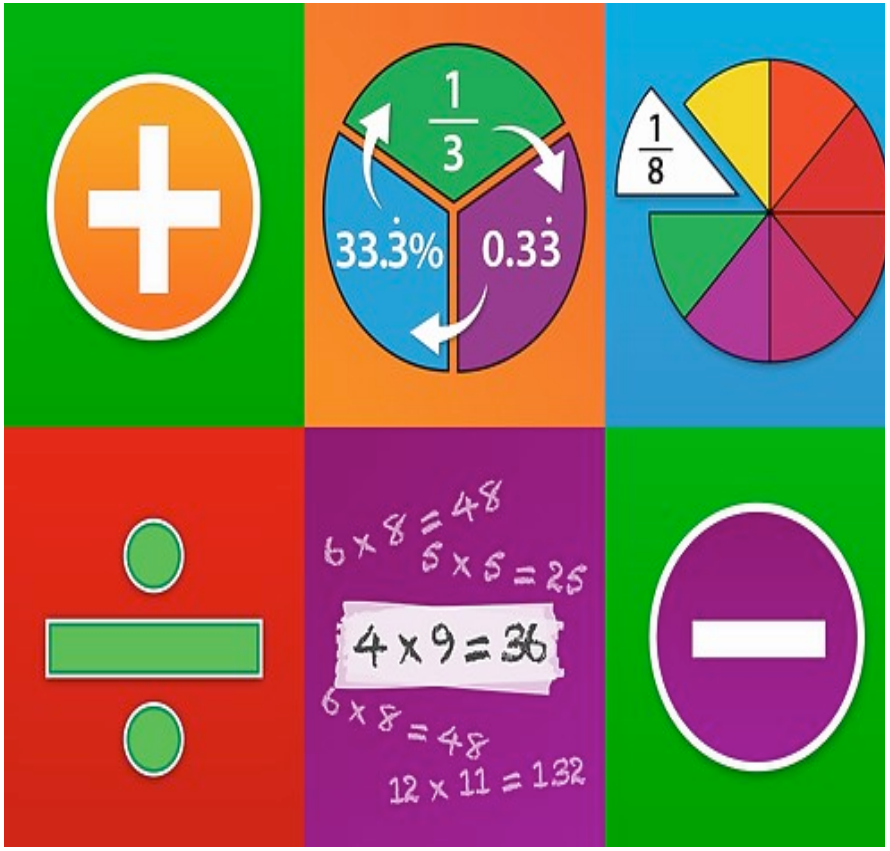
USING MATHS IN EVERYDAY LIFE

Support your child in using their mathematical skills in everyday life.

- Keep a weekly log of temperatures around the world. Compare temperatures and create a mini weather report using the data.
- Plan and cost a family holiday.
- Plan, prepare and cook a family meal.
- Keep a record of how long your child watches television/plays on the computer etc. for one week. Work out the total amount of time and the average amount of time.
- Find the price of a favourite food. Work out how many 6 or 7 of them would cost. How much change would there be from £50.00?
- When out shopping, look out for price cuts involving percentages. Ask your child to work out the price and the saving.
- Imagine you have won the lottery. Plan what you would do with every penny!
- Use an atlas to calculate the distance between two destinations. Calculate how long the journey would take if you travelled at an average speed of 60 miles per hour.
- Involve your child when carrying out any decorating or gardening. For example, ask your child to work out how many rolls of wallpaper needed for a room, number of tiles needed for a room etc.
- Keep a log of how much water is used each week in your home. Compare results over several weeks.
- Keep a log of the weight of junk mail received over a week/month. Discuss findings.
- If out for a meal, calculate the average cost per person.
- Watch different sporting events and use them as an opportunity to have mathematical discussions.

MANUDEN PRIMARY SCHOOL

Year Six Maths



Number Targets

A booklet for parents
Help your child with mathematics

YEAR SIX EXPECTATIONS

By the end of year six all children are expected to have the skills and knowledge to complete the following mathematical tasks.

- ✓ Use negative numbers in context, and calculate intervals across zero.
- ✓ Read, write, order and compare numbers up to 10 000 000 and determine the value of each digit.
- ✓ Recall multiplication and division facts to 12 x 12.
- ✓ Solve problems involving the four operations.
- ✓ Multiply 1-digit numbers with up to two decimal places (2.34) by whole numbers.
- ✓ Perform mental calculations, including with mixed operations and large numbers.
- ✓ Divide numbers up to 4-digits by a 2-digit whole number using the formal written method of short division where appropriate for the context divide numbers up to 4 digits by a 2-digit whole number using the formal written method of long division and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context.
- ✓ Use knowledge of order of operations to carry out calculations involving all four operations.
- ✓ Express missing number problems algebraically and use simple formulae.
- ✓ Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions.
- ✓ Multiply simple pairs of proper fractions, writing the answer in its simplest form
- ✓ Divide proper fractions by whole numbers (1/8 ÷ 2 = 1/16)
- ✓ Associate a fraction with division and calculate decimal fraction equivalents (for example, 0.375 for 3/8)
- ✓ Express missing number problems algebraically.
- ✓ Find pairs of numbers that satisfy number sentences involving two unknowns.

FUN ACTIVITIES TO DO AT HOME

- Draw a 6 x 7 grid and fill it with numbers between 1 and 100. Take turns to roll a dice three times. Using any of the four operations, try to make a number on the grid. If you can make a number, cover it. The winner is the first to cover four numbers in a line on their grid.
- Use a pack of playing cards and take out the Jacks, Queens and Kings. Take turns to take a card and roll a dice. Multiply the two numbers and write it down. Keep a running total. The winner is the first one to go over 301.
- Draw a 6x6 grid and fill it with numbers under 100. Choose the 7, 8 or 9 times table. Take turns to roll a dice and choose a number on the grid. Divide it by the dice number and if the remainder is the same as the number on the dice, the board number can be covered. The winner is the first to get three of their counters in a straight line.
- Draw a decimal number line e.g. 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9.1.0. Take turns to choose a fraction, say 2/5. Use a calculator to convert it to a decimal and mark your initials on the number line. The aim of the game is to get 3 crosses in a row without any of the other player's marks in between.
- Play 'Guess my Number' with 6/7 digit numbers. Ask mathematical questions to guess the number.
- Take turns to think of an animal. Use an alphabet code: A=1, B=2, C=3 etc. Find the numbers for the first and last letters of your animal. Multiple the two numbers. Whoever has the highest number scores a point. The winner is the first to score 5 points. When you play again, you could use colours, foods, countries etc.