Mark schemes

Q1.

÷ 10	1	
÷ 10 ──► −10	1	
+ 10► ÷ 10	1	
		[3]

Q2.

Indicates only the three correct shapes, ie

 	¥
 	¥

For 1 mark: Indicates any two of the correct shapes with the third incorrect or omitted

or

Indicates the three correct shapes with not more than one other incorrect

[2]

Q3.

£ 469.35

For 1 mark: Shows the digits 46935

or

Shows the digits 8775 and 3816(0)

or

Shows or implies a complete correct method with not more than one computational error

eg

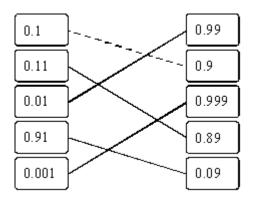
- 106 × 3.6(0) + 39 × 2.25
- (145 39) × 3.60 + (39 × 2.25)
- 39 × 2.25 = 87.75
 107 (error) × 3.6(0) = 385.2(0)
 87.75 + 385.2(0) = 472.95

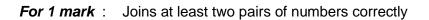
1 **[2]**

2

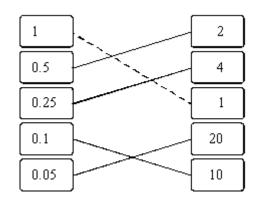


(a) Joins all four pairs of numbers correctly, ie





(b) Joins all four pairs of numbers correctly, ie



For 1 mark : Joins at least two pairs of numbers correctly

[4]

2

1

2

1

Q5. Barry is 14 years old

2

Q6. (a) Gives a number bigger than $5\overline{3}$ but smaller than 6

eg

- 5.7
- 5⁷
- 3
- 54

2

- (b) Gives a number bigger than 5.6 but smaller than $5\overline{3}$ eg
 - 5.65
 - 16
 - 5 25

[2]

1

1

1

1

Q7.

- (a) Indicates 2*n* must be even and gives a correct explanation eg
 - Any whole number multiplied by two gives a number in the two times table, so is even
 - Odd × 2 = even, even × 2 = even
 - 2 x odd is odd + odd = even
 2 x even is even + even = even
 - All multiples of 2 are even
 - Halving an odd number does not give a whole number

(b) Indicates 3*n* could be odd or even and gives a correct explanation eg

- $3 \times 1 = 3$ which is odd, but $3 \times 2 = 6$ which is even
- Odd × 3 = odd, even × 3 = even
- Multiples of 3 can be odd or even
- An even or odd number can have a factor of 3

[2]

Q8. 0.775 0.575 Q9. 3311 2 (U1) For 1 mark : Shows the value 441 or

Shows a correct method with not more than one computational error eg

2870 + 21² Do not accept conceptual error eg • $2870 + 21^2 = 2870 + 42$ = 2912

Q10.

•

0.1 and 0.9 or equivalent, in either order

[1]

[2]

1

1

1

(U1)

[2]