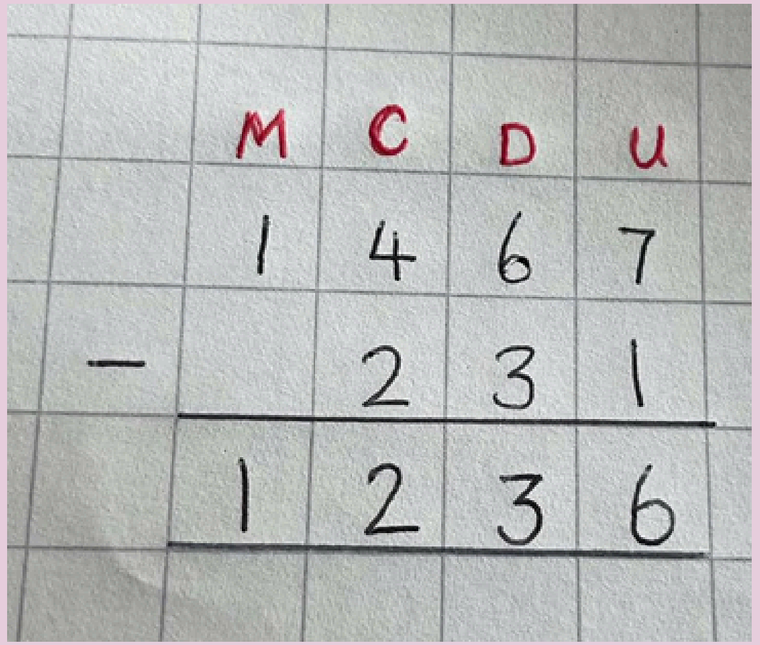
By subtracting numbers with different units, it's important that we place them in the correct columns.  Otherwise the unit 7 could be added as 70 incorrectly as shown below.

98 - 7 =

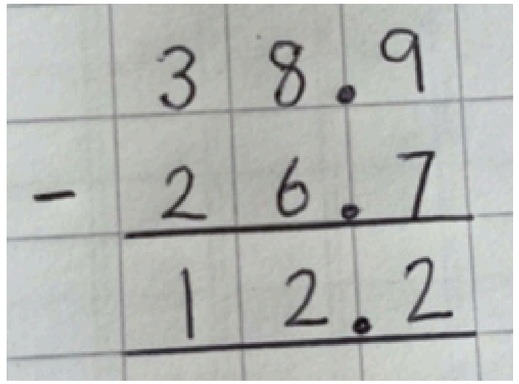



Datblygiad



# Tynnu gyda phwynt degol




Sicrhau fod y rhif mwyaf ar y linell uchaf

Dechrau o'r dde

Tynnu'r rhif gwylod i ffwrdd o'r rhif uchaf

Ateb rhwng y llinellau

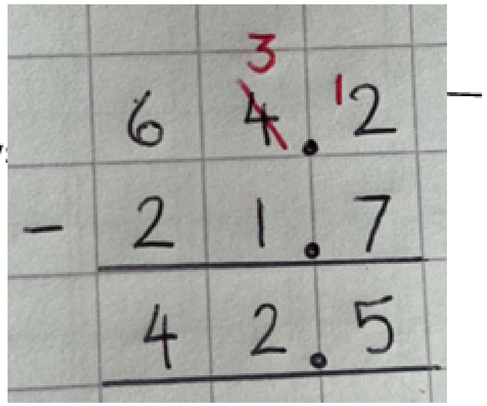
Symud i'r chwith

Datblygiad

Os yw'r rhif ar y linell uchaf yn llai na'r rhif ar y gwylod; bydd angen 'menthyg' gan y rhif drws nesaf i'r chwith..

Felly bydd y rhif 'drws nesaf' yn newid i fod un digid yn llai.

Yna, bydd y rhif sydd wedi'w 'fenthyg' yn gweithredu fel 'deg' ar gyfer y rhif sydd ei angen.




Rhif mwyaf ar y linell uchaf

Dechrau o'r dde

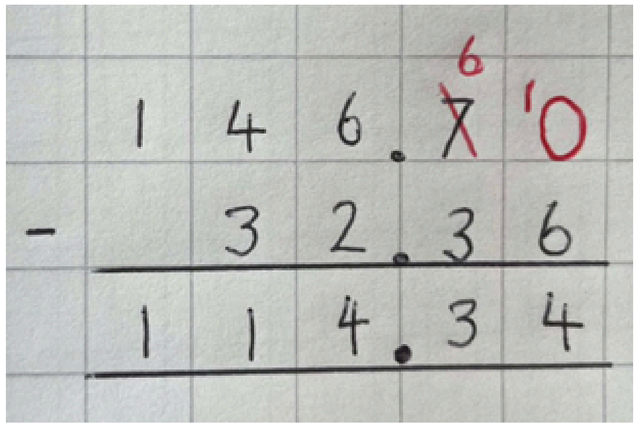
Tynnu'r rhif gwylod i ffwrdd o'r rhif uchaf

Ateb rhwng y llinellau

Symud i'r chwith

Datblygiad

Os nad oes unedau hafal, ychwanegwch sero i'r bylchau.




Rhif mwyaf ar y linell uchaf

Dechrau o'r dde

Ychwanegu sero i unrhyw fylchau

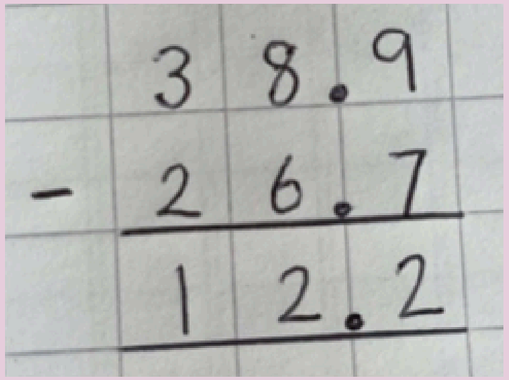
Tynnu'r rhif gwylod ffwrdd o'r rhif uchaf

Ateb rhwng y llinellau

Gosod y pwynt degol o fewn yr ateb

Os ydych yn tynnu rhifau gyda fwy o ddigidau, dilynwch union yr un camau sydd wedi cael eu amlinellu

# Subtracting with a decimal point




Ensure the highest number is on the highest line.

Start on the right.

Take away the bottom number away from the top.

Answer between the lines.

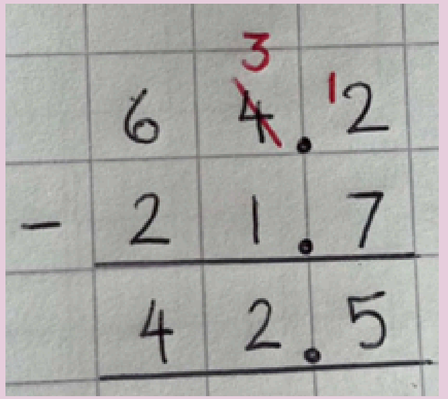
Move to the left

Progression

If the number of the top line is less than the number on the bottom you will need to 'borrow' from the number on the left.

So the number 'next door' will change to be one less.

Then the number borrowed will act as 'ten' for the number required.




Ensure the highest number is on the highest line.

Start on the right.

Take away the bottom number away from the top.

Answer between the lines.

Move to the left

Progression

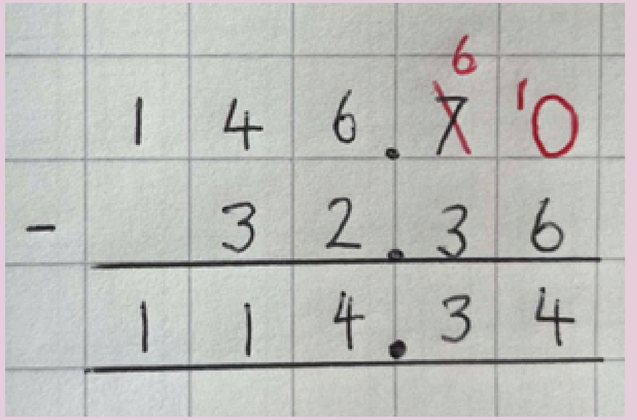
Ensure the highest number is on the highest line.

Start on the right.

Take away the bottom number away from the top.

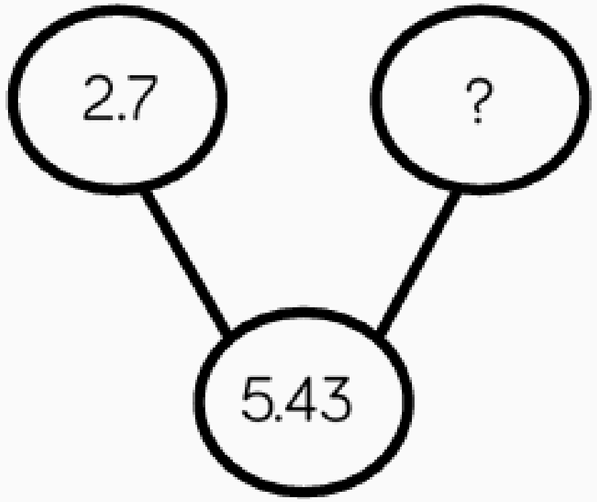
Answer between the lines.

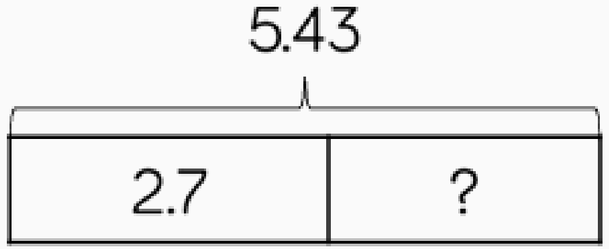
Move to the left

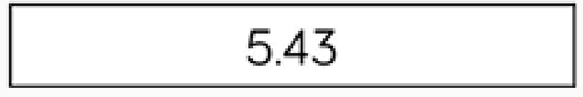



If the units are not equal add a zero to the box.

If you take away numbers will more digits follow the exact same steps outlined.

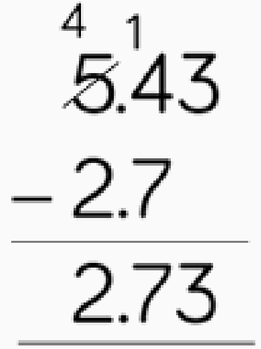

2.7
?
5.43

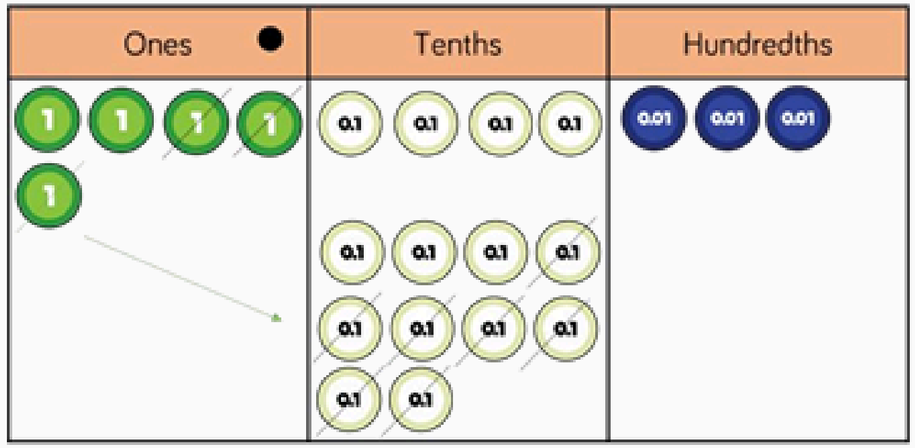

5.43
2.7
?

