Maths Ra	Maths Rapid Recall: Step 6 6.1	
Target	Double any number with up to 1 decimal place	
Detail	This target is about being able to double a number with one decimal place, e.g. Double 5.4 is 10.8	
	You could: ➤ Ask: Which number did you double to get the answer 3.8? How do you know?	

Maths Ra	Maths Rapid Recall: Step 6 6.2	
Target	Halve any number with up to 1 decimal place	
Detail	This target is about being able to halve a number with one decimal place, provided that the digit after the decimal point is even, e.g. 6.8. Half of 6.8 is 3.4 This also includes halving whole numbers, e.g. Half of 9.0 is 4.5	
	You could: Ask: If I halve 2.6 litres of juice into two jugs, how much juice in each jug?	

Maths Rap	Maths Rapid Recall: Step 6 6.3	
Target	Know all decimals that total 1 and 10 (up to 1 decimal place)	
Detail	This target is about building on earlier work linked to number bonds, i.e. knowing the pairs of numbers which go together to make 10. This target requires children to know the pairs of number that go together in order to equal 10 or 100; including numbers with 1 decimal place,	
	e.g. 3.6 + 6.4 = 10 2.8 + 7.2 = 10	
	50.2 + 49.8 = 100 95.1 + 4.9 = 100	

Maths Ra	Maths Rapid Recall: Step 6 6.4	
Target	Recall multiplication facts up to 10x10 and use to multiply pairs of multiples of 10 and 100	
Detail	This target is about using their knowledge of times tables up to 10x10 in order to multiply larger numbers, e.g.	
	If you know that 5 x 5 = 25 then 5 x 50 = 250 and 50 x 50 = 2500	
	You could: ➤ Ask: Which two numbers multiply together to give 4800?	

Maths Rapid Recall: Step 6		6.5
Target	Doubles and halves of 2 digit decimals	
Detail	This target is about being able to double and halve numbers up to 2 decimal places, e.g.	
	Double 13.36 is 26.72	
	Half of 18.28 is 9.14	

Maths Rapid Recall: Step 6 6.6	
Target	Know all decimals that total 1 (up to 2 decimal places)
Detail	This target is about knowing the pairs of numbers that go together to make 1. This is really useful when dealing with money, e.g.
	0.27 + 0.73 = 1 0.46 + 0.54 = 1
	You could: Make links with money, e.g. how much change will I have from £1 if I spend 29p?