

# Helping your child at home

## Year 6 suggested activities

### Favourite food

- Ask your child the cost of a favourite item of food.
- Ask them to work out what 7 of them would cost, or 8 or 9.
- How much change would there be from £50?
- Repeat with his / her least favourite food.
- What is the difference in cost between the two?

### Sale of the century

- When you go shopping, or see a shop with a sale on, ask your child to work out what some items would cost with: 50% off, 25% off, 10% off and 5% off
- Ask your child to explain how they worked it out.

### TV addicts

- Ask your child to keep a record of how long he / she watches TV each day for a week. Then ask him / her to do this:
- Work out the total watching time for the week.
- Work out the average watching time for a day (that is, the total time divided by 7).
- Instead of watching TV, you could ask them to keep a record of time spent eating meals, or playing outdoors, or anything else they do each day. Then work out the daily average.  $6 \times 8 = 48$  great!

### Four in a line

Draw a 6 x 7 grid and fill it with numbers under 100.

- Take turns and roll three dice, or roll one dice three times.
- Use all three numbers to make a number on the grid.
- You can add, subtract, multiply or divide the numbers, e.g. if you roll 3, 4 and 5, you could make  $3 \times 4 - 5 = 7$ ,  $54 \div 3 = 18$ ,  $(4 + 5) \times 3 = 27$ , and so on.
- Cover the number you make with a coin or counter.
- The first to get four of their counters in a straight line wins.

## Recipes

- Find a recipe for 4 people and rewrite it for 8 people.

E,g This recipe serves 4;

125g flour 250g flour

50g butter 100g butter

75g sugar 150g sugar

30ml treacle 60ml treacle

1 teaspoon ginger 2 teaspoons ginger

- Can you rewrite it for 3 people? Or 5 people?

## Flowers

- Take turns to think of a flower.
- Use an alphabet code, A = 1, B = 2, C = 3... up to Z = 26.
- Find the numbers for the first and last letters of your flower, e.g. for a ROSE, R = 18, and E = 5.
- Multiply the two numbers together, e.g.  $18 \times 5 = 90$ .
- The person with the biggest answer scores a point.
- The winner is the first to get 5 points.
- When you play again you could think of animals, or countries.

## One million pounds

- Assume you have £1 000 000 to spend or give away.
- Plan with your child what to do with it, down to the last penny.

## Doubles and trebles

- Roll two dice.
- Multiply the two numbers to get your score.
- Roll one of the dice again. If it is an even number, double your score. If it is an odd number, treble your score.
- Keep a running total of your score.
- The first to get over 301 wins.

## Useful Websites

[www.primarygames.com/curriculum/math.htm](http://www.primarygames.com/curriculum/math.htm)

[www.primarygames.co.uk/](http://www.primarygames.co.uk/)

[www.bbc.co.uk/wales/snapdragon/yesflash/time-1.htm](http://www.bbc.co.uk/wales/snapdragon/yesflash/time-1.htm)

[www.woodlands-junior.kent.sch.uk/maths/](http://www.woodlands-junior.kent.sch.uk/maths/)

[www.mymaths.co.uk](http://www.mymaths.co.uk) – children all have their individual login

[www.crickweb.co.uk/ks2numeracy.html](http://www.crickweb.co.uk/ks2numeracy.html)