

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

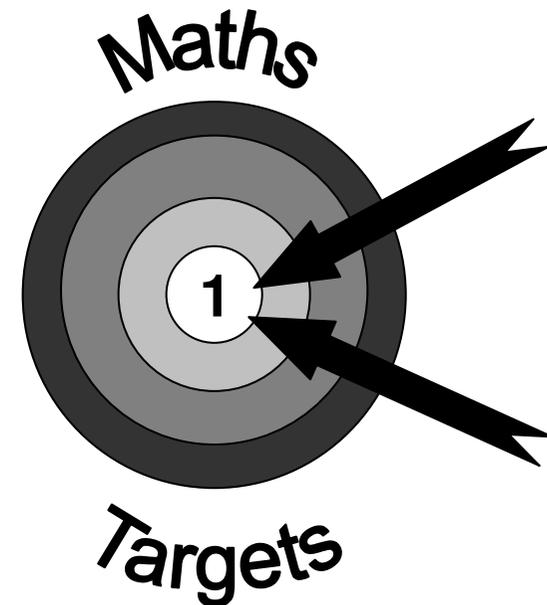
Perimeter = distance around the edge of a shape
Area of a rectangle = length \times breadth (width)

- ◆ 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?

You could do something similar using an old newspaper, e.g.

- ◆ Work out which page has the biggest area used for photographs.
- ◆ Choose a page and work out the total area of news stories or adverts on that page.

Helping your child with Maths in Year 5



A booklet for parents

Fun mathematical activities to do at home

This is some of the maths your child should be able to do by the end of Year 5

- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit
- round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000
- solve number problems and practical problems
- read Roman numerals to 1000 (M) and recognise years written in Roman numerals
- add and subtract numbers mentally with increasingly large numbers
- multiply and divide numbers mentally drawing upon known facts
- multiply and divide whole numbers and those involving decimals by 10, 100 and 1000
- compare and order fractions whose denominators are all multiples of the same number
- read and write decimal numbers as fractions (e.g. $0.71 = \frac{71}{100}$)
- recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- read, write, order and compare numbers with up to three decimal places
- solve problems involving number up to three decimal places
- recognise the per cent symbol (%) and understand that per cent relates to “number of parts per hundred”, and write percentages as a fraction with denominator hundred, and as a decimal fraction
- convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)
- understand and use equivalences between metric units and common imperial units such as inches, pounds and pints
- measure and calculate the perimeter and area of squares and rectangles
- estimate volume (e.g. using 1 cm^3 blocks to build cubes and cuboids) and capacity (e.g. using water)
- identify 3-D shapes, including cubes and cuboids, from 2-D representations
- complete, read and interpret information in tables, including timetables

The activities given will all help your child towards achieving some of the maths they should be able to by the end of Year 5. Building confidence in maths is crucial so do praise their efforts.

Dominoes

- To practice any multiplication table, pick a domino and add the dots. Ask your child to multiply the total by the table they are working on. Also ask for the associated facts.

$$8 \times 7 = 56 \quad 7 \times 8 = 56 \quad 56 \div 7 = 8 \quad 56 \div 8 = 7$$



- Pick a domino
This domino could represent 0.52 or 5.2 or 52.
Use any of these numbers to:
 1. Double or halve
 2. Multiply or divide by 10 or 100

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.

Number High Game for 2 or more people

You need the ace to 9 cards from a pack of shuffled playing cards.

- Deal out 3 cards
- Make the highest total you can by using the numbers however you like.
- The person who gets the highest total wins the 3 cards
- Then deal out 3 more cards and have another go.
- When you decide to stop playing, add up the numbers on the cards.
- Whoever has the highest score is the winner.