

## **Useful websites**

[www.topmarks.co.uk/maths-games/7-11-years/times-tables](http://www.topmarks.co.uk/maths-games/7-11-years/times-tables) (topmarks have games for nearly every topic)

[www.snappymaths.com/multdiv/doubhalf50/interactive/doubto50attack.htm](http://www.snappymaths.com/multdiv/doubhalf50/interactive/doubto50attack.htm)

[mrcrammond.com/games/gordon/counter.swf](http://mrcrammond.com/games/gordon/counter.swf)

<http://www.amblesideprimary.com/ambleweb/mentalmaths/numberbond.html>

## **Useful Apps**

10 minutes a day times tables Dorling Kindersley

I am Learning: KS2 Maths

Maths Loops Lite

Monster Maths

# Maths at home: Year 6



## **Long Division**

Expectation: I can recall multiplication and division facts for multiplication tables up to  $12 \times 12$ .

Times tables support the whole maths curriculum. Some games that could support times tables at home are:

- Playing cards– multiplication wars (each turning a card over and seeing who can multiply the two numbers first)
- Dice– multiplying 2 numbers together (individually or competitively with another person)
- Jenga– Questions written on blocks (Division facts)
- Online games– List of useful websites on the back
- Apps– List of useful apps on the back

## **BODMAS**

Expectation: I can count in 10's, 100's and 1000's. I can find 100 more or less than a given number. I can count backwards through zero using negative numbers.

Counting up in multiples supports children in problem solving and understanding of place value. Counting in multiples can be supported at home through:

- Skipping (counting up for each jump from a given number)
- Throwing and catching (counting up in multiples with each pass)
- Keepie uppies (counting up in multiples from a given number with each kick)

## **Percentages**

Expectation: I can double and half numbers up to 1000.

Doubling and halving needs to be fluent in year 4 to support problem solving and mathematical reasoning. Some games which support doubling and halving are:

- Jenga (numbers to double or halve on each block)
- Cards (turning over cards to create a 2/ 3 digit number to double or halve, individually or competitively)
- Throwing and catching (doubling or halving a number with each pass)

Expectation: I can recall number bonds to 100 fluently.

Practicing number bonds and compliments increases the speed of children's mental calculations. They can be practised using:

- Throwing and catching games (I have 52, how many more do I need to get to 100?)
- Dice (Roll a number, what would the number bond to 10/ 100/ 1000 be?)
- Cards (turn over cards to make a 1/2/3 digit number, what would the number bond to 10/100/1000 be?)
- Shopping maths (Next time you're in Sainsbury's, this item costs 67p, how much change would I get from £1? Or this item costs £4.86, how much change would I get from £10?)

