Tables

Make a times-table grid like this.

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

- Shade in all the tables facts that your child knows
- Some facts appear twice, e.g. 7 x 3 and 3 x 7, so cross out one of each.
- Work on any facts that are left?
- There might only be 10 facts to learn. So take one fact a day and make up a silly rhyme together to help your child to learn it, e.g. *nine sevens are sixty-three, let's have lots of chips for tea!*

Telephone challenges

- Challenge your child to find numbers in the telephone directory where the digits add up to 42.
- Find as many as possible in 10 minutes.
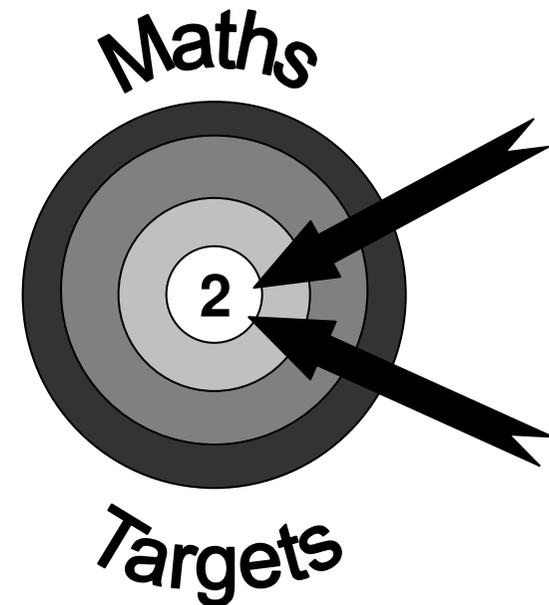- On another day, see if they can beat their previous total.

Telephone: 01264 738 281

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?
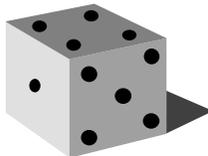
Helping your child with Maths in Year 5

Maths

2

Targets

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. $0.71 = {}^{71}/_{100}$)
- 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.

Car numbers

♦ Try reading a car number as a measurement in centimetres, then converting it to metres, e.g. 456cm, which is 4.56m, or 4m and 56cm.
♦ Try this with car numbers that have zeros in them, e.g. 307cm, which is 3.07m or 3m and 7cm; 370cm, which is 3.7m, or 3m and 70cm. These are harder!

Dicey subtractions

♦ Take turns to roll a dice twice.
♦ Fill in the missing boxes.

<div align="center">

400□ - 399□

e.g.   4002 – 3994

</div>

♦ 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.

Three in a line A game for 2 or more people

You need a Snakes and Ladders board, counters or buttons and 2 dice.

- Take turns to roll the 2 dice
- Add the numbers
- Repeat this, then multiply the 2 answers together
- Use a counter to cover this total number on the board
- The first person to finish a line of counters is the winner.

Make it real!

Challenge your child to estimate the cost of the shopping by rounding amounts over 50p up to the next pound and rounding down to the next pound amounts less than 50p.

A backyard is 8 metres long and 7 metres wide. Can you work out the area and the perimeter?