Dicey division

For this game you need a 1–100 board
(a snakes and ladders board will do),
a dice and 20 coins or counters.

♦ Take turns.
♦ Choose a two-digit number. Roll a dice. If you roll 1, roll again.
♦ If your two-digit number divides exactly by the dice number, put a coin on your chosen two-digit number. Otherwise, miss that turn.
♦ The first to get 10 counters on the board wins.

Finding areas and perimeters

> Perimeter = distance around the edge of a shape
> Area of a rectangle = length x 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 choose 5 or 6 adverts from newspapers or magazines.

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

♦ Ask your child to estimate the area of each advert to the nearest centimetre squared – write these down.
♦ Now measure and calculate

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Helping your child at home

Make maths fun!!

Year 5 Maths

Times tables

Say together the six times table forwards, then backwards. Ask your child questions, such as:

Nine sixes?	How many sixes in 42?
Six times four?	Forty-eight divided by six?
Three multiplied by six?	Six times what equals sixty?

Repeat with the seven, eight, nine, eleven and twelve times tables.

Make a times-table grid like this.

x	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

- Shade in all the tables facts that your child knows, probably the 1s, 2s, 3s, 4s, 5s and 10s.
- Some facts appear twice, e.g. 7 x 3 and 3 x 7, so cross out one of each.
- Are you surprised how few facts are left?

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.

Guess my number

- Choose a number between 0 and 1 with one decimal place, e.g. 0.6.
- Challenge your child to ask you questions to guess your number. You may only answer 'Yes' or 'No'. For example, he could ask questions like 'Is it less than a half?'
- See if he can guess your number in fewer than 5 questions.
- Now let your child choose a mystery number for you to guess.

Extend the game by choosing a number with one decimal place between 1 and 10, e.g. 3.6. You may need more questions

Decimal number plates

- Choose 2 digits from a car registration plate.

FD56 UPN

- Make the smallest and largest numbers you can, each with 1 decimal place, e.g. 5.6 and 6.5.
- Now find the difference between the two decimal numbers, e.g. $6.5 - 5.6 = 0.9$.
- 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.(If you add the numbers)

Dicey subtractions

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

$$400\square - 399\square$$
e.g. $4002 - 3994$

- 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.