



THE GL 11+ GUIDE BOOKS

Maths

for the GL 11+

Every topic on the GL Maths paper, one chapter each: what the question looks like, a method in five steps, a worked example with every wrong option explained, the traps, and ten questions to circle. Then a timed test at the paper's pace.

18

question types

180

practice questions

54

traps explained

WHAT IS INSIDE

- One chapter for every question type on the paper
- A method in five steps, written to be said aloud
- A worked example with every wrong option explained
- The three traps the setters rely on
- Ten practice questions a type, exam level from question 4
- A timed test with the real answer sheet, and a progress page
- Every answer at the back with the reason

Maths for the GL 11+. First edition, September 2026. © 2026 Uplift Learning. All rights reserved. Licensed to the household that bought it, for personal use: print it and read it as often as you like within the family, but do not share, resell or post it, and note that every page carries the name of the person it was licensed to. Every question was generated and checked by machine, then read by a person. If you find a fault, email info@uplift-learning.co.uk and it will be corrected in the next edition.

For Year 5, with an easier start in every chapter so a Year 4 child can begin.
Every practice question checked twice: by machine, and by a person reading it.

CONTENTS

Contents

Before you start: the GL paper, explained	3
---	---

A NUMBER

1 Place value and rounding	4
2 Adding and subtracting	7
3 Multiplying and dividing	10
4 Negative numbers	13
5 Factors, multiples and primes	16
6 Fractions	19
7 Decimals	22
8 Percentages	25
9 Ratio	28

B ALGEBRA AND SEQUENCES

10 Sequences	31
11 Function machines and equations	34

C MEASURES

12 Units, money and time	37
13 Speed, distance and time	40

D SHAPE AND SPACE

14 Perimeter, area and volume	43
15 Angles	46
16 Shapes and symmetry	49
17 Coordinates	52

E DATA

18 Averages and range	55
The timed test, and its answer sheet	58
Answers	66
Glossary and index	75
Your scores	76

BEFORE YOU START

The GL paper, explained

What the paper is

GL Assessment sets the 11+ for most grammar areas outside Essex. Maths is one of up to four papers, alongside English, Verbal Reasoning and Non-Verbal Reasoning; each area chooses which papers to use, and the school's admissions page says which.

The paper is multiple choice, with five options, A to E, marked on a separate answer sheet in pencil. The questions are short: one skill each, in a plain sentence, drawn from the whole of the Key Stage 2 curriculum with a little from Year 7. Working space is on the question paper and is meant to be used.

Timing

Most versions allow around 50 minutes for 50 questions: a minute each. That is not much, and the wrong options are chosen from the mistakes a hurrying child makes, so the method matters more than speed. A child who writes one line of working makes fewer of those mistakes than one who does not.

What is in this book

Eighteen chapters, one per topic, from place value to averages. Every chapter uses the same frame: what the question looks like, a five-step method, a worked example with every wrong option explained, the three traps, then ten questions. The wrong options in this book are the ones the paper uses: the perimeter when the area was asked, the smaller share, the change forgotten. Learning why they are wrong is most of the method.

Every practice question was generated and checked by machine, then read by a person, so an answer in this book is never typed by hand.

How to use this book

One chapter is one topic. Read parts 1 to 4 first, then do the ten questions in part 5 with a timer, circling the answers and showing working in the space. Mark them from the answers at the back and write the score on the progress page.

Questions 1 to 3 in every chapter are easier than the paper, so a Year 4 child can start. Questions 4 to 10 are exam level.

When every chapter has a score, sit the timed test at the end under exam conditions, with the answer sheet, and use the answers page to see which chapters to read again.

Guessing

There is no penalty for a wrong answer. Never leave a question blank: cross out the options you know are wrong and choose from what is left.

TYPE 1 · NUMBER

about 1 minute on the paper

Place value and rounding

1 WHAT IT LOOKS LIKE

What a digit is worth depends on where it sits, and rounding means choosing the nearest number of a given size. Two of the quickest questions on the paper, if you know your columns.

Example

In the number **47 250**, what is the value of the digit 7?

- A 7 B 70 C 700 D 7000 E 70000

The 7 is in the thousands column, so it is worth 7000. The answer is D. Circle it.

2 THE METHOD

- 1 Write the column names over the number, from the right: units, tens, hundreds, thousands, ten thousands. Every digit belongs to one column.
- 2 For a place value question, find the digit and read its column. A 7 in the thousands column is worth 7000, not 7.
- 3 For rounding, find the column you are rounding to and look at the digit just to the RIGHT of it.
- 4 If that digit is 5 or more, the column digit goes up by one; if it is 4 or less, it stays. Everything to the right becomes zero.
- 5 Check: the rounded number should be close to the original, and end in the right number of zeros.

3 WORKED EXAMPLE

Round **6 482** to the nearest 100.

- A 6400 B 6480 C 6500 D 6000 E 7000

STEP 1 The hundreds column holds the 4. The digit to its right is 8.

STEP 2 8 is 5 or more, so the 4 goes up to 5, and the tens and units become zeros.

STEP 3 6482 rounds to 6500. Check: 6482 is between 6400 and 6500, and nearer 6500.

STEP 4 6500 is option C. Circle C.

Why the others are wrong

- A **6400** rounded down; the 8 should have pushed the hundreds up
B **6480** rounded to the nearest 10, not 100
D **6000** rounded to the nearest 1000

E **7000** rounded to the nearest 1000, and upwards

4 THE THREE TRAPS

Giving the digit instead of its value. The question asks what the digit is WORTH. The 7 in 47 250 is worth 7000. An option that is just 7 is always there.

Rounding to the wrong column. Nearest 10, nearest 100, nearest 1000 give three different answers, and all three are among the options. Underline the column named in the question before you start.

Looking at the wrong neighbour. It is the digit to the RIGHT of the column that decides. Children look at the column digit itself, or the one to the left.

WORKING SPACE for the ten questions on the next page: the working, every time

SAMPLE CHAPTER

10 questions, 8 minutes

5 TRY IT

Questions 1 to 3 are a little easier than the paper. From 4 on they are exam level. Circle your answer.

1 In the number **492**, what is the value of the digit 4?

- A 400 B 4 C 4000 D 40 E 40000

2 Round **401** to the nearest 10.

- A 410 B 390 C 401 D 399 E 400

3 In the number **269**, what is the value of the digit 9?

- A 90 B 9 C 900 D 10 E 8

4 In the number **40115**, what is the value of the digit 5?

- A 50 B 500 C 6 D 5 E 4

5 Round **5641** to the nearest 10.

- A 5650 B 5630 C 5640 D 5641 E 5600

6 In the number **18409**, what is the value of the digit 9?

- A 9 B 90 C 900 D 10 E 8

7 Round **8304** to the nearest 100.

- A 8400 B 8200 C 8304 D 8000 E 8300

8 In the number **11638**, what is the value of the digit 8?

- A 80 B 8 C 800 D 9 E 7

9 In the number **417296**, what is the value of the digit 2?

- A 2 B 2000 C 20 D 200 E 20000

10 Round **65294** to the nearest 100.

- A 65400 B 65200 C 65300 D 65294 E 65290