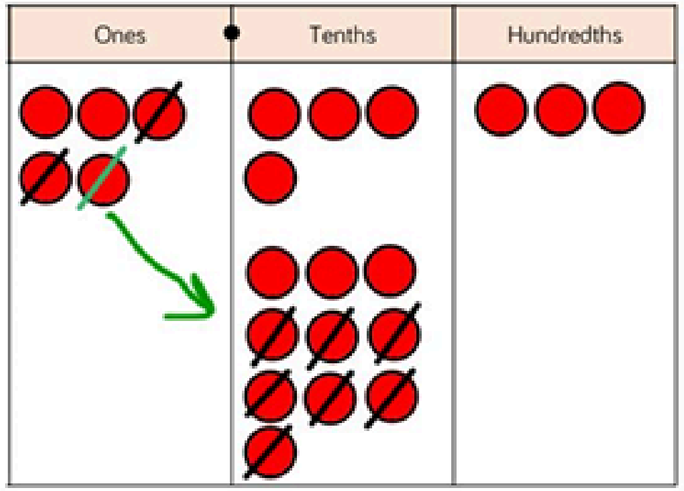

5.43


2.7
?

$$5.43 - 2.7 = 2.73$$


4 1
5.43
– 2.7
2.73


Ones
Tenths
Hundredths
1
0.1
0.01

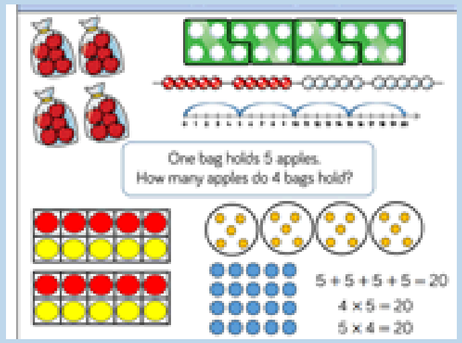

Ones
Tenths
Hundredths

# Lluosi/ Multiply

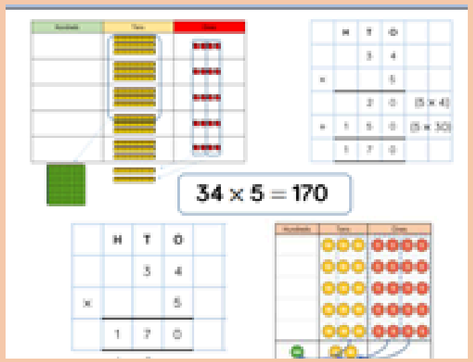

| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Datrys problemau un cam gyda lluosi | 1/2 | Model Bar<br>Numicon<br>Cownteri | Framiau 10<br>Llinyn gleiniau<br>Llinell Rhif |
| Lluosi rhifau 2 ddigid â rhifau 1 digid | 3/4 | Cownteri gwerth lle<br>Bas 10 | Dull ysgrifenedig byr<br>Dull ysgrifenedig estynedig |
| Lluosi rhifau 3 ddigid â rhifau 1 digid | 4 | Cownteri gwerth lle<br>Bas 10 | Dull ysgrifenedig byr |
| Lluosi rhifau 4 ddigid â rhifau 1 digid | 5 | Cownteri gwerth lle | Dull ysgrifenedig byr |
| Lluosi rhifau 2 ddigid â rhifau 2 ddigid | 5 | Cownteri gwerth lle<br>Bas 10 | Dull ysgrifenedig byr<br>Dull Grid |
| Lluosi rhifau 2 ddigid â rhifau 3 digid | 5 | Cownteri gwerth lle | Dull ysgrifenedig byr<br>Dull Grid |
| Lluosi rhifau 2 ddigid â rhifau 4 ddigid | 5/6 | Dull ysgrifenedig<br>Dull Napier | |

| Skill | Year | Representation and model | |
|---|---|---|---|
| Solve one-step problems with multiplication | 1/2 | Bar Model<br>Numicon<br>Counters | Ten frames<br>Bead strings<br>Number Lines |
| Multiply 2-digit by 1-digit numbers | 3/4 | Place value counters<br>Base 10 | Short Written Method<br>Expanded written method |
| Multiply 3-digit by 1-digit numbers | 4 | Place value counters<br>Base 10 | Short Written Method |
| Multiply 3-digit by 1-digit numbers | 5 | Place value counters | Short Written Method |
| Multiply 2-digit by 2-digit numbers | 5 | Place value counters<br>Base 10 | Short Written Method<br>Grid Method |
| Multiply 2-digit by 3-digit numbers | 5 | Place value counters<br>Grid Method | Short Written Method |
| Multiply 2-digit by 4-digit numbers | 5/6 | Formal written method<br>Napier Method | |

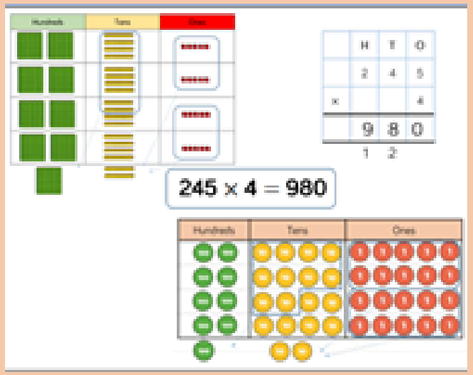
## Datrys problemau un cam



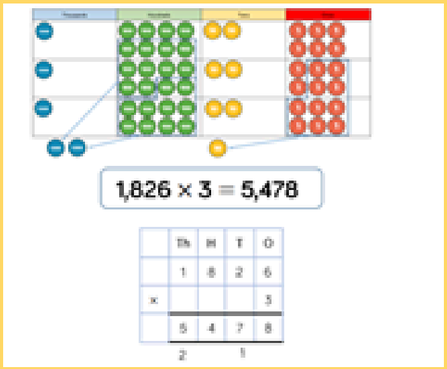

## Lluosi dau digid gyda un digid




## Lluosi tri digid gyda un digid




## Lluosi pedwar digid gyda un digid

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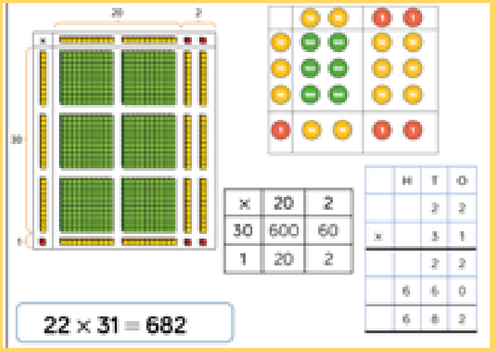
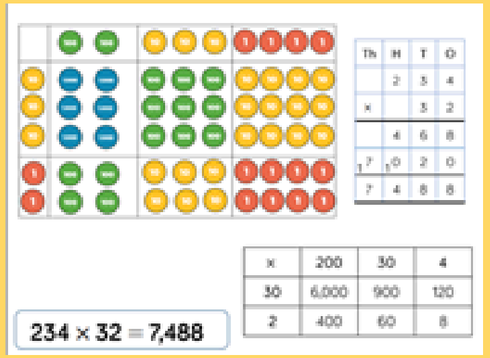
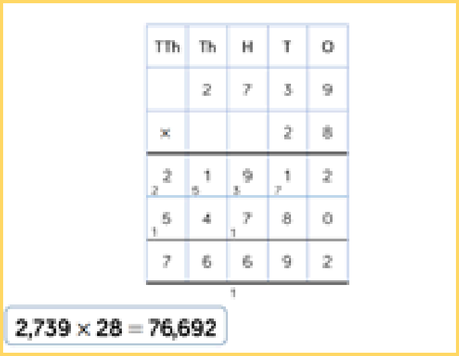



## Lluosi tri digid gyda dau ddigid



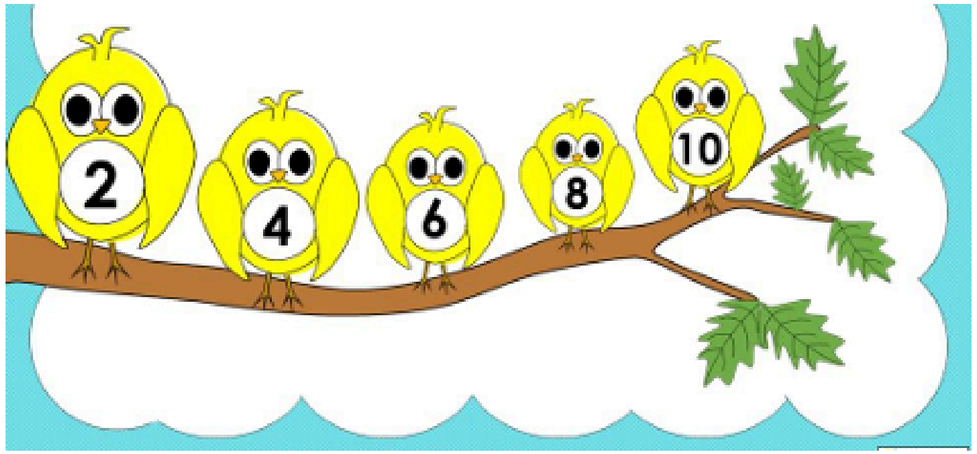

## Lluosi pedwar digid gyda dau ddigid

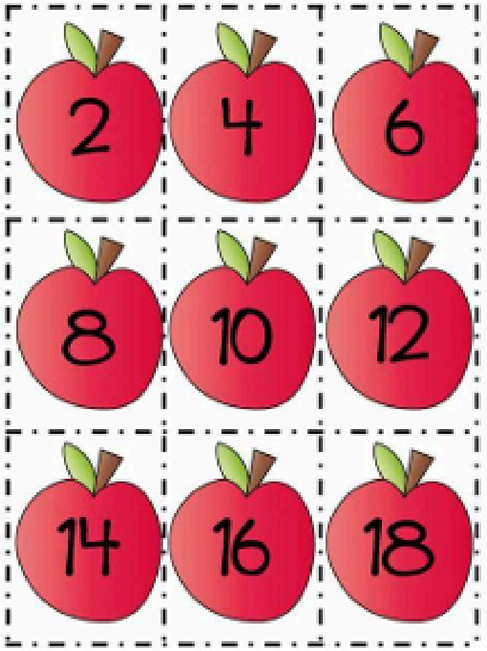


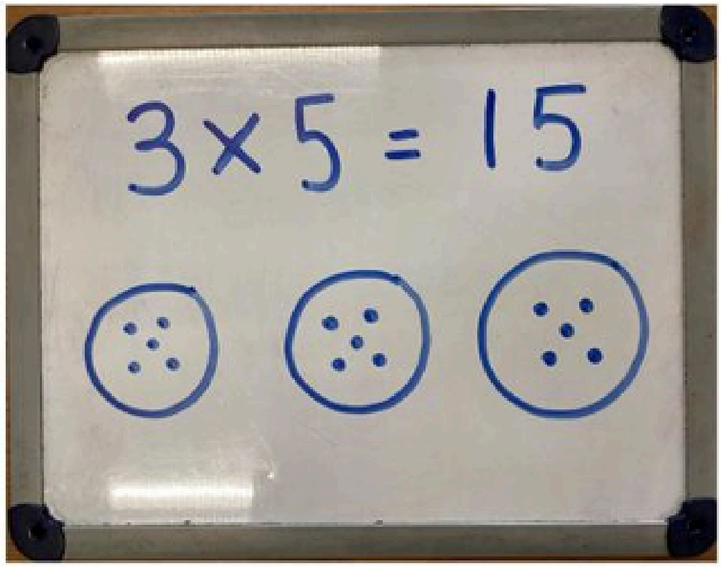

## Dull Napier

# 1 digid x 1 digid

Sgiliau lluosi cynnar
- cyfri fesul 2, 5 a 10

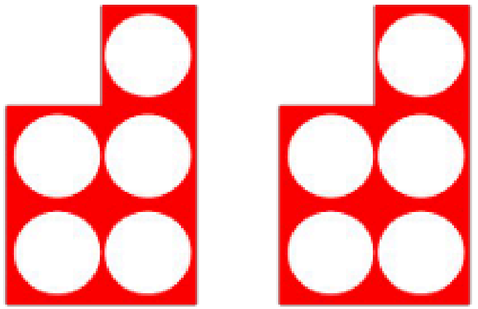


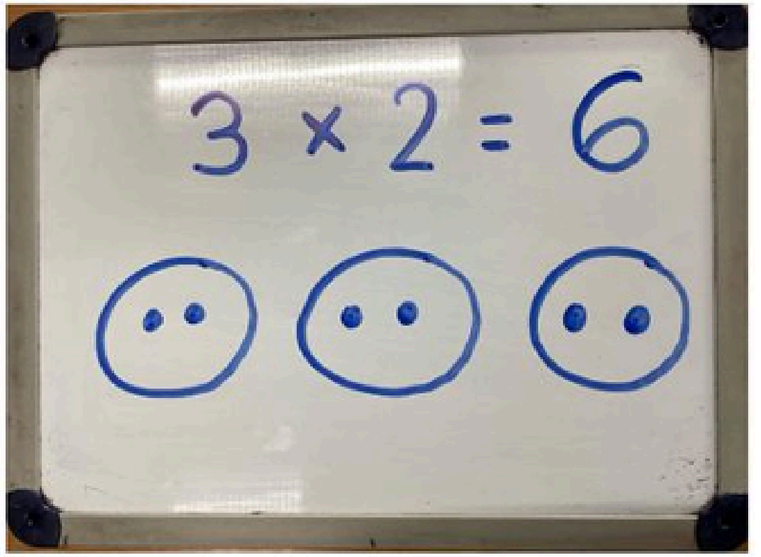




Defnyddio platiau numicon

2 x 5 = 10

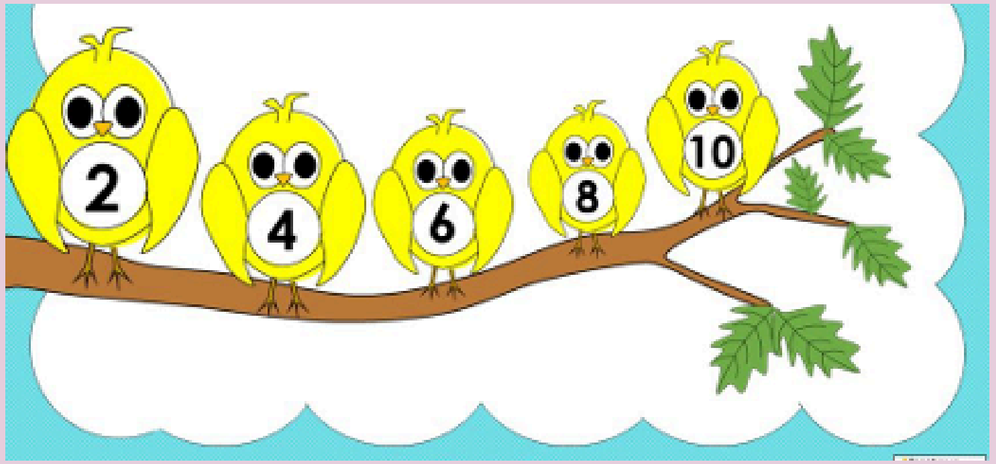


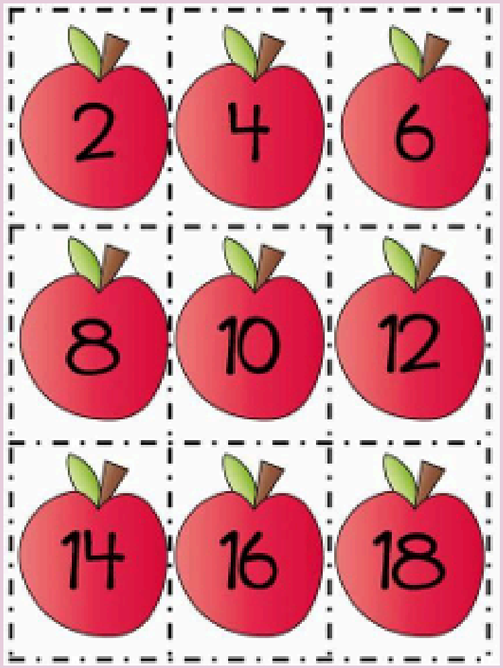
Defnyddio cylchoedd a smotiau yna eu cyfri i gael y cyfanswm.

