Television Time

Imagine a gadget is invented that stops you watching too much television.

After two hours a day on weekdays and 3 hours a day at weekends the gadget turns off the television, and it cannot be turned on again until the next day.

- Work together, using the TV guide, to decide which programmes you will watch each day.
- Write a TV timetable.
- Write the length of each programme.
- Make sure the totals for each day do not go over the limit.
- Use am and pm times and 24-hour times.
- Extension – Change the length of time the TV can be watched using a mixture of hours and minutes.

Choose your answer

You will need game board, counters of two colours, pencil and paper and a calculator for checking

- Take turns to choose a number from group A and Group B (On the game board)
- Player A divides the three digit number by the 1 digit number choosing an appropriate calculation method (see calculation policy). If the answer is on the large grid they place one of their counters on that number.
- If there is already a counter on the number- miss a go.
- The winner is the first person to have four counters in a row vertically, diagonally or horizontally.
- Extension – The winner is the person with more counters on the grid after a set time.

St Luke's Primary

Spring Targets for Pupils in Year 5

Maths

St Luke's
Primary School

Targets

A Booklet for Parents

Help your Child with Mathematics

Spring Targets – Year 5

By the end of this term, most children should be able to…

Round any decimal to one place to the nearest whole number

Use efficient written methods to add and subtract whole numbers and decimals with up to two places

Find % of 2-3 digit number

Know by heart all multiplication tables up to 10 x 10 and division facts.

Identify, visualise and describe 3-D solids

Refine and use efficient written methods to multiply and divide HTU ×U, TU ×TU, U.t ×U and HTU ÷U

Addition of any two digit numbers mentally TU+ TU + TU – extend to decimals

To use brackets in calculations

Resources –Three 1-9 spinner, Choose your answer game board

About the targets

These targets show some of the things your child should be able to do by the end of this term. Some children will be working on these targets, some children will be working towards these targets and some children will be working beyond these targets

Aim for 50

You will need 3 1-9 spinners.

- Your aim is to get as close as you can to 50, by making a calculation with your 3 spinner numbers. You are allowed to spin your spinner up to 3 times.
- First person: spin all 3 spinners, then
1. Decide if you want to stick with one or more of the numbers; if so set those spinners aside.
2. (If you want to) Spin the remaining spinners; again decide which number or numbers to stick with and set those spinners aside.
3. This is your last go; spin any remaining spinners.
- Use your three spinning numbers to make a calculation: You can use any of these operations, + x- ÷
- Everybody takes turns like this. Who ever gets closer to 50 is the winner for this round.
- Play ten rounds and see who is overall winner. E.g. Player 1 got 3, 4 and 6 and did the calculation (3+4) x 6 = 42

Round to 5

You will need pencil and paper.
- Take turns to write a 1 place decimal number that rounds up or down to 5.
- Each number must be different from all the others.
- Check each others work.
- The player who writes the last possible number wins that round.
- Variation – Play again, writing decimal numbers that round up or down to 10.
- Extension – Play again writing numbers to two decimal places that round up or down to 5.