

Helping your child at home

Year 5 suggested activities

How much?

- While shopping, point out an item costing less than £1.
- Ask your child to work out in their head the cost of 3 items.
- Ask them to guess first, see how close they come.
- If you see any items labelled, for example, '2 for £3.50', ask them to work out the cost of 1 item for you, and to explain how they got the answer.

Times tables

- Say together the six times table forwards, then backwards.
- Ask your child questions, such as: Nine sixes? How many sixes in 42? Six times four? Forty-eight divided by six? Three multiplied by six? Six times what equals sixty?
- Repeat with the seven, eight and nine times tables.

Decimal number plates

- Each choose a car number plate with three digits.
- Choose two of the digits, e.g. 4 and 6. Make the smallest and largest numbers you can, each with 1 decimal places, e.g. 4.6 and 6.4.
- Now find the difference between the two decimal numbers, e.g. $6.4 - 4.6 = 1.8$.
- Whoever makes the biggest difference scores 10 points.
- The person with the most points wins.
- Play the game again, but this time score 10 points for the smallest difference, or 10 points for the biggest total.

Finding areas and perimeters

- Collect 5 or 6 used envelopes of different sizes.
- Ask your child to estimate the perimeter of each one to the nearest centimetre. Write the estimate on the back.
- Now measure. Write the estimate next to the measurement.
- How close did your child get?
- Now estimate then work out the area of each envelope.
- Were perimeters or areas easier to estimate? Why?

Dicey subtractions

- Take turns to roll a dice twice.
- Fill in the missing boxes. 400_ - 399_ e.g. 4002 – 3994
- Count on from the smaller to the larger number, e.g. 3995, 3996, 3997, 3998, 3999, 4000, 4001, 4002.
- You counted on 8, so you score 8 points.
- Keep a running total of your score.
- The first to get 50 or more points wins.

Target 1000

- Roll a dice 6 times.
- Use the six digits to make two three-digit numbers.
- Add the two numbers together.
- How close to 1000 can you get?

Guess my number

- Choose a number between 0 and 1 with one decimal place, e.g. 0.6.
- Challenge your child to ask you questions to guess your number. You may only answer 'Yes' or 'No'. For example, he could ask questions like 'Is it less than a half?'
- See if he can guess your number in fewer than 5 questions.
- Now let your child choose a mystery number for you to guess.
- Extend the game by choosing a number with one decimal place between 1 and 10, e.g. 3.6. You may need more questions!

Useful Websites

www.primarygames.com/curriculum/math.htm

www.primarygames.co.uk/

www.bbc.co.uk/wales/snapdragon/yesflash/time-1.htm

www.bbc.co.uk/education/dynamo/den/snap/index.htm

www.woodlands-junior.kent.sch.uk/maths/

www.mymaths.co.uk – children all have their individual login

www.crickweb.co.uk/ks2numeracy.html