

## 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.

## BRUNDALL PRIMARY SCHOOL

### Year Five Maths

0	1	2	3	4	5	6	7	8	9
0	10	20	30	40	50	60	70	80	90
0	100	200	300	400	500	600	700	800	900
0	1000	2000	3000	4000	5000	6000	7000	8000	9000

six thousand  
five hundred  
thirty  
seven

6 0 0 0

7

5 0 0

3 0

6537

### 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  $12 \times 12$ .
- ✓ 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:  $400\Box - 399\Box =$  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.