

Moulton CEVC Primary School

Helping your child at home with maths (Year 5)







- Page 2 Introduction Meet Pascal the Penguin!
- Page 3,4 Sharpen your mental skills. Your child's class teacher has a copy of these on a handy little key ring. They are designed to be used informally at the end of the day, whilst the children are lining up, in a spare minute etc and we suggest that you use them in the same way. Each box contains a mental strategy that has been taught and rehearsed regularly with your child. The cards with the green text are particularly tricky, and may contain strategies from the next year group's teaching. They are there as a guide so feel free to take a step back or to extend them as necessary. Your child might excel with some but find others hard—that's perfectly normal!
- Page 5,6 At home and out and about. Mathematics is everywhere! Have a go at these activities to encourage your child to talk about their mathematics and their methods of calculation.
- Page 7, 8, 9, Online... Some suggestions of websites that contain maths games for your budding mathematicians to have a go at. There are also some explanations to activities that appear on the school website.
- Page 10 September... An overview of the maths that your child will be learning in their new class at the start of September. This is unique to each year group.

Hello! Allow me to introduce myself... I'm Pascal the Penguin! I love mathematics and it would be great if you do too.

Welcome to your mathematical home help ideas! If you find yourself with a few spare minutes at home, have a go at some of these activities. As always, I have placed a strong emphasis on mental strategies and mathematical talk because confident and able mathematicians need to have these in abundance!

Don't forget, your class teacher and Mrs Shipp would love to hear about the things that you do at home so don't forget to go and tell them or better still, write it in your reading record too.

X





Sharpen Your Mental Skills

Give your child a table multiplication fact (up to 12×11) and ask them to derive a related division fact. E. G "8×4=32" "32÷4=8 or 32÷8=4"

Ask your child to square (multiply by itself) any number less than and including 12. E.G 3 squared = 3 × 3 = 9

Ask your child to count in various step sizes. Bridge through 100s and 1000s E.G 999, 1002, 1005... 9996, 10,000, 10,004... Ask your child to add together a 3 or 4 digit number by partitioning in TH H T U first. E..G 4321 + 3493 = 4000 + 3000, 300 + 400, 20+90, 1 + 3

Ask your child to add numbers close to a multiple of 100 by adjusting. E. G 456 + 98 (Add 100 first and then subtract 2) Ask your child to add numbers close to a multiple of 10 by adjusting. E. G 426 + 49 (Add 50 first and then subtract 1) Ask your child to use their near double knowledge to double two numbers. E.G 70 + 71 (Double 70 first and then add 1) Ask your child to quickly add together numbers by looking for doubles, near doubles and pairs that total 10 or 20 etc.. E.G 18 + 7 + 2 + 7 = (18 + 2) + (7 + 7)

Say a 2 or 3 digit number to your child and ask them to say all of its factors. E. G 12—Factors are 1, 12, 2, 6, 3, 4 Give your child a 3-digit number and ask them how many you need to add to make 1000. E.G 376 + 624 = 1000 Give your child a 4-digit number and ask them how many you need to add to make 10,000 E.G 1376 + 8624 = 10,000 Ask your child to multiply find the product of three numbers less than 10. E. G 3 × 4 × 6 = 72

Ask your child to find the difference between two numbers with one decimal place. E.G 8.7—4.3 = 3.5	Ask your child to find the difference between two 3-digit numbers. E. G 760—580 =	Ask your child to halve a 2, 3 or 4 digit even number. EG Half of 36 is 18 Half of 146 = 73 Half of 1286 = 643	Ask your child to multiply a number by 10 by moving the digits. E.G 34 × 10 = 340 5.6 × 10 = 56
Ask your child to multiply a number by 100 by moving the digits. E.G 34 × 100 = 3400 5.6 × 100 = 560	Ask your child to divide a number by 10 by moving the digits. E.G 34 ÷ 10 = 3.4 5.6 ÷ 10 = 0.56	Ask your child to divide a number by 100 by moving the digits. E.G 34 ÷ 100 = 0.34 5.6 ÷ 100 = 0.056	Ask your child to divide a number by 1000 by moving the digits. E.G 134 ÷ 1000 = 0.134 9756 ÷ 1000 = 9.756
Ask your child to multiply a number by 1000 by moving the digits. E.G 34 × 1000 = 34000 5.6 × 1000 = 5600	Give your child three numbers and ask them to find four + or - calculations using those numbers. E.G 17 18 35 17+18=35, 18+17=35 35-18=17, 35-17 = 18	Ask your child to add together a pair of 3-digit multiples of 10 E. G 370 + 210 =	Ask your child to subtract a pair of 3-digit multiples of 10 E. <i>G</i> 370 - 280 =