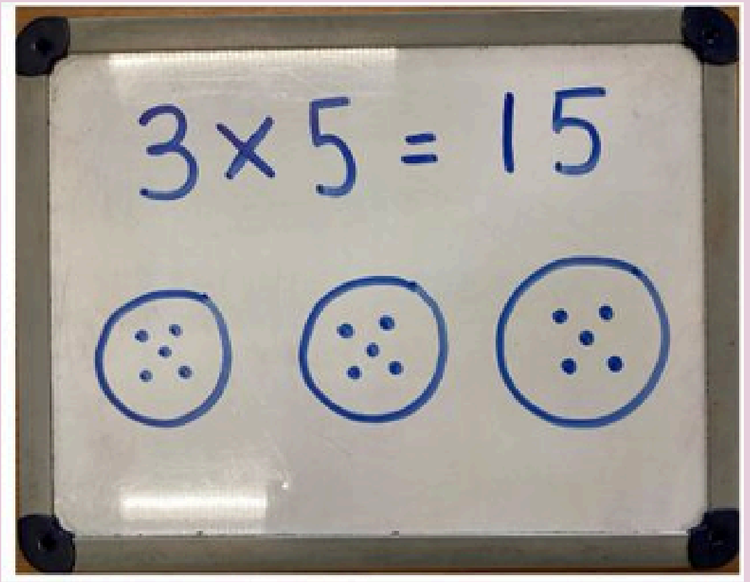


# 1 digit x 1 digit

Early multiplication skills - count in 2's, 5's and 10's, then arrange numbers in 2's, 5's and 10's

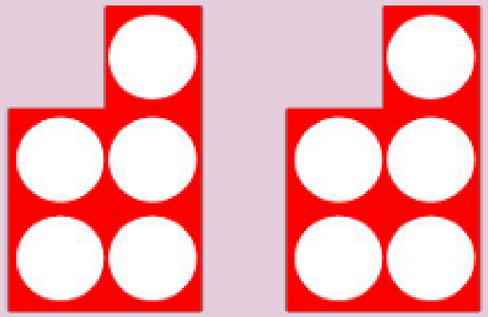


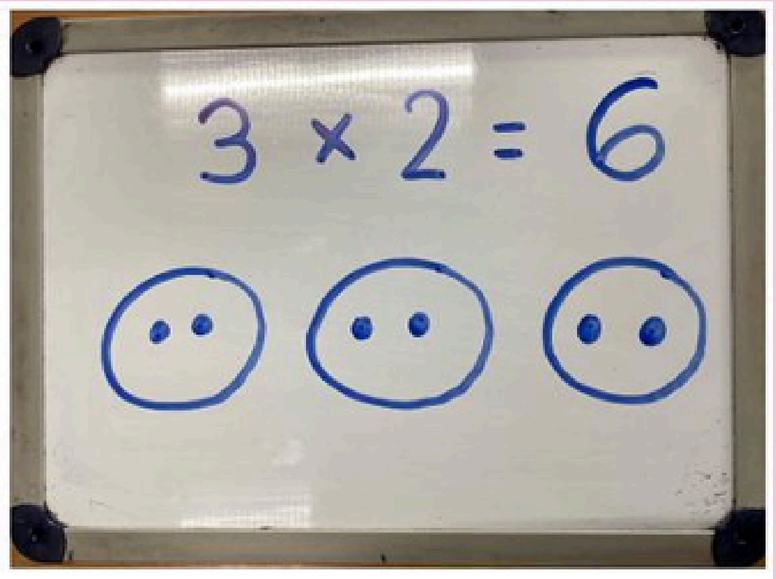




Use Numicon plates

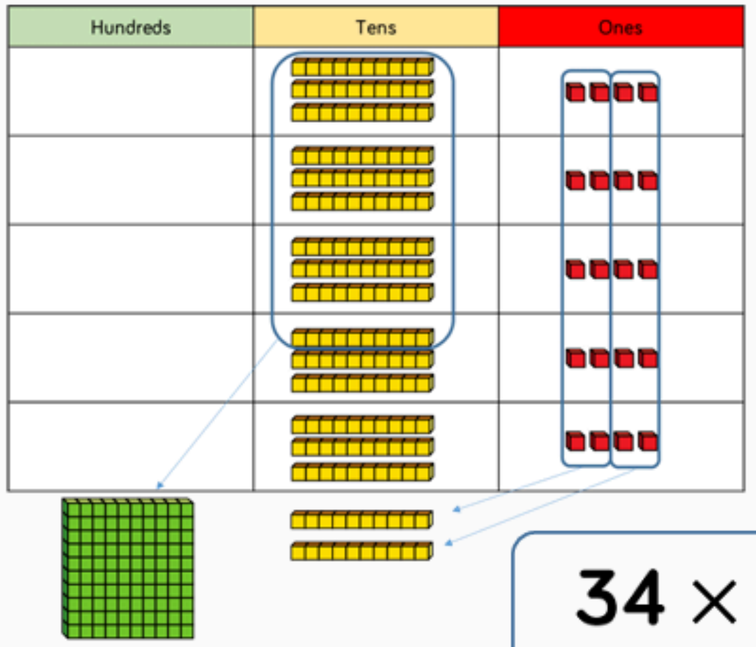
2 x 5 = 10



Use circles and spots. Count them to get the correct amount.



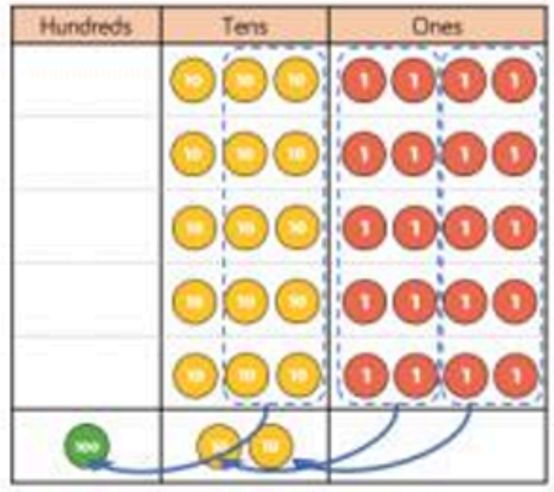
# Lluosi 2 digid gyda 1 digid/ Multiply 2 digits by 1 digit




| | H | T | O | | |
|---|---|---|---|---|---|
| | | 3 | 4 | | |
| × | | | 5 | | |
| | | 2 | 0 | (5 × 4) | |
| + | 1 | 5 | 0 | (5 × 30) | |
| | 1 | 7 | 0 | | |

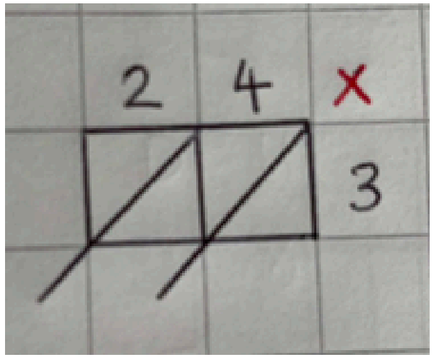
$$34 \times 5 = 170$$

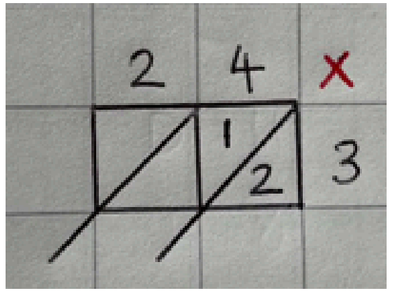
| | H | T | O | | |
|---|---|---|---|---|---|
| | | 3 | 4 | | |
| × | | | 5 | | |
| | 1 | 7 | 0 | | |
| | 1 | 2 | | | |

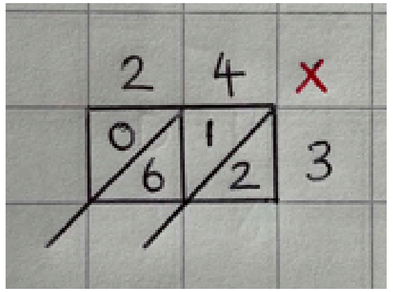


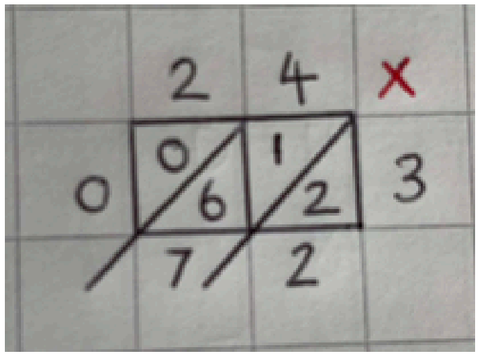
# Dull Lluosi Napier

**Gallai'r dull yma weithio ar gyfer unrhyw nifer o ddigidau felly addaswch fel y mynnwch.**




Cam 1:
Gosod y rhifau fel bod un rhif i bob bocs ar draws ac am i lawr.

Cam 2:
Gosod llinellau lletraws o gornel dde pob bocs hyd at cornel gwylod chwith y bocs.

Cam 3:
Lluosi'r rhifau at ei gilydd gan gymryd fod pob rhif yn uned.

Cam 4:
Gosod yr ateb bob ochr i'r llinell lletraws.

Cam 5:
Sicrhau bod un uned i bob triongl bach.

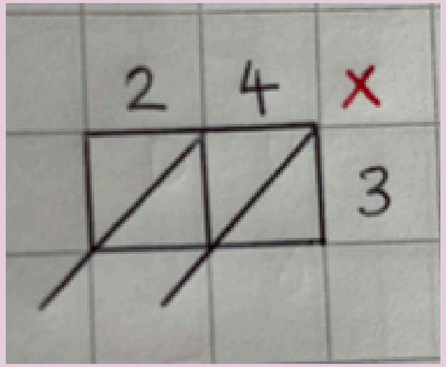
Cam 6:
Ychwanegu'r cyfanswm ar hyd y llinellau lletraws.

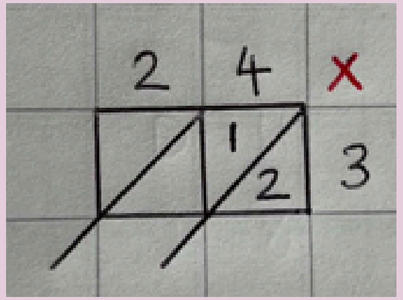
Cam 7:
Os mae'r cyfanswm ar hyd y llinellau lletraws yn fwy na 9; bydd rhaid cario'r deg i'r golofn nesaf.

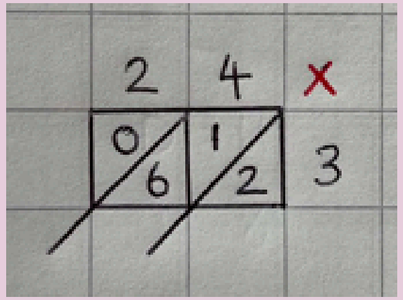
**Ond cofiwch, rydych yn adio'r 'deg' fel uned; felly 1.

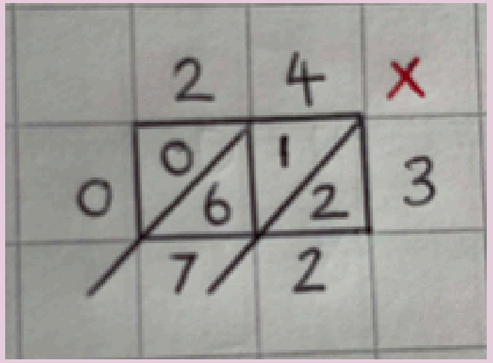
# Multiplication Napier Method

**This method can work for any amount of digits so you can adapt as necessary.**




Step 1:
Place numbers so that each box has a number across and downwards.

Step 2:
Draw lines across from the right corner of each box to the bottom left corner.

Step 3:
Multiply the numbers treating each number as units.

Step 4:
Place the answer either side of the line.

