MATHS SKILL UPDATES



On 2 January, IXL added exciting new maths skills for your students to practise! This upgrade includes some new skill codes and names. Listed below are all the updated skills, as well as the brand new skills!

Reception

	CODE	NAME
NEW!	F.1	Are there enough?
_	F.1 > F.2	Compare groups (fewer or more)
_	F.2 > F.3	Compare in a chart (fewer or more)
_	F.3 ➤ F.4	Compare in a mixed group
_	G.4 > G.2	Above and below
_	G.2 > G.3	Left and right
_	G.3 > G.4	Left, middle and right

	CODE	NAME
NEW!	G.1	Are there enough?
	G.1 > G.2	Fewer and more - compare by matching
	G.2 > G.3	Fewer and more - with charts
	G.3 ➤ G.4	Fewer and more - mixed
	G.4 ➤ G.5	Fewer, more and equal > Fewer, more and same
	G.5 ➤ G.6	Compare two numbers - up to 10
	G.6 > G.7	Compare three numbers - up to 10
	J.4 > J.2	Above and below
NEW!	J.3	Above and below - find solid figures
	J.2 > J.4	Left, middle and right
	J.3 > J.5	Top, middle and bottom
	J.5 > J.6	Location in a grid
_	N.1 > N.1	Match clocks and times I ➤ Match analogue clocks and times I
	N.2 > N.2	Match clocks and times II → Match analogue clocks and times II
NEW!	N.3	Match digital clocks and times I

Year 1 (continued)

	CODE	NAME
NEW!	N.4	Match digital clocks and times II
_	N.6 > N.5	Match analogue and digital clocks I
_	N.7 > N.6	Match analogue and digital clocks II
_	N.3 > N.7	Read clocks and write times I
_	N.4 > N.8	Read clocks and write times II
_	N.5 > N.10	Times of everyday events
_	N8 > N.11	Seasons
_	S.7 > S.7	Geometry of everyday objects > Geometry of everyday objects I
NEW!	S.8	Geometry of everyday objects II
	S.8 > S.9	Symmetry I
_	S.9 > S.10	Symmetry II

	CODE	NAME
	J.3 > J.3	Geometry of everyday objects ➤ Geometry of everyday objects I
NEW!	J.4	Geometry of everyday objects II
	J.4 > J.5	Relate planar and solid figures
	J.5 > J.6	Count sides and vertices
	J.6 > J.7	Count edges, vertices and faces
	J.7 > J.8	Compare sides and vertices
	J.8 > J.9	Compare edges, vertices and faces
	J.9 > J.10	Open and closed shapes
	J.10 > J.11	Flip, turn and slide
	J.11 > J.12	Symmetry
	J.12 > J.13	Same shape
NEW!	K.1	Above and below
	K.1 ➤ K.2	Left, middle and right
	K.2 ➤ K.3	Above, below, top, middle and bottom ➤ Top, middle and bottom

Year 2 (continued)

	CODE	NAME
	K.3 ➤ K.4	Location in a grid
_	R.4 ➤ R.1	Match clocks and times I > Match analogue clocks and times I
_	R.5 ➤ R.2	Match clocks and times II > Match analogue clocks and times II
NEW!	R.3	Match digital clocks and times I
NEW!	R.4	Match digital clocks and times II
_	R.7 ➤ R.5	Match analogue and digital clocks I
_	R.8 ➤ R.6	Match analogue and digital clocks II
_	R.2 ➤ R.7	Reading clocks I > Read clocks and write times I
_	R.3 ➤ R.8	Reading clocks II > Read clocks and write times II
	R.18 ➤ R.9	Time words: o'clock, half, quarter
	R.9 > R.10	A.M. and P.M.
_	R.6 > R.11	Times of everyday events
_	R.10 ➤ R.12	Compare clocks I
_	R.11 ➤ R.13	Compare clocks II
_	R.12 ➤ R.14	Time and clocks: word problems I
_	R.13 ➤ R.15	Time and clocks: word problems II
_	R.19 ➤ R.16	Elapsed time I
_	R.20 ≻ R.17	Elapsed time II
_	R.14 ➤ R.18	Choose the appropriate time units
_	R.15 ≻ R.19	Seasons of the year
_	R.1 ➤ R.20	Days of the week
_	R.17 ➤ R.21	Months of the year
_	R.16 ➤ R.22	Read a calendar

