

## Useful websites

[www.coolsciencelab.com](http://www.coolsciencelab.com) (go to Mr Nolde's maths resources)

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

[www.mathszone.co.uk](http://www.mathszone.co.uk)

[www.bbc.co.uk/bitesize/ks2/maths](http://www.bbc.co.uk/bitesize/ks2/maths)

## Useful Apps

I am Learning: KS2 Maths

10 minutes a day times tables Dorling Kindersley



# Number Sense: Year 5



Below are some suggestions of games that can be played at home with very little equipment. (Rules for each game are available to accompany this booklet) Of course you will also be able to find many games online (see back page).

## **Place value**

**Expectation:** I can read, write, order and compare numbers to at least 1,000,000 and determine the value of each digit. I can recognise and use numbers with tenths, hundredths and thousandths

The understanding of place value underpins the whole maths curriculum.

- Playing cards – Number maker
- Dice– Dice-y arrangements
- Pencil and paper— Find the secret number

## **Counting forward; and backward;**

**Expectation:** I can count forwards and backwards in steps of powers of 10 for any given number up to 1,000,000.

Counting up in multiples supports children in problem solving and furthers their understanding of place value. Counting in multiples can be supported at home in many ways. Below are some ideas linked to physical activities.

- Skipping (counting up/back in steps of powers of 10 (10, 100, 1000, 10,000, 100,000) for each jump from a given number) eg 177,000; 187,000; 197,000; 207,000.
- Throwing and catching (as above for each pass of the ball from a given number.)
- Keepie-uppies (as above from a given number with each kick)

## **Mental calculation;**

**Expectation:** I can multiply and divide numbers mentally drawing upon known multiplication and division facts for tall times tables to 12x12.

Knowledge multiplication facts and the associated division facts needs to be fluent by Year 5

- Playing cards – 999
- Dice—3 die multiply

## **Decimal;**

**Expectation:** I can round decimal numbers with two decimal places to the nearest whole number and to one decimal place.

Being confident in using and rounding decimal numbers supports children when working with money and many different measures eg length, volume, capacity etc

- Dice— throw a die 5 times. After each throw decide where to place it in order to make the largest/smallest possible number with 2 decimal places.
- Playing cards—take 5 non-picture cards. Arrange them in such a way to make a number with 2 decimal places. What would this number round up /down to?
- Shopping maths—‘These 2 items cost £13.49, and £6.55, will I have spent enough to use this £20 voucher? / When at the petrol station, ‘ Our 45litre tank took 37.64litrs to fill. How much, to the nearest litre was already in the tank when we arrived?’