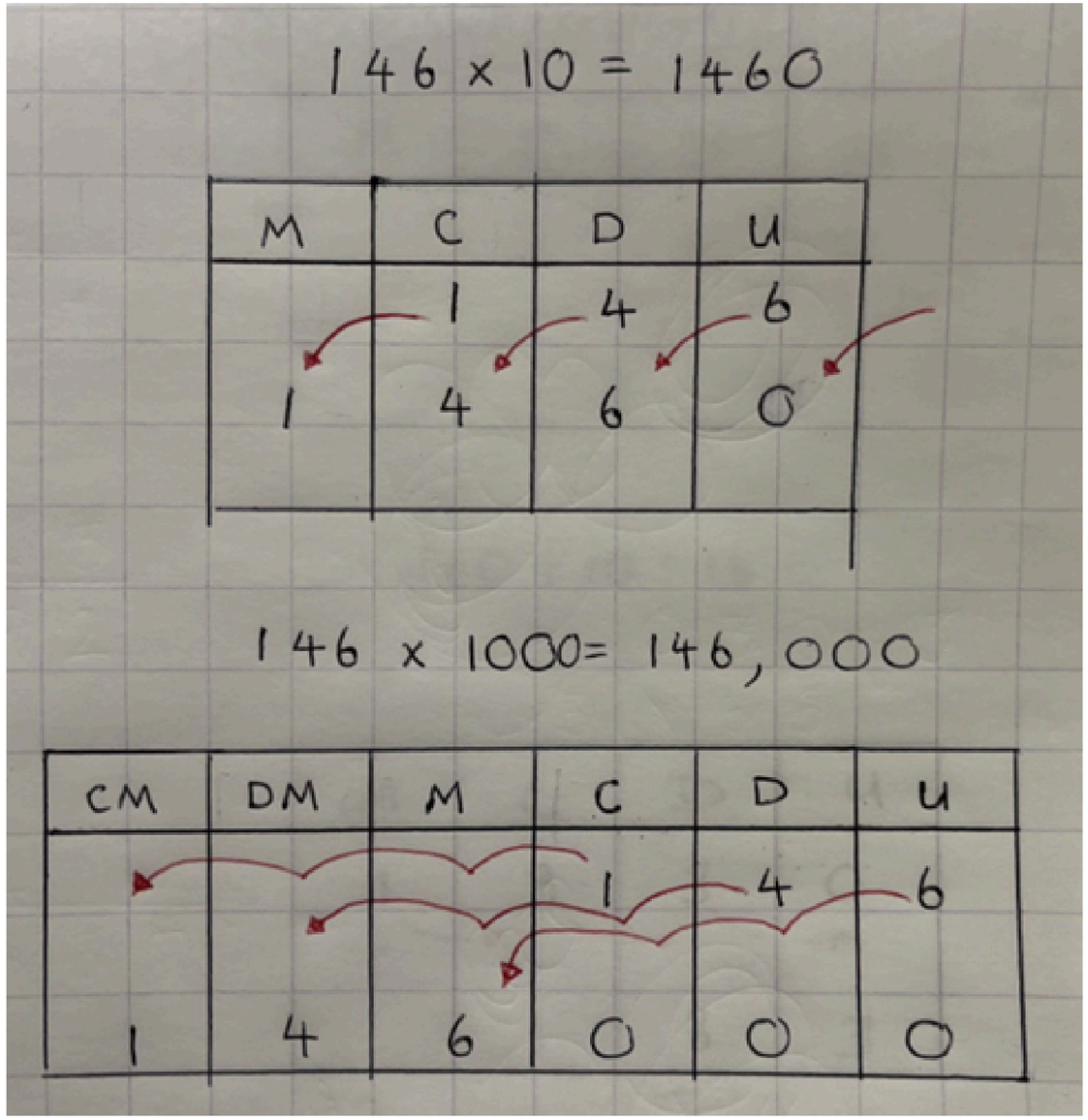
Step 5:
Ensure each small triangle has a unit.

Step 6:
Place the amount at the bottom.

Step 7:
If the amount is more than 9 you will need to carry the ten to the next column.

**But remember you will add the 'ten' as a unit so 1.

# x10, x100, x1000




Os mae un sero mewn 10; rydych yn symud y rhifau i fyny unwaith. Os mae dau sero mewn 100; rydych yn symud y rhifau fyny dwy waith ayyb.

# Tablau/ Times Tables

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 2 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| 3 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 |
| 4 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 |
| 5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| 6 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 |
| 7 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 |
| 8 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 |
| 9 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 |
| 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 2 | 2 | Model Bar<br>Numicon<br>Cownteri<br>Arian | Fframiau 10<br>Llinyn gleiniau<br>Llinellau Rhif<br>Gwrthrychau bob dydd |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 5 | 2 | Model Bar<br>Numicon<br>Cownteri<br>Arian | Fframiau 10<br>Llinyn gleiniau<br>Llinellau Rhif<br>Gwrthrychau bob dydd |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 10 | 2 | Model Bar<br>Numicon<br>Cownteri<br>Arian | Fframiau 10<br>Llinyn gleiniau<br>Llinellau Rhif<br>Bas 10 |

| Skill | Year | Representations and models | |
|---|---|---|---|
| Recall and use multiplication and division facts for the 2-times table | 2 | Bar model<br>Number shapes<br>Counters<br>Money | Ten frames<br>Bead strings<br>Number lines<br>Everyday objects |
| Recall and use multiplication and division facts for the 5-times table | 2 | Bar model<br>Number shapes<br>Counters<br>Money | Ten frames<br>Bead strings<br>Number lines<br>Everyday objects |
| Recall and use multiplication and division facts for the 10-times table | 2 | Hundred square<br>Number shapes<br>Counters<br>Money | Ten frames<br>Bead strings<br>Number lines<br>Base 10 |

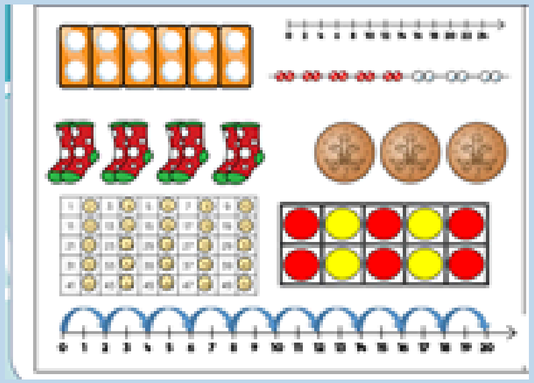
| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 3 | 3 | Sgwar 100<br>Numicon<br>Cownteri | Llinyn gleiniau<br>Llinellau Rhif<br>Gwrthrychau bob dydd |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 4 | 3 | Sgwar 100<br>Numicon<br>Cownteri | Llinyn gleiniau<br>Llinellau Rhif<br>Gwrthrychau bob dydd |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 8 | 3 | Sgwar 100<br>Numicon<br>Cownteri | Llinyn gleiniau<br>Traciau Rhif<br>Gwrthrychau bob dydd |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 6 | 4 | Sgwar 100<br>Numicon | Llinyn gleiniau<br>Traciau Rhif<br>Gwrthrychau bob dydd |

| Skill | Year | Representations and models | |
|---|---|---|---|
| Recall and use multiplication and division facts for the 3-times table | 3 | Hundred square<br>Number shapes<br>Counters | Bead strings<br>Number lines<br>Everyday objects |
| Recall and use multiplication and division facts for the 4-times table | 3 | Hundred square<br>Number shapes<br>Counters | Bead strings<br>Number lines<br>Everyday objects |
| Recall and use multiplication and division facts for the 8-times table | 3 | Hundred square<br>Number shapes | Bead strings<br>Number tracks<br>Everyday objects |
| Recall and use multiplication and division facts for the 6-times table | 4 | Hundred square<br>Number shapes | Bead strings<br>Number tracks<br>Everyday objects |

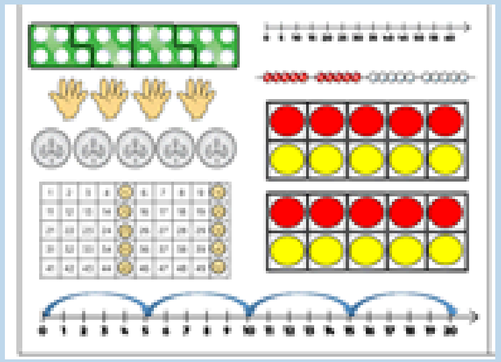
| Sgil | Blwyddyn | Cynrychiolaeth a Modelau | |
|---|---|---|---|
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 7 | 4 | Sgwar 100<br>Numicon | Llinyn gleiniau<br>Llinellau Rhif |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 9 | 4 | Sgwar 100<br>Numicon | Llinyn gleiniau<br>Llinellau Rhif |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 11 | 4 | Sgwar 100<br>Bas 10 | Cownteri Gwerth Lle<br>Llinellau Rhif |
| Dwyn i gof a defnyddio ffeithiau lluosi a rhannu ar gyfer tabl 12 | 4 | Sgwar 100<br>Bas 10 | Cownteri Gwerth Lle<br>Llinellau Rhif |

| Skill | Year | Representations and models | |
|---|---|---|---|
| Recall and use multiplication and division facts for the 7-times table | 4 | Hundred square<br>Number shapes | Bead strings<br>Number lines |
| Recall and use multiplication and division facts for the 9-times table | 4 | Hundred square<br>Number shapes | Bead strings<br>Number lines |
| Recall and use multiplication and division facts for the 11-times table | 4 | Hundred square<br>Base 10 | Place value counters<br>Number lines |
| Recall and use multiplication and division facts for the 12-times table | 4 | Hundred square<br>Base 10 | Place value counters<br>Number lines |