Give your child a number with one or two decimal places and ask them how many you need to add to get to the next whole number. E.G 3.4 + ? = 4 2.71 + ? = 3	Ask your child to add or subtract a pair of decimal fractions. E. G 2.34 + 6.12 = 5.3-2.1 =	Ask your child to find the difference between two numbers that are close to multiples of 1000 E.G 5001—1997 6003—2998	Ask your child to multiply a 2 digit number by 25. (multiply by 100, halve the answer then halve it again) E.G 15 x 25 = First, do: 15 x 100 = 1500 Half of 1500 is 750 Hal;f of 750 is375
Ask your child to multiply a 2- digit multiple of 10 by a single digit by partitioning E.G 40 × 6 = 30 × 7 =	Ask your child to double any number between 1 and 100 E. G Double 87 =174	Ask your child to double any multiple of 10 between 0 and 1000 E.G Double 90 is 180 Double 360 = 720	Ask your child to find 50% (one half) of a Quantity E.G 50% of 250 is 125
Ask your child to find a fraction of a quantity by using division. E. G 1/5 of 30 = 30 ÷ 5 1/3 of 66 = 66 ÷ 3	Ask your child to count forwards or backwards in various decimal step sizes. E. G 0.2, 0.4, 0.6, 0.8, 1, 1.2, 1.4	Give your child a time and ask them how many minutes it is until the next O'clock time. E. G 9:37pm It is 23 minutes until 10:00pm	Give your child a positive and a negative number and ask them, to find the difference. Add to zero first. E. G What's the difference between -5 and 7. Add 5 to get to zero and then add 7 to get to 7. The difference is 12.



Ask your child to divide a 2 digit number by a decimal fraction. E. G 40 ÷ 0.1 = 400 20 ÷ 0.4 = 50	Ask your child to multiply a 2 digit number by a decimal fraction. E. G 40 × 0.1 = 4 20 × 0.4 = 5	Ask your child to find a fraction of a 2 or 3 digit number. E.G 3/5 of 200 = 1/5 of 200 is 40 3/5 of 200 is 120	Ask your child to find 10% of a number ands then use this knowledge to find other percentages. E. G 10% of 250 is 25. 20% would be 50 40% would be 100 etc
Ask your child to find 10% (one tenth) of a Quantity E.G 10% of 250 is 25	Ask your child to find 25% (one quarter) of a Quantity E.G 25% of 200 is 50	Ask your child to square (multiply by itself) a multiple of 10. E.G 30 squared 30 × 30 = 900	Ask questions such as If 4 ice creams cost £2.00, how much would 5 cost? How much would 6 cost?









Online Fun!

Maths Activities websites

http://www.maths-games.org/counting-games.html http://www.ictgames.com/payForIt/index.html http://resources.woodlands-junior.kent.sch.uk/maths/ http://www.mathplayground.com/games.html http://www.counton.org/games/ http://www.topmarks.co.uk/ http://www.kenttrustweb.org.uk/kentict/content/games/(particularly good for KS1 and reception) http://www.primarygames.co.uk/ http://www.bbc.co.uk/bitesize/ks1/maths/ http://www.bbc.co.uk/bitesize/ks2/maths/ http://www.primaryinteractive.co.uk/maths.htm http://www.oxfordowl.co.uk/maths/treasure/games/

http://www.kmprimary.leics.sch.uk/MainFolder/Images/MathsInfo/Maths%20vocabulary%20book.pdf (This booklet shows the vocabulary that children will learn in each year group.)



I have added some activities to the website under each class section. Feel free to print them. Most of them only require a dice to play. I have put a suggested age range on each game but below, I have suggested how you could make each game easier or trickier.

Game	Make it easier by	Make it harder by
Wipeout: This game is great for speeding up addition skills, practicing adding when crossing over tens boundaries and allowing children to choose the most efficient strategy.	Lower the winning total. Pair up younger children with an older sibling or an adult. Encourage jottings to aid mental calculations.	Make the total a lower num- ber but then make the dice rolls decimals. E. G The winning total could be 5. If I throw a 3, it becomes 0.3 etc Add the decimals to eventually get to 5. Make the total larger but make the dice rolls multiples of 10. E. G. the wining total could be 500. If I roll a 6, it could be worth 60.
<u>Count on</u> : This game helps children to learn their addition pairs to 10 and to calculate the difference between two numbers.	You could lower the winning total.	You could raise the winning total.
The hundred square: Lots of ideas to help your child with calculation.	Ideas are on the sheet.	



Digit dilemmas!

I have added some digit cards to the website for you to print off. Below are some activities that you could try with the digit cards.

Lay the digit cards face down. Whoever chooses the highest number wins. You could each choose two digits and see who could make the highest number. Older children could see who could make the highest decimal number?

Choose two or three cards. How many different numbers could you make using just those digits? Predict how many before you try.

Choose two or three cards. Give your child clues about the number you have made. My number is prime My number is larger than 30 etc Make is as easy or as hard as you want. Print off several copies and place them face down. Play a pairs game and look for bonds to 10.

Choose two or three cards and find their product. (Multiply them together). Can you find two other numbers that you could multiply together and get the same answer? Why? Why not?

Choose two cards (or two pairs of two cards) and work out the difference between the numbers. (Subtract the smaller from the larger) For younger children, make a sequence of numbers but miss one out. Which is missing? How do you know? E.G 1, 2, 3, 4 __6, 7 23, 24,25 __ 27, 28

Say a number to your child and ask them to make the number with the cards as quickly as you can. You could make the number as high or as low as you want or extend to decimal numbers.

Use some of the digits to make the start of a sequence. E. G 2, 4... What might come next? Why 6? Why 8? Are there any other Possibilities? Can you explain the rule?



Next year you will be learning to...

1. ...say whether a number will occur in a sequence, explaining your reasoning

2. ...find the difference between positive and negative integers

- 3. ...round large numbers to the nearest multiple of 10, 100 or 1000
- 4. ... use tables facts to work out other facts with decimals
- 5. ...add, subtract, multiply and divide whole numbers and decimals in my head
- 6. ... use a calculator to solve problems with more than one step
- 7. ...estimate and check the calculations that you do
- 8. ... use different techniques to persuade people

