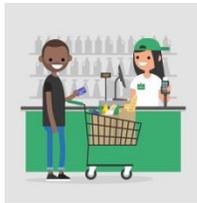




Numeracy – Home Learning Challenges

Money - Let's go shopping!

Why not set up a shop in your home. Choose things to 'sell' and make price labels for them. Your family can be the customers and choose things to buy.



Can you work out the total cost of the shopping? Do you know how much change customers need to get?

Special Offers!

Create posters showing sale offers. It could be set amounts off the price (e.g. £1, 75p) or maybe even percentages (10%, 25%).

Can you make labels for these new prices?

Receipts and Catalogues

Activities to support pupils practise important Maths concepts (+, -, X, ÷, %) and encourage 'Money Talk'.



- Which are the most or least expensive items? What is the difference in their price?
- Choose 2 or more items to add together. You can add the full amounts or just 'zoom in' on the pennies.
- Can you find, say or draw the coins and notes you could use to pay for different items?
- Can you calculate the difference in price between items using subtraction?
- Choose 1 item – can you use multiplication to work out how much it would cost to buy 2, 3, or 4 sets of this item?
- Pick 1 item– can a family member guess which item it is just by asking yes or no questions?
- Can you make your own food shopping list? Guess how much each item costs and then check with your family - how close were your guesses?

Real Story/ Maths Story

Use a dice, spinner or make a lucky dip of numbers to help you create problems to solve.

Use these random numbers to create a mix of addition, subtraction, multiplication and division problems. You can make 2, 3 or even 4 digit numbers.

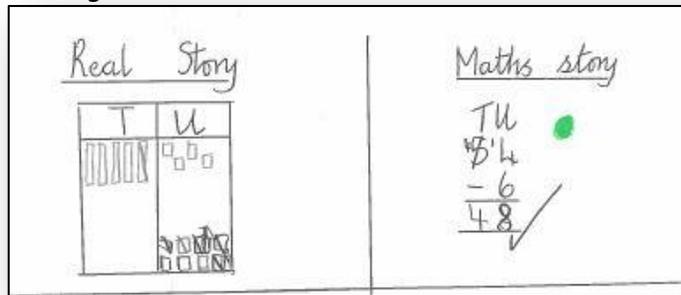


Use -

Real Story (a picture of the objects, number lines or bar models you used to help you solve the problem)

Maths story (the actual written calculation)

to help you solve the problems and show your working.



There are lots of ways you can solve Maths problems – which ways do you like best? Talk about them with your family. Try to use a mix of methods in your work.

23 + 14 = 37

4 x 6 = 24, 6 x 4 = 24

20 ÷ 5 = 4

20 divided by 5 gives 4 groups.

28 + 15 = 43

30 = 6 + 6 + 6 + 6 + 6

Column method: 567 + 199 = 766

38 + 27 = 65

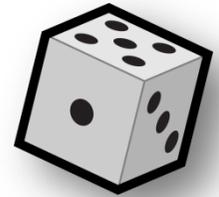
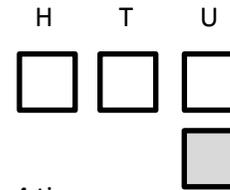
30 8 20 7

7 30 5, 210 35, 210 + 35 = 245

Place Value Game

A fun game to play with your family. The aim of the game is to make the largest number. Lots of opportunities to talk about place value.

Each player draws out 4 boxes -



Next, roll a dice 4 times.

Each time the dice rolls, decide where to put the number.

*Remember, you are trying to create the largest number to win.

(The grey box is a 'bin' box – you can decide to put a number in this box if you don't want to use it – it can't come out again so choose carefully!)

The winner is the person who has made the largest number. Why not change the game the next time you play? You can add or take away boxes to make the game harder or easier / try to make the smallest number / use decimal points / try to be the closest to a target number.

Can you create a list of 'top tips' to help new players try to win the game?

Target Number Game

Write down a 3 digit target number.



Roll a dice 6 times and write down the numbers. (Add a zero to one of these numbers to make it TU e.g. 2 - 20, 4-40).

Using each of the 6 numbers only once, how close to your target number can you get using addition, subtraction, multiplication and/ or division?

Times Tables

- Show table facts using collections of objects.
- Quiz Time! How many table facts can you recall? Have a partner test you on different times tables each day.
- Create a song or dance to help you remember your table facts – why not concentrate on the facts you find tricky to remember.
- Draw arrays to show different table facts.
- Create a snap or memory card game.