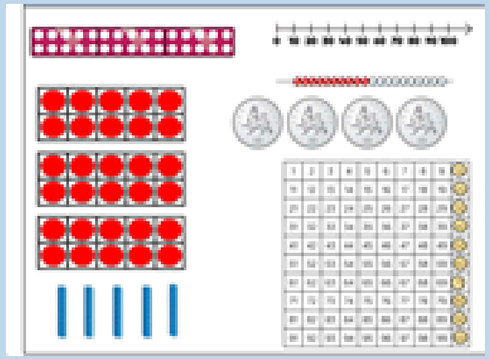
## Tabl 2



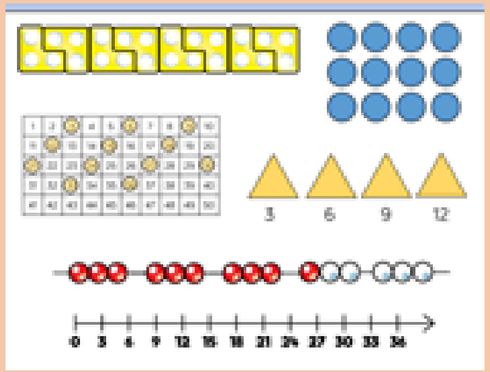
## Tabl 5



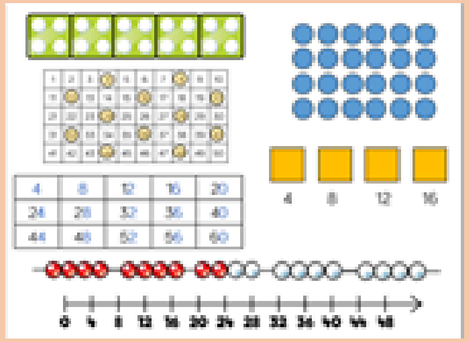
## Tabl 10



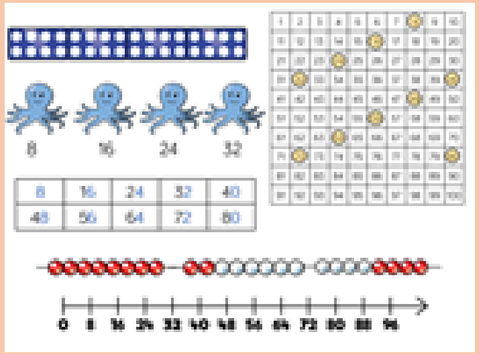
## Tabl 3



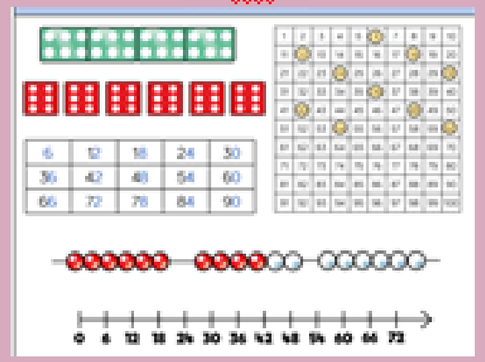
## Tabl 4



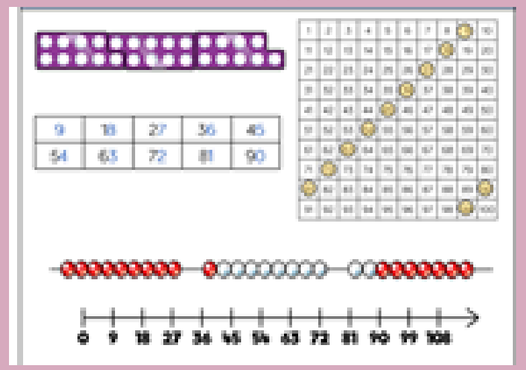
## Tabl 8



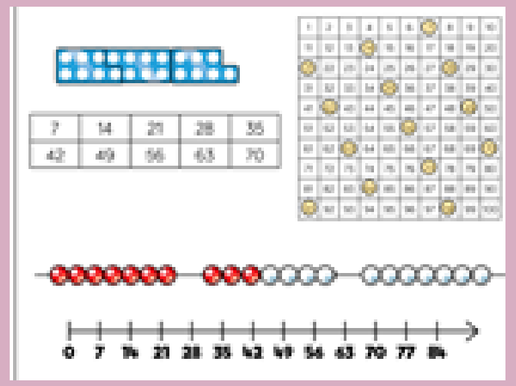
## Tabl 6



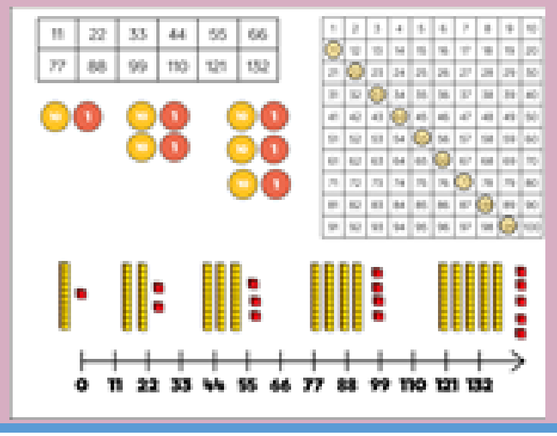
## Tabl 9



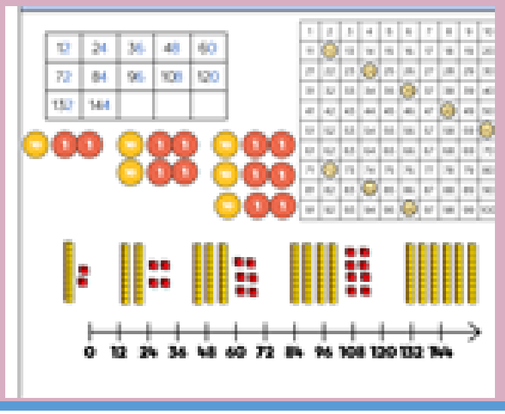
## Tabl 7




## Tabl 11




## Tabl 12



# Rhannu/ Division

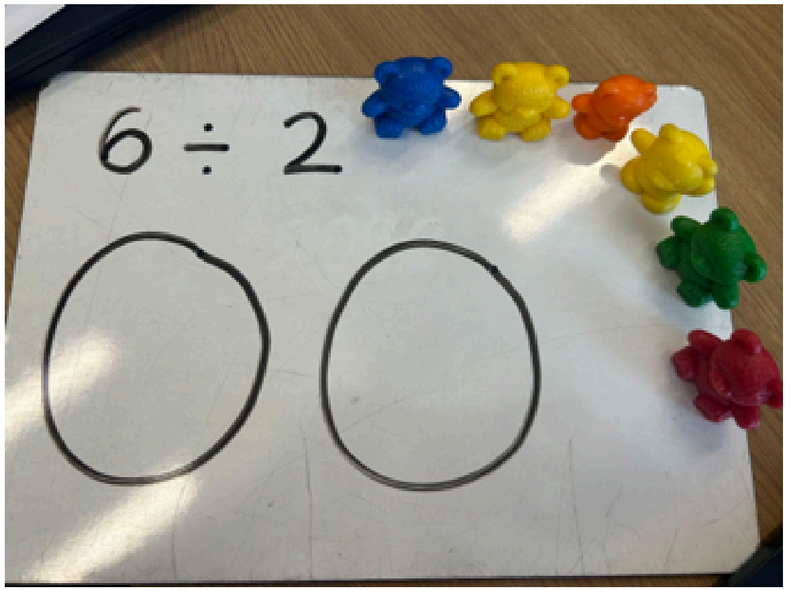

| Sgil | Blwyddyn | Cynrychiolaeth a Modelau |
|---|---|---|
| Datrys problemau un cam gyda rhannu | 1/2 | Model bar<br>Gwrthrychau bob dydd<br>Cownteri |
| Datrys problemau un cam gyda rhannu (grwpio) | 1/2 | Gwrthrychau bob dydd<br>Numicon<br>Llinynau gleiniau<br>Cownteri<br>Llinellau Rhif<br>Fframiau 10 |
| Rhannu 2 ddigid ag un digid (dim cyfnewid) | 3 | Gwellt<br>Bas 10<br>Model Bar<br>Cownteri Gwerth Lle<br>Model Rhan-Cyfan |
| Rhannu 2 ddigid ag un digid (gyda chyfnewid) | 3 | Gwellt<br>Bas 10<br>Model Bar<br>Cownteri Gwerth Lle<br>Model Rhan-Cyfan |

| Skill | Year | Representations and models | |
|---|---|---|---|
| Solve one-step problems with division (sharing) | 1/2 | Bar model<br>Real life objects | Arrays<br>Counters |
| Solve one-step problems with division (grouping) | 1/2 | Real life objects<br>Number shapes<br>Bead strings<br>Ten frames | Number lines<br>Arrays<br>Counters |
| Divide 2-digits by 1-digit (no exchange sharing) | 3 | Straws<br>Base 10<br>Bar model | Place value counters<br>Part-whole model |
| Divide 2-digits by 1-digit (sharing with exchange) | 3 | Straws<br>Base 10<br>Bar model | Place value counters<br>Part-whole model |

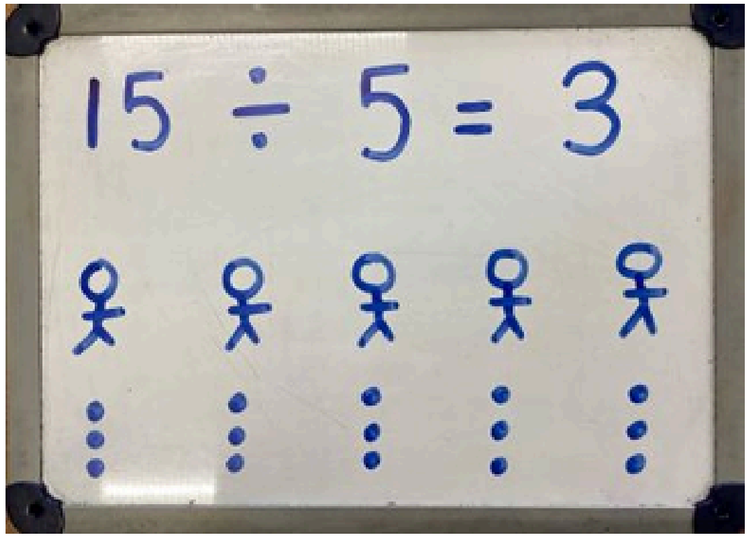
| Sgil | Blwyddyn | Cynrychiolaeth a Modelau |
|---|---|---|
| Rhannu rhifau 2 ddigid gyda rhifau 1 digid (rhannu gyda gweddill) | 3/4 | Gwellt<br>Bas 10<br>Model Bar<br>Cownteri Gwerth Lle<br>Model Rhan-Cyfan |
| Rhannu rhifau 2 ddigid gyda rhifau 1 digid (grwpio) | 4/5 | Cownteri Gwerth Lle<br>Cownteri<br>Grid Gwerth Lle<br>Rhannu byr ysgrifenedig |
| Rhannu rhifau 3 digid ag un digid (rhannu a chyfnewid) | 4 | Bas 10<br>Model Bar<br>Cownteri Gwerth Lle<br>Model Rhan-Cyfan |
| Rhannu 3 digid ag un digid (grwpio) | 4/5 | Cownteri Gwerth Lle<br>Cownteri<br>Grid Gwerth Lle<br>Rhannu byr ysgrifenedig |
| Rhannu 4 digid ag un digid (grwpio) | 5 | Cownteri Gwerth Lle<br>Cownteri<br>Grid Gwerth Lle<br>Rhannu byr ysgrifenedig |
| Rhannu aml-ddigid â 2 ddigid (Rhannu byr) | 6 | Rhannu byr ysgrifenedig<br>Rhestr o luosrifau |
| Rhannu aml-ddigid â 2 ddigid (Rhannu hir) | 6 | Rhannu hir ysgrifenedig<br>Rhestr o luosrifau |

| Skill | Year | Representation and model |
|---|---|---|
| Divide 2 digits by 1 digit (sharing with reminders) | 3/4 | Straws<br>Base 10<br>Bar Model<br>Place value counters<br>Part Whole Model |
| Divide 2 digits by 1 digits (grouping) | 4/5 | Place value counters<br>Counters<br>Place value grid<br>Written short division |
| Divide 3 digits by 1 digit (sharing with exchange) | 4 | Base 10<br>Bar Model<br>Place value counters<br>Part Whole Model |
| Divide 3 digits by 1 digit (grouping) | 4/5 | Place value counters<br>Counters<br>Place value grid<br>Written short division |
| Divide 4 digits by 1 digit (grouping) | 5 | Place value counters<br>Counters<br>Place value grid<br>Written short division |
| Divide multi digits by 2 digits (short division) | 6 | Written long division<br>List of multiples |
| Divide multi-digits by 2 digits (long division) | 6 | Written long division<br>List of multiples |

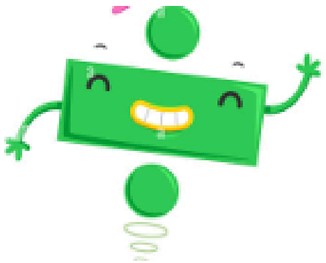
# Rhannu



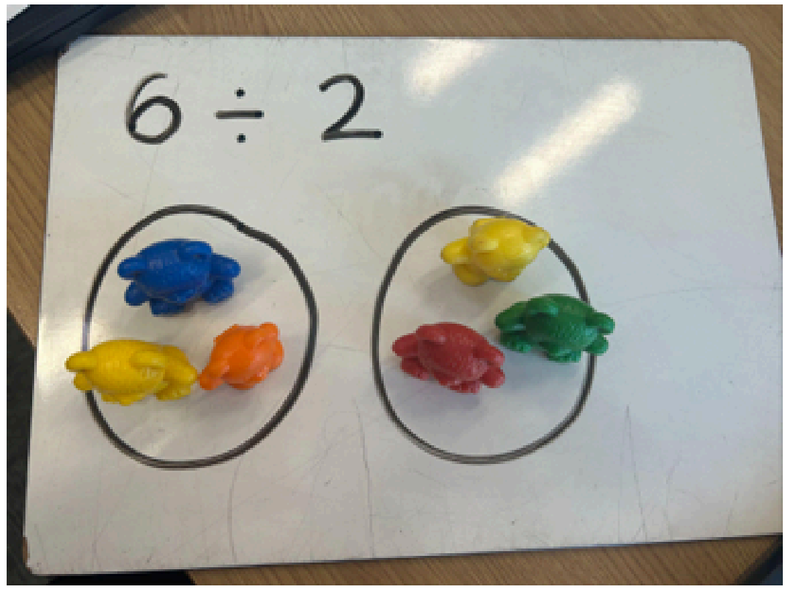

Defnyddio byrddau gwyn a smotiau.

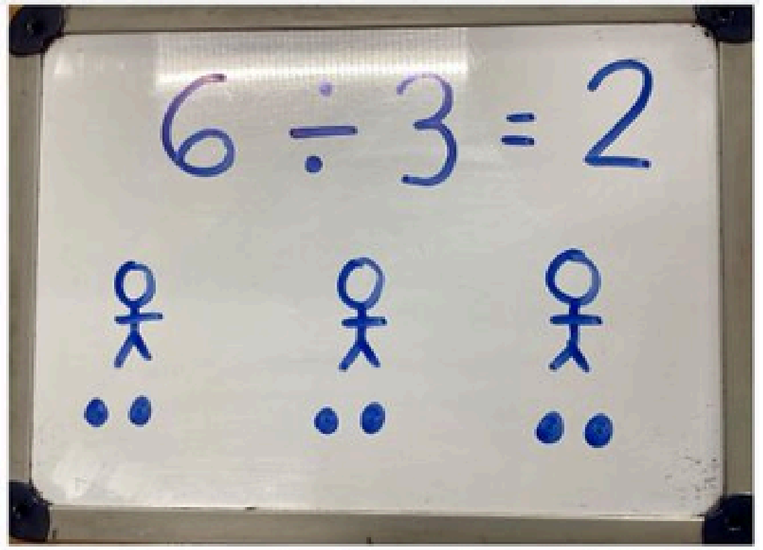



6 rhannu gyda 2 yn hafal i

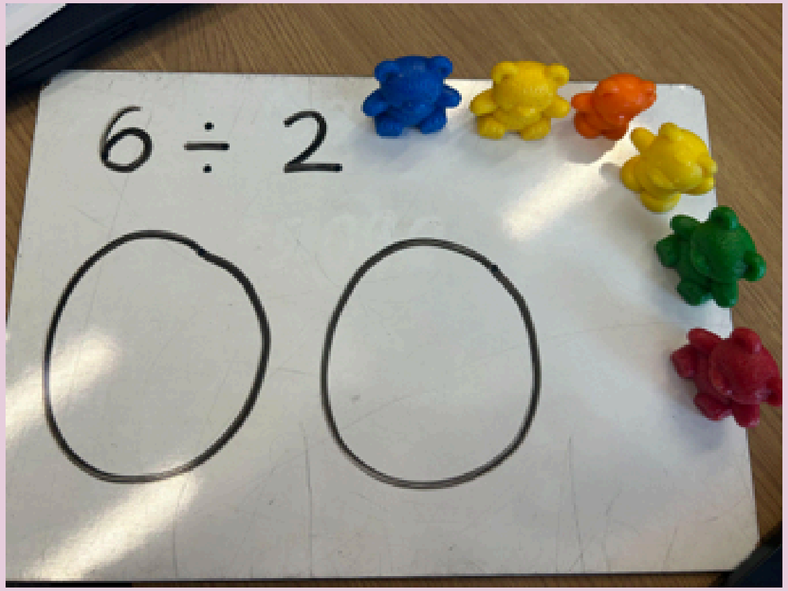


Defnyddio gwrthrychau a cylchoedd.

