

Line it up

You need a ruler marked in centimetres and millimetres.

- ◆ Use the ruler to draw 10 different straight lines on a piece of paper.
- ◆ Ask your child to estimate the length of each line and write the estimate on the line.
- ◆ Now give them the ruler and ask them to measure each line to the nearest millimetre.
- ◆ Ask them to write the measurement next to the estimate, and work out the difference.
- ◆ A difference of 5 millimetres or less scores 10 points. A difference of 1 centimetre or less scores 5 points.
- ◆ How close to 100 points can she get?

My estimate 8.5 cm



Guess my number

- ◆ Choose a number between 0 and 1 with one decimal place, e.g. 0.6.
- ◆ Challenge your child to ask you questions to guess your number. You may only answer 'Yes' or 'No'. For example, he could ask questions like 'Is it less than a half?'
- ◆ See if he can guess your number in fewer than 5 questions.
- ◆ Now let your child choose a mystery number for you to guess.

Extend the game by choosing a number with one decimal place between 1 and 10, e.g. 3.6. You may need more questions!

Times tables

Ask your child a different times-table fact every day,

e.g. *What is 6 times 8? Can you use this to work out 12 x 8?*

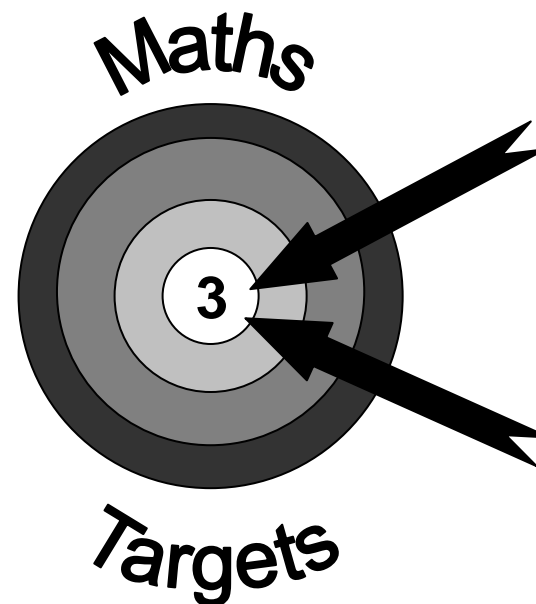
Make it real!

We go on holiday in 7 weeks time. How many days are left until we go? How many school days are left?

49 days and 35 school days!

Why?

Helping your child with Maths in Year 5



A booklet for parents

Fun mathematical activities to do at home

This is some of the maths your child should be able to do by the end of Year 5

- read, write, order and compare numbers to at least 1 000 000 and determine the value of each digit
- round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000
- solve number problems and practical problems
- read Roman numerals to 1000 (M) and recognise years written in Roman numerals
- add and subtract numbers mentally with increasingly large numbers
- multiply and divide numbers mentally drawing upon known facts
- multiply and divide whole numbers and those involving decimals by 10, 100 and 1000
- compare and order fractions whose denominators are all multiples of the same number
- read and write decimal numbers as fractions (e.g. $0.71 = \frac{71}{100}$)
- recognise and use thousandths and relate them to tenths, hundredths and decimal equivalents
- read, write, order and compare numbers with up to three decimal places
- solve problems involving number up to three decimal places
- recognise the per cent symbol (%) and understand that per cent relates to “number of parts per hundred”, and write percentages as a fraction with denominator hundred, and as a decimal fraction
- convert between different units of metric measure (e.g. kilometre and metre; centimetre and metre; centimetre and millimetre; gram and kilogram; litre and millilitre)
- understand and use equivalences between metric units and common imperial units such as inches, pounds and pints
- measure and calculate the perimeter and area of squares and rectangles
- estimate volume (e.g. using 1 cm^3 blocks to build cubes and cuboids) and capacity (e.g. using water)
- identify 3-D shapes, including cubes and cuboids, from 2-D representations
- complete, read and interpret information in tables, including timetables

The activities given will all help your child towards achieving some of the maths they should be able to by the end of Year 5. Building confidence in maths is crucial so do praise their efforts.

Car numbers

- ◆ Choose a car number.
- ◆ You may add or subtract 10, 20, 30, 40, 50, 60, 70, 80 or 90.
- ◆ Try to get as close as possible to 555.
- ◆ Who can get closest during a week?

Number Low Game for 2 or more people

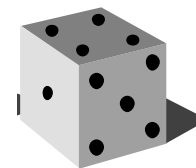
You need the ace to 9 cards from a pack of shuffled playing cards.

- Deal out 3 cards
- Make the lowest possible total you can by using the numbers however you like.
- The person who gets the lowest total wins the 3 cards
- Then deal out 3 more cards and have another go.
- When you decide to stop playing, add up the numbers on the cards.
- Whoever has the lowest score is the winner.

You could vary the game by choosing a special number and see who can get closest to it.

Dicey division

For this game you need a 1–100 board (a snakes and ladders board will do), a dice and 20 coins or counters.



- ◆ Take turns.
- ◆ Choose a two-digit number. Roll a dice. If you roll 1, roll again.
- ◆ If your two-digit number divides exactly by the dice number, put a coin on your chosen two-digit number. Otherwise, miss that turn.
- ◆ The first to get 10 counters on the board wins.