CODE	NAME
L.15	Identify the digit in the ones, tens, hundreds or thousands place
Q.4 > Q.1	Match clocks and times
Q.5 > Q.2	Match analogue and digital clocks

Year 3 (continued)

	CODE	NAME
	Q.2 > Q.3	Reading clocks > Read clocks and write times
_	Q.3 > Q.4	Time words: o'clock, half, quarter
_	Q.7 > Q.5	A.M. and P.M.
	Q.8 > Q.6	Compare clocks
_	Q.9 > Q.7	Elapsed time I
	Q.10 > Q.8	Elapsed time II
	Q.16 > Q.9	Time patterns
	Q.11 > Q.10	Choose the appropriate time units
	Q.15 > Q.11	Relate time units
	Q.6 > Q.12	Seasons
	Q.1 > Q.13	Days of the week
	Q.13 > Q.14	Months of the year
	Q.14 > Q.15	Number of days in each month
	Q.12 > Q.16	Read a calendar
NEW!	U.7	Order fractions with like denominators
	U.7 > U.8	Order fractions with like numerators

	CODE	NAME
	B.2	Place value names > Place value names up to thousands
-	B.4 ➤ B.3	Identify the digit with a particual place value names up to hundred thouvalue Place value names up to hundred thousands
-	B.3 ➤ B.4	Value of a digit
NEW!	S.1	Match clocks and times
IEW!	S.2	Match analogue and digital clocks
-	S.1 ➤ S.3	Read clocks and write times
EW!	S.4	Write times
	S.2 > S.5	Elapsed time I
-	S.3 ➤ S.6	Elapsed time II
	S.4 ➤ S.7	Read a calendar
-	S.5 ➤ S.8	Relate time units

Year 4 (continued)

CODE	NAME
S.6 > S.9	Time patterns
S.7 > S.10	Convert between hours and fractions of hours
S.8 > S.11	Reading schedules - 12-hour time
S.9 > S.12	Reading schedules - 24-hour time
S.10 > S.13	Timelines

Year 6

	CODE	NAME
NEW!	K.22	Divide fractions by whole numbers

Year 7

	CODE	NAME
	D.3	Exponents: solve for the variable > Find the missing exponent or base
NEW!	W.11	Identify equivalent expressions

Year 8

	CODE	NAME
	1.3	Exponents: solve for the variable > Solve equations with variable exponents
NEW!	R.10	Factorise linear expressions
NEW!	R.11	Identify equivalent linear expressions

	CODE	NAME
	F.3	Exponents: solve for the variable > Solve equations with variable exponents
NEW!	F.13	Identify equivalent expressions involving exponents
	F.13 ➤ F.14	Square roots of perfect squares
	F.14 ➤ F.15	Positive and negative square roots
	F.15 > F.16	Estimate positive and negative square roots
	F.16 > F.17	Relationship between squares and square roots

Year 9 (continued)

	CODE	NAME
	F.17 > F.18	Solve equations involving squares and square roots
	F.18 > F.19	Cube roots of perfect cubes
	F.19 ➤ F.20	Estimate cube roots
NEW!	T.12	Factorise linear expressions
NEW!	T.13	Identify equivalent linear expressions

Year 10

	CODE	NAME
NEW!	J.3	Identify equivalent linear expressions
	J.3 > J.4	Write variable equations
	J.4 > J.5	Does x satisfy the equation?
-	J.5 > J.6	Solve equations using order of operations
NEW!	S.9	Identify equivalent expressions involving exponents

	CODE	NAME
NEW!	B.5	Identify equivalent expressions involving exponents
	B.5 ➤ B.6	Convert between ordinary numbers and standard form
-	B.6 ➤ B.7	Multiply, divide and compare numbers written in standard form