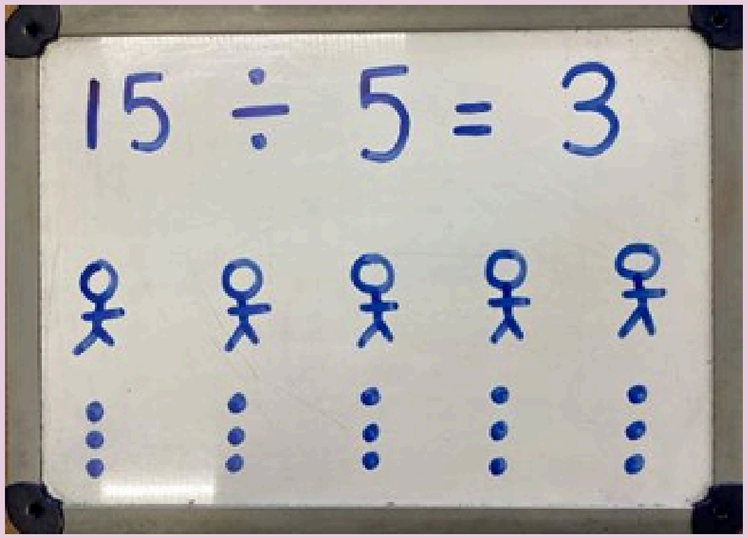


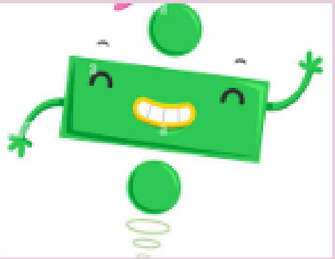
# Division



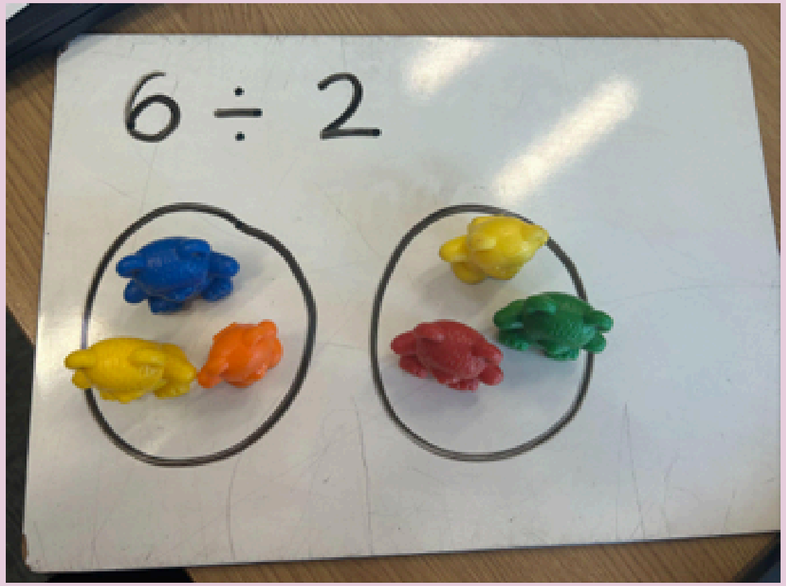

Use white boards and spots.

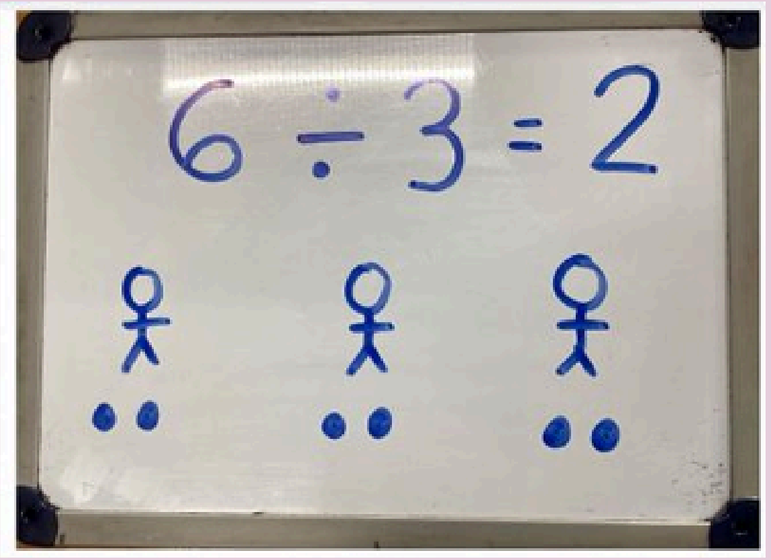


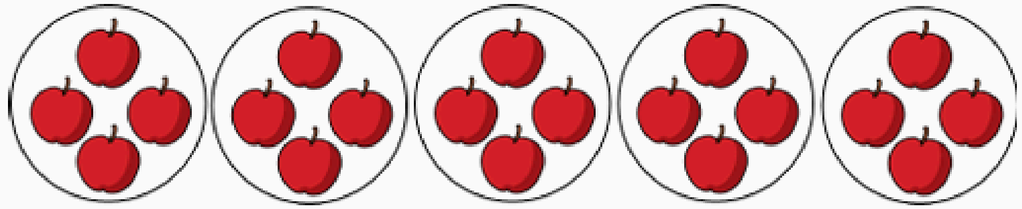

6 divide by 2 equals

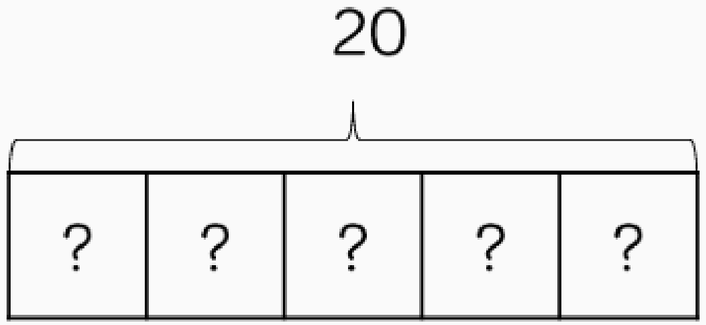


Use objects and circles.

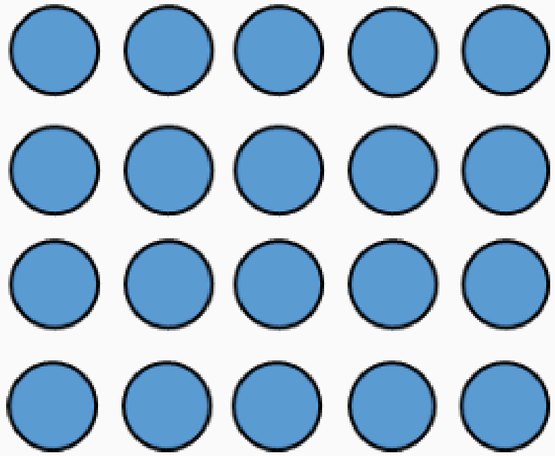


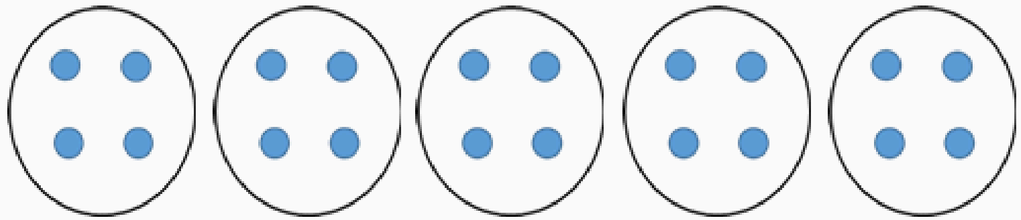








There are 20 apples altogether.
They are shared equally between 5 bags.
How many apples are in each bag?

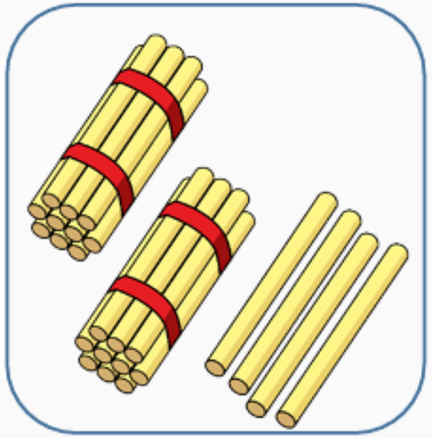


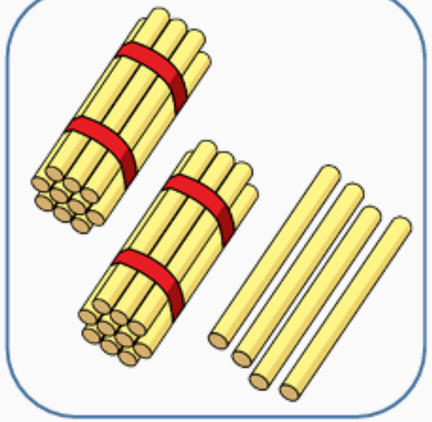


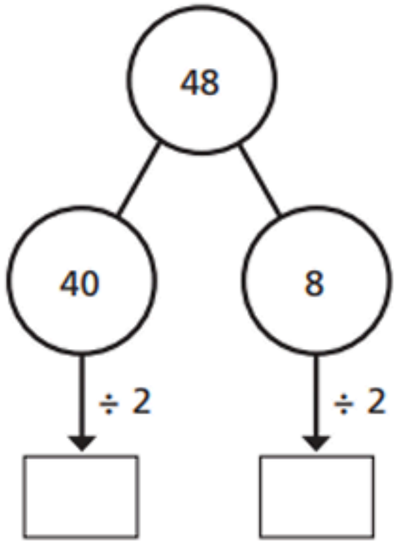
$20 \div 5 = 4$

# Rhannu 2 digid a un digid/ Divide 2 digits with 1 digit

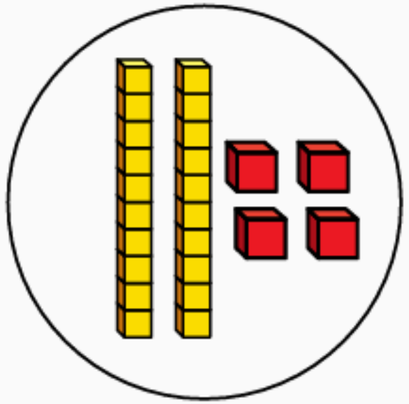
| Tens | Ones |
| --- | --- |
| 10 10 | 1 1 1 1 |
| 10 10 | 1 1 1 1 |

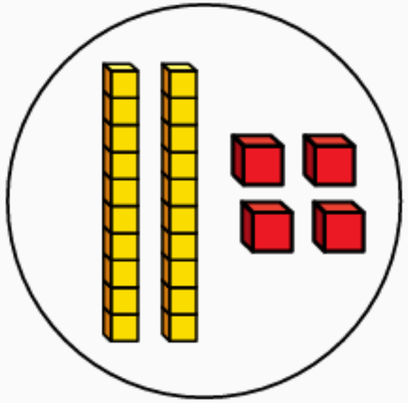






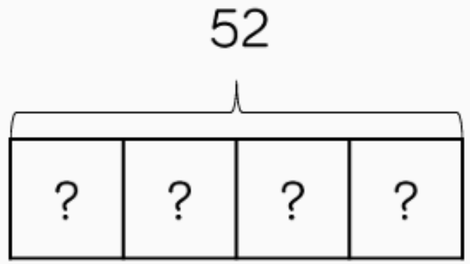

$$48 \div 2 = 24$$

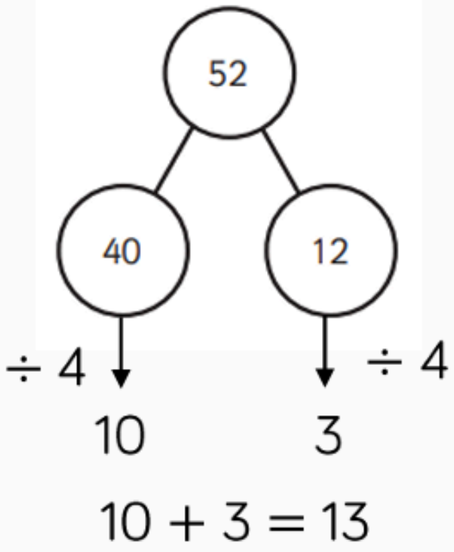




# Rhannu 2 digid a un digid (gyda chyfnewid)/ Divide 2 digits with 1 digit (with exchange)

| Tens | Ones |
|---|---|
| | |
| | |
| | |
| | |



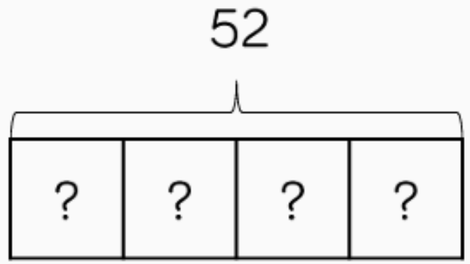



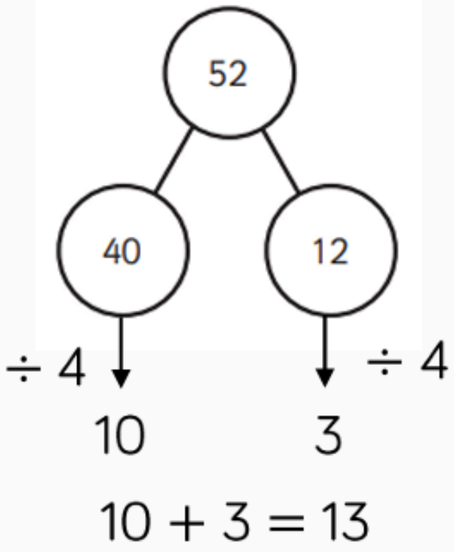

$$52 \div 4 = 13$$


| Tens | Ones |
|---|---|
| 10 | 1 1 1 |
| 10 | 1 1 1 |
| 10 | 1 1 1 |
| 10 | 1 1 1 |

