# Supporting Maths At Home ~ Year 6 ~ Curriculum Links ~ Spring Term



### Fractions & Decimals

Three in a row

For this game you need a calculator. Draw a line like this:



- Take it in turns to choose a fraction, say <sup>2</sup>/<sub>5</sub>. Use the calculator to convert it to a decimal (i.e. 2 ÷ 5 = 0.4) and mark your initials at this point on the line.
- The aim of the game is to get 3 crosses in a row without any of the other player's marks in between.
- Some fractions are harder to place than others, e.g. ninths.



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 Weight/Capacity ~ Cook with your children. Ask them to read the scales/measuring jug and convert the measurements between litres and millilitres, grams and kilograms.

Measures

 Time ~ Ask children questions linked to time. E.g. If we set off on our journey now and it takes 48 minutes, what time will we get there?

### <u>Percentages</u>

# Sale of the century

 When you go shopping, or see a shop with a sale on, ask your child to work out what some items would cost with:

50% off

25% off

10% off

5% off

• Ask your child to explain how s/he worked it out.

## <u>Shape</u>

- Play guess the 3D shape. Describe a 3D shape by its properties (edges vertices, sides) and see if your child can guess the shape you're describing
- Play 4 quadrant battleships



## Calculation

#### Favourite food



- Ask your child the cost of a favourite item of food.
   Ask them to work out what 7 of them would cost, or 8, or 9.
   How much change would there be from £50?
- Repeat with his / her least favourite food.
   What is the difference in cost between the two?

# Ratio and Proportion

### Recipes

Find a recipe for 4 people and rewrite it for 8 people, e.g.

4 people 8 people

125g flour 250g flour 50g butter 100g butter 75g sugar 150g sugar 30ml treacle 60ml treacle 1 teaspoon ginger 2 teaspoons ginger

Can you rewrite it for 3 people? Or 5 people?

# Place Value Negative Boxes game The Rules This is a two player game. Each player takes it in turn to join two dots next to each other, in a straight line - No diagonals allowed. If a player completes a square he/she colours the square in their colour and gets the value written inside the square. They then get another go. The winner is the player with the highest score when all boxes are completed. Game 1 Game 2 44 -5 +1 -3 +2 -4 -5 +3 -1

# Supporting Maths At Home "Year 6" Just for fun...

# **Useful Websites**

Online games and videos to enhance Maths learning at home

- http://www.amathsdictionaryforkids.com/
- http://mathszone.co.uk/
- <a href="https://www.bbc.co.uk/bitesize/subjects/z826n39http://www.primaryhomeworkhelp.co.uk/maths/">https://www.bbc.co.uk/bitesize/subjects/z826n39http://www.primaryhomeworkhelp.co.uk/maths/</a>
- https://mathsframe.co.uk/
- https://nrich.maths.org/primary
- http://www.crickweb.co.uk/ks2numeracy.html
- https://www.topmarks.co.uk/maths-games/7-11

#### Four in a line

Draw a 6 x 7 grid. Fill it with numbers under 100.

				19		
9	25	67	56	31	49	13
				75		
14	50	81	23	43	4	37
45	29	72	34	7	58	17
36	2	55	11	22	40	42

- Take turns.
- Roll three dice, or roll one dice three times.
- Use all three numbers to make a number on the grid.
- You can add, subtract, multiply or divide the numbers,
   e.g. if you roll 3, 4 and 5, you could make 3 x 4 5 = 7,
   54 ÷ 3 = 18, (4 + 5) x 3 = 27, and so on.
- Cover the number you make with a coin or counter.
- The first to get four of their counters in a straight line wins.





#### **Doubles and trebles**

- · Roll two dice.
- Multiply the two numbers to get your score.
- Roll one of the dice again. If it is an even number, double your score.
   If it is an odd number, treble your score.
- · Keep a running total of your score.
- The first to get over 301 wins.

