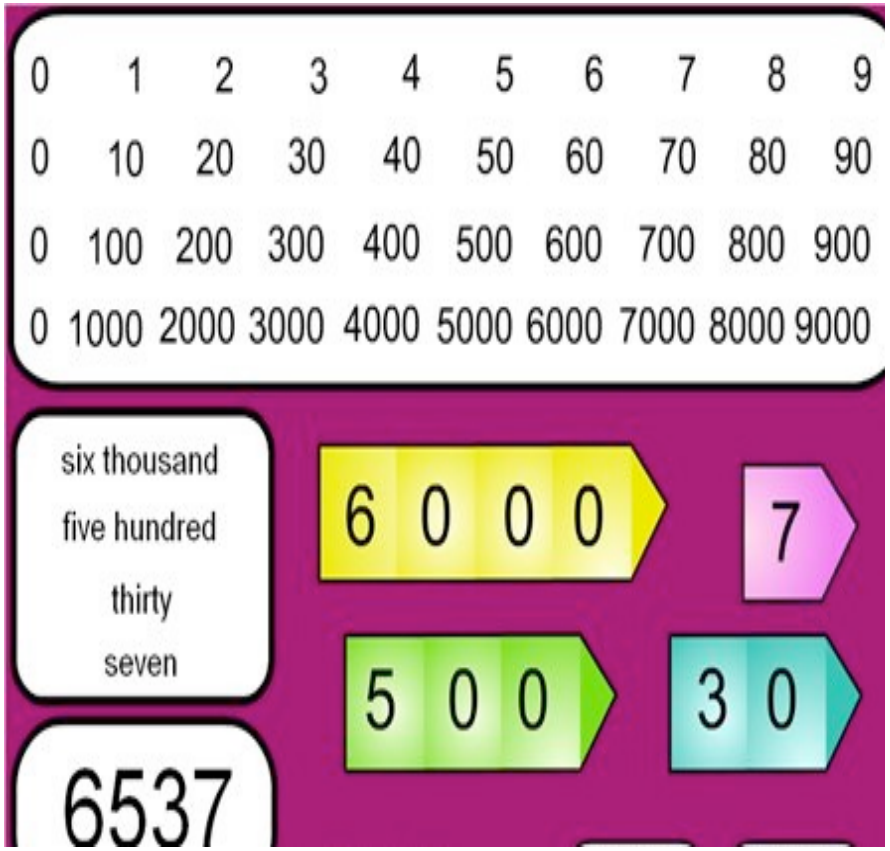
USING MATHS IN EVERYDAY LIFE

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

- While out shopping, if you see any items labeled for example '3 for £2.50', ask your child to work out the cost of 1 item and ask him/her to explain the method(s) used.
- Calculate the cost of stamps for 4 letters. Work out the difference in price between first and second-class stamps.
- When shopping, point out an item costing less than a £1.00. Ask your child to calculate the cost of 3 items.
- Encourage your child to wear an analogue watch.
- Ask time related questions throughout the day – ask the current time, what will the time be in 2 hours, how long is a tv programme on for/what time will it finish etc.
- Bake a cake.
- Investigate the most common colour car. Use a tally chart to collect data and then collate and present results.
- Play a family game of darts.
- Play a family game of bowling or mini-putt.
- Notice different activities going on around you. Which is the most/least popular? Make estimations.
- Keep a log of petrol stations over several weeks at different garages. Identify any increases or decreases in prices.
- Watch a game of motor sport and discuss the time and distance.
- Keep a scrapbook of favourite sport stars and collect any statistical data about them. Compare players and teams mathematically.
- Complete a jigsaw puzzle. Whilst completing the puzzle, estimate how many pieces have been used and how many are left. Try using vocabulary linked to fractions.

MANUDEN PRIMARY SCHOOL

Year Five Maths



Number Targets

A booklet for parents
Help your child with mathematics

YEAR FIVE EXPECTATIONS

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

- ✓ Count forwards and backwards in steps of powers of 10 for any given number up to 1,000,000.
- ✓ Recognise and use thousandths and relate them to tenths, hundreds and decimal equivalents.
- ✓ Recognise mixed numbers and improper fractions and convert from one to the other.
- ✓ Read and write decimal numbers as fractions, for example, 0.47 = 47/100.
- ✓ Recognise the percent symbol (%) and understand percent relates to number of parts per hundred.
- ✓ Write percentages as a fraction with denominator hundred, and as a decimal fraction.
- ✓ Compare and add fractions whose denominators are all multiples of the same number.
- ✓ Multiply and divide numbers mentally drawing upon known facts up to 12 x 12.
- ✓ Read, write and order and compare numbers to at least 1 000 000 and round any number to 1,000,000 to the nearest 10, 100, 1,000, 10,000 and 100,000.
- ✓ Round decimals with 2 decimal point to the nearest whole number and to 1 decimal place.
- ✓ Recognise and use square numbers and cube numbers and the notation for squared (^{2}) and cubed (^{3}).
- ✓ Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.
- ✓ Multiply number up to 4-digit by a 1 or 2-digit number using formal written methods, including long multiplication for 2-digit numbers.
- ✓ Divide numbers up to 4-digits by 1-digit numbers.
- ✓ Solve problems involving multiplication and division where large numbers are used by decomposing them into factors.
- ✓ Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why; solve problems involving 3 decimal places and problems which require knowledge of percentages and decimal equivalents.

FUN ACTIVITIES TO DO AT HOME

- Choose two digits from a registration plate and make the smallest and largest number you can, each with one decimal place. For example: 4.5 and 5.4. Find the difference between the two numbers. Whoever makes the biggest number, scores 10 points. The person with the most points wins.
- Choose a number between 0 and 1, e,g. 0.7. Challenge your child to guess your number, by asking mathematical questions. You may only ask 'Yes' or 'No'. Extend the game by choosing a number between 0 and 10 (to 1 or 2 decimal places).
- Roll a dice six times. Use the six numbers to make 2 three-digit numbers. Add the two numbers together. How close to 1000 can you get?
- Play mini bingo games with all the times tables to 12.
- Use different sized adverts in a newspaper to calculate the perimeter and areas.
- Take turns to roll a dice twice. Fill in the missing numbers: 400□ - 399□ = For example 4002 – 3994. Count on from the smallest number to the biggest number and calculate the difference. (In this sum, the difference is 8, so 8 points are scored). The winner is the first to reach 50.
- You need a 1-100 board (Snakes and Ladders board is fine), a dice and 20 counters. Take turns to choose a two-digit number. Roll the dice (if you roll 1, roll again) and if the two-digit number can be divided equally by the dice number, put a coin on the two-digit number on the board. The first to get 10 counters wins the game.
- Use all four operations to make up your own family word problems. Work in teams.