# Rhannu 2 digid a un digid (gyda chyfnewid)/ Divide 2 digits with 1 digit (with exchange)

| Tens | Ones |
|---|---|
| | |
| | |
| | |
| | |

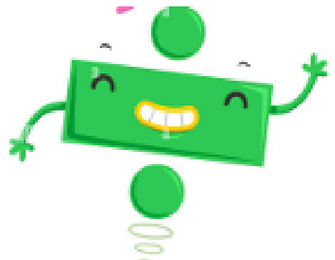


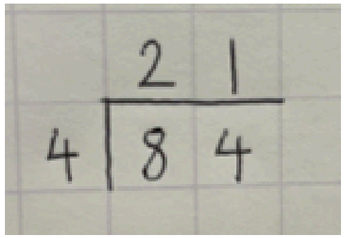

$$52 \div 4 = 13$$


| Tens | Ones |
|---|---|
| 10 | 1 1 1 |
| 10 | 1 1 1 |
| 10 | 1 1 1 |
| 10 | 1 1 1 |

# Rhannu hir

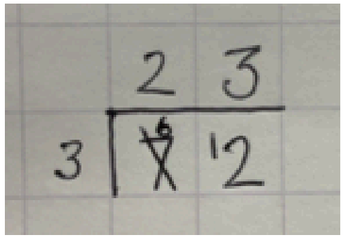


## Cam 1



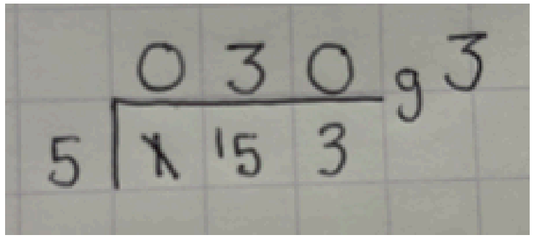

84 ÷ 4
Yma, rydym yn edrych ar y degau fel unedau.
Felly 8 ÷ 4 sef 2 ac yna 4 ÷ 4 sef 1.

## Cam 2



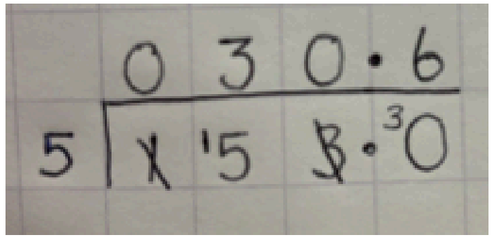

72 ÷ 3
Yma, nid yw 7 yn nhabl 3; felly rydym yn rhannu gyda 6 yn lle (ac yna nodi bod 1 dros ben a'i gario at y rhif nesaf; sy'n gwnud 12.

## Cam 3



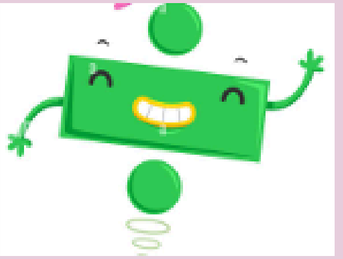

153 ÷ 5
Yma, nid yw'r rhif olaf yn rhannu'n berffaith; felly, rydym yn nodi'r hyn sy'n weddill gyda 'g3'.

## Cam 4

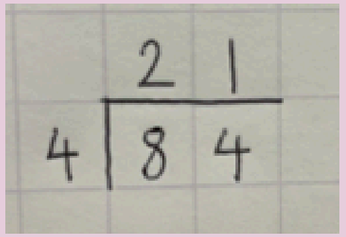



153 ÷ 5
Yma, yn hytrach na ysgrifennu 'g3' rydym yn cario'r gweddill drosodd at y pwynt degol.

# Long Division

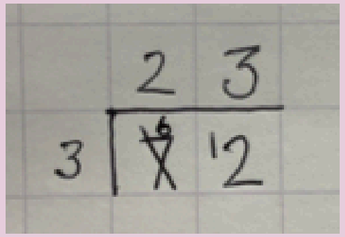


Step 1



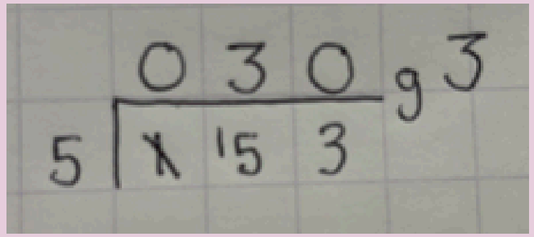

84 ÷ 4
Here we look at the tens as units. So 8 ÷ 4 is 2 an then 4 ÷ 4 is 1.

Step 2



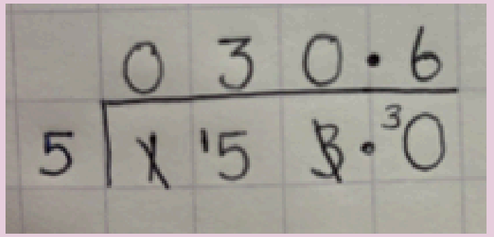

72 ÷ 3
Here, 7 is not in the 3 times table so we divide it by 6 instead (and note that there is 1 over to carry to the next number which makes 12.

Step 3



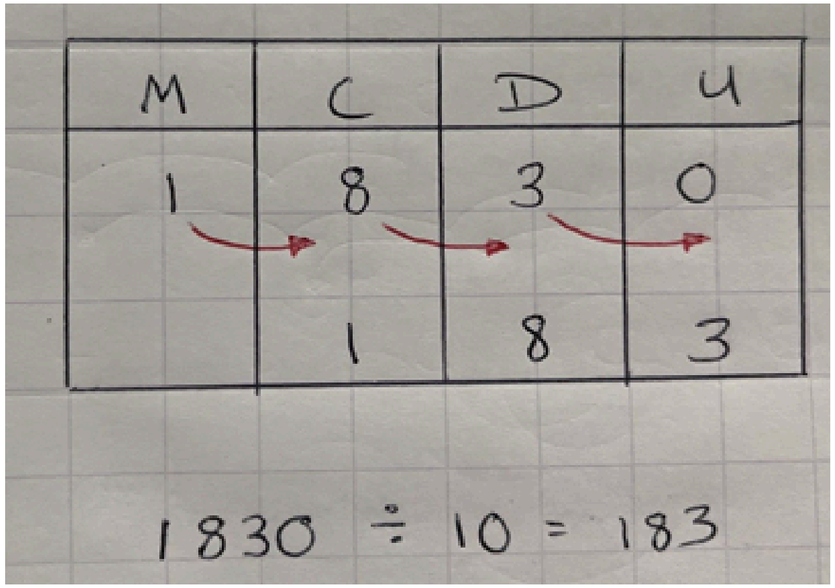

153 ÷ 5
Here the last number does not divide perfectly so, we note what is left with ‘g3’.

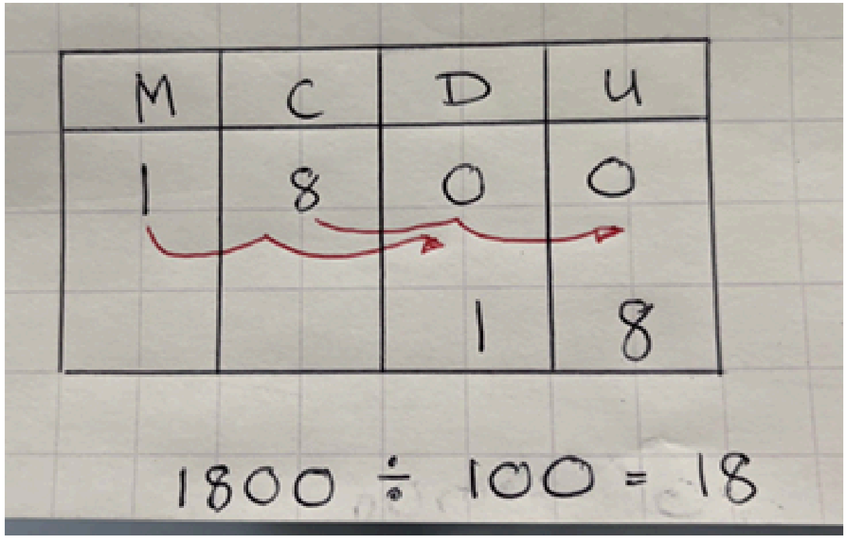
Step 4



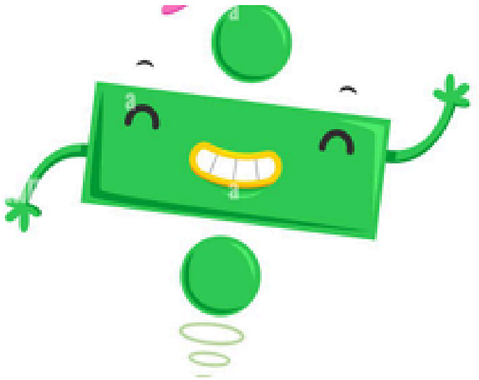

153 ÷ 5
Here, rather that write yn ‘g3’ we carry what is left over to the decimal point.

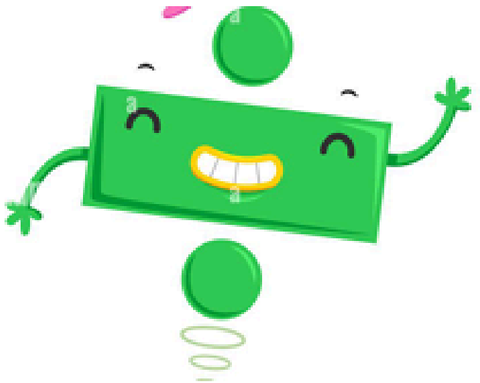
# ÷10, ÷100, ÷1000



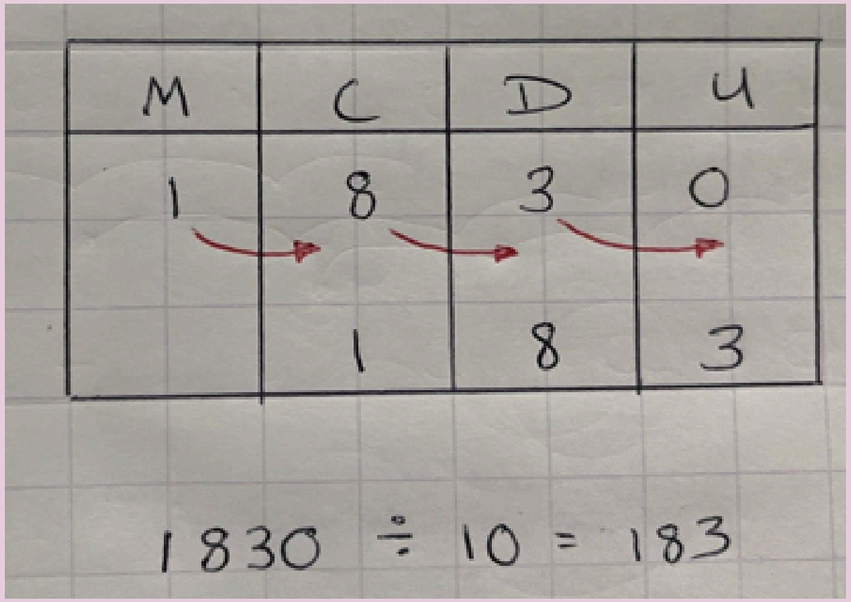



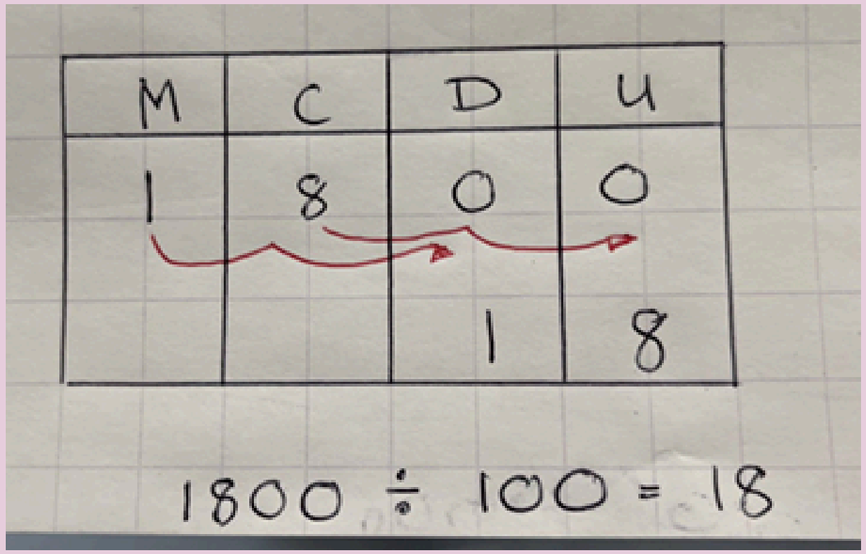

Os oes un sero mewn 10; rydych yn symud y rhifau i lawr unwaith. Os oes dau sero mewn 100; rydych yn symud y rhifau i lawr dwy waith ayyb.



