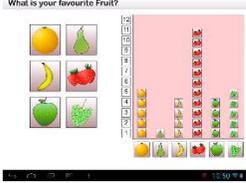
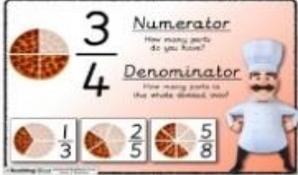


National Numeracy Day (13th May 2020) – Week 6 – KS1

<p>Be a detective and go on a shape hunt in your house, garden or on your daily walk with an adult. What shapes can you see? For example; a rectangle window, a cylinder bin. Draw a picture of these objects, write what they are and what shape they are.</p> 	<p>Help an adult to make a cake/biscuits. Your job is to measure out the ingredients, reading the scales carefully. You can take a picture of this to show us. Send it in to Class Dojo for your teachers to see.</p> 	<p>Create a pictogram or tally chart of your family and friend's favourite foods or animals. You could phone family members who do not live with you to gather more information.</p> 	<p>Create a maths poster on any topic you like. This could be fractions, times tables, division – whatever you choose. Remember to include some fun facts and pictures.</p> 
<p>Create a fact sheet about all of the different types of measurement you know. What do we measure with them?</p> 	<p>Create your own Mondrian piece of art work. What will you use to draw the lines? How long will your lines be? Which line will be your longest/shortest?</p> <p>https://www.tate.org.uk/art/artists/piet-mondrian-1651</p>	<p>Order your teddies/dolls from tallest to shortest. Take a picture of these to share on Class Dojo. Label your teddies with their measurements- create a bar chart of their heights.</p> 	<p>Use old plastic bottles to make skittles. Write a number on each skittle. How many can you knock over with one go? Add up your score. Could you try multiplying by 2, 5 or 10?</p> 
<p>Design your own maths board game. Play this with your family.</p> 	<p>Create a maths rap and perform this. Alternatively, you could use TT Rockstars to learn a times tables song to perform. Channel your inner popstar!</p>	<p>Play the memory game You can print this game from the site below...</p> <p>https://www.pinterest.co.uk/pin/1768549456171795/</p> <p>If you don't have a printer make up your own memory game like this one.</p>	<p>With a grownup. Throw and catch a ball. Count each catch you make. If you drop the ball start again. Make this harder by setting a time limit. You could also count in your 2, 5 or 10 times table every time you catch the ball!</p>

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Children need to develop instant recall for all the different ways to make numbers up to 20 (number bonds). Bonds to 10 are often the first to be learnt. To practise these, use the 1-9 cards. Deal 5 cards each and put the rest in the middle. Put any pairs that total 10 down in front of you and replenish with cards from the middle. Continue with standard 'Go Fish' rules but asking for a card that will help you to make another 10. The winner is the player with the most pairs when all the cards are gone or no more pairs can be made.



Try building pyramids 1 storey, 2 storeys and 3 storeys tall. How many cards does it take each time? Can you work out the pattern and use it to predict how many cards will be needed for a 5 storey pyramid? A 10 storey pyramid? Can you generalise and find a formula for a pyramid that is n storeys tall?



Use car registration plates to practice quick fire multiplication facts. KS1 children could practice quick fire addition facts. Older children could add and multiply to see which gives the biggest total. Can they see a common theme in this activity?



Make a pavement trail using chalk. Include some mathematical elements in this trail. For example, 'cross the shapes grid by only stepping on shapes with less than 3 sides.' 'As you jump on the hands count in the sequence.' Only count on the multiples of 10, jump on the multiples of 5, what do you notice? 'Can you make it through the number jumble by only stepping on even numbers?'

