Calculating

* Watch the videos on the website of how we teach column methods and practise so that your child becomes proficient.
* Practise all tables up to 12 x 12 to ensure rapid recall.
* Use the digit cards to make up to a 7-digit number. Multiply or divide the number by 10, 100 or 1,000.
* Take it in turns to choose a playing card and roll the dice. Multiply the number on the card by the number rolled. Keep a running total. The winner is the first player to reach 301. Alternatively, start from 301 and subtract.
* Calculate the cost of shopping and the expected change.

Measure

* Have both analogue and digital clocks at home. Help your child to tell the time on both and to convert between.
* Convert hours to minutes or vice versa.
* Read timetables with your child to find the bus which will get you to your destination at the correct time or how long a journey will take.

Shape

* Spot 2d and 3d shapes in the environment.
* Spot acute and obtuse angles at home.

**All of these areas and more can be practiced by borrowing games from the Maths Games Lending Library which is open each Wednesday from 8.30 to 8.55 in the Hall.**

Helping Your Child with Maths in Year 5

Your child’s maths skills can be greatly boosted by help at home in the same way that regular help with reading and spelling boosts their literacy skills. On the reverse is a set of targets showing what your child will be expected to do by the end of this school year. This leaflet contains ideas of how to support your child’s learning in maths in fun, practical ways either at home or when you are out and about.

Useful Equipment:

* A set of 0 – 9 digit cards. Templates can be downloaded from the maths page on the website.
* Dice
* A 100 square

Recognising Numbers

* Look for examples of Roman Numerals when out and about e.g. on buildings or at the end of film credits. Read the numbers
* Recognise prime, squared and cubed numbers in the environment.

Place Value

* Use the digit cards and select up to 7. Which numbers can be made? Choose one card from your seven. What is its value in each of your numbers?
* Play with a partner and choose 7 cards each. Who can make the smallest/largest number?
* Make a 7-digit number. Decide on 10s, 100s, 1000s or 10,000s. Roll a dice and add that many 10s, 100s, 1,000s or 10,000s to your number.
* Make a 7-digit number and round it to the nearest 10, 100, 1000, 10,000 or 100,000.