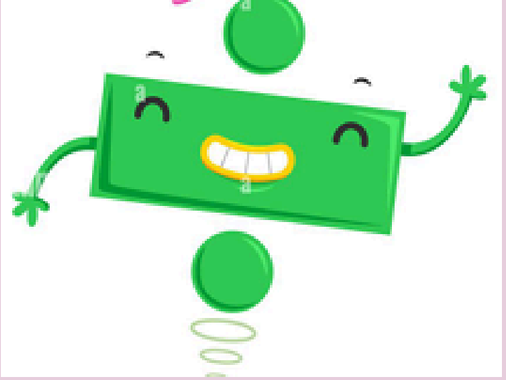


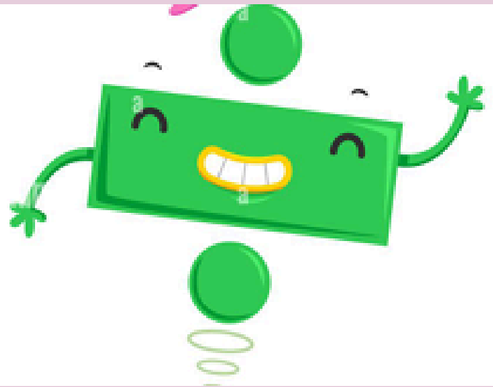
# ÷10, ÷100, ÷1000



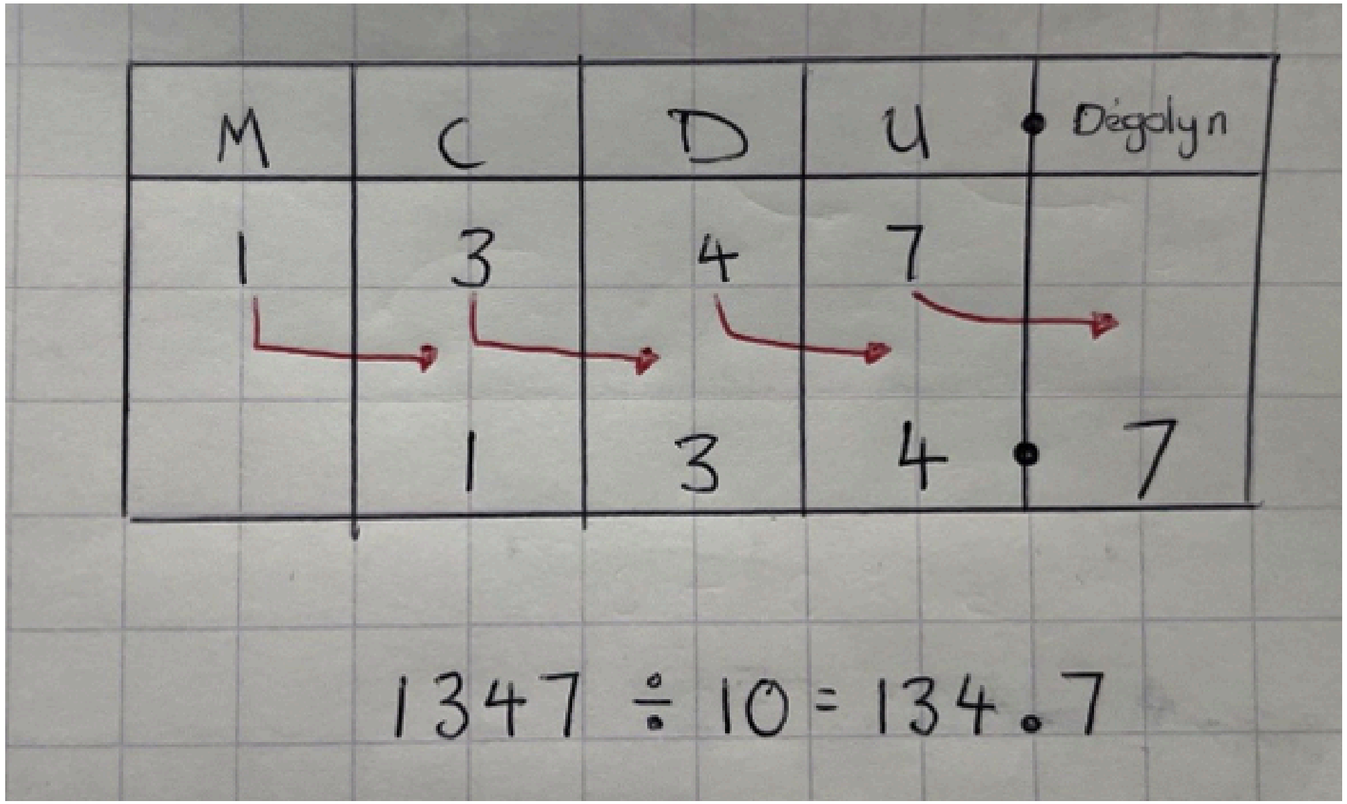




If there is one zero in 10; you move the numbers down once. If there is two zeros in 100; you move the numbers down twice etc.



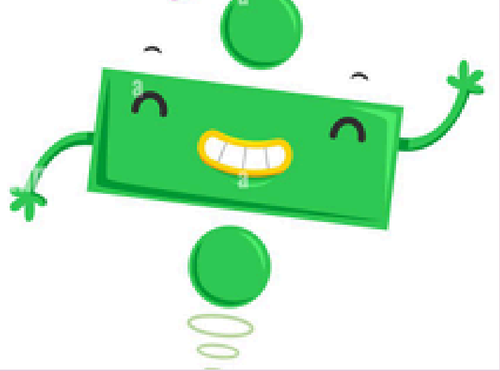


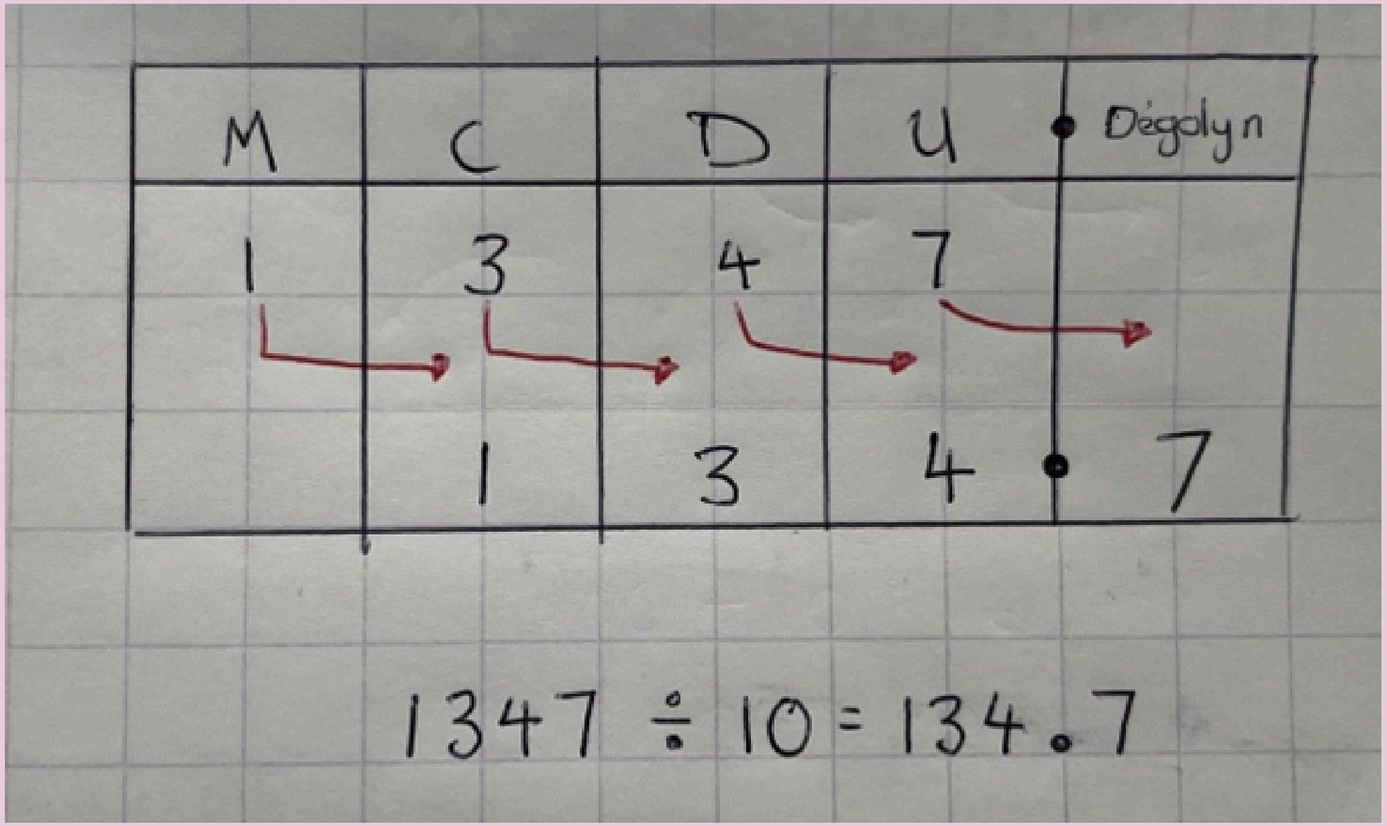
# ÷10, ÷100, ÷1000 (Degolion)



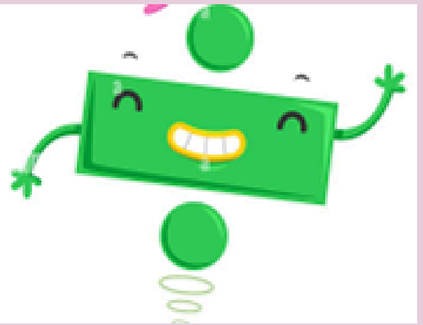

Os oes un sero mewn 10; rydych yn symud y rhifau i lawr unwaith. Os oes dau sero mewn 100; rydych yn symud y rhifau i lawr dwy waith ayyb.

# ÷10, ÷100, ÷1000 (Degolion)






Os mae un sero mewn 10; rydych yn symud y rhifau i lawr unwaith. Os mae dau sero mewn 100; rydych yn symud y rhifau i lawr dwy waith ayyb.



# Sut i Gefnogi Adref

- Cyfrif gyda’ch plentyn bob dydd: grisiau, teganau, sanau, ceir, camau ac eitemau bwyd.
- Trafod rhifau o’ch cwmpas megis rhifau tai, prisiau mewn siopau a rhifau ar gloc.
- Ymarfer bondiau rhif i 10, 20 ac i 100 (e.e. 6 + 4, 13 + 7).
- Cynnwys eich plentyn mewn sefyllfaoedd go iawn: coginio, siopa, mesur a rhannu.
- Ymarfer tablau lluosi yn rheolaidd drwy lafarganu, caneuon a gemau.
- Gofynnwch gwestiynau syml fel ‘un yn fwy’, ‘un yn llai’ neu ‘faint sydd ar ôl?’
- Defnyddio termau fel adio, tynnu, lluosi, rhannu, cyfanswm ac yn hafal i.
- Trafodwch yr amser: faint o’r gloch ydyw, sawl munud tan, a beth fydd yr amser mewn awr.
- Chwarae gemau bwrdd, cardiau neu apiau rhifedd sy’n annog cyfrif a strategaethau.
- Gofynnwch i’ch plentyn esbonio sut y daeth at yr ateb.
- Trafod camgymeriadau fel cyfleoedd i ddysgu.
- Canmol ymdrech, dyfalbarhad a hyder, nid dim ond cywirdeb.

# How To Support At Home

- Count with your child every day: stairs, toys, socks, cars, steps, and food items.
- Discuss numbers around you, such as house numbers, prices in shops, and numbers on clocks.
- Practice number bonds to 10, 20, and 100 (e.g. 6 + 4, 13 + 7).
- Involve your child in real-life situations: cooking, shopping, measuring, and sharing.
- Practice multiplication tables regularly through chanting, songs, and games.
- Ask simple questions like "one more," "one less," or "how much is left?"
- Use terms like add, subtract, multiply, divide, total, and equal to.
- Discuss time: what time is it, how many minutes until, and what time it will be in an hour.
- Play board games, card games, or math apps that encourage counting and strategies.
- Ask your child to explain how they arrived at their answer.
- Discuss mistakes as learning opportunities.
- Praise effort, perseverance, and confidence, not just accuracy.


Ysgol Betws
Gwerful Goch
'Dysgu Fel Teulu, tyfu fel cymuned'


Ysgol
Bro Elwern
'Dysgu Fel Teulu, tyfu fel cymuned'