

Cooking a Meal

Let your child plan and cook a meal for the family, with your support where needed. This involves a lot of maths.

He/She can plan a menu and the shopping list, deciding on amounts, working out value for money and calculating the change. Cooking involves weighing, measuring, calculating and thinking about times and temperatures.

Pick up

You will need 30 cocktail sticks or other small objects that can be picked up easily

This is a game of strategy!

- Put the sticks in a pile in the centre of the table.
- Take turns to pick up from the pile any number of sticks from 1-9.
- The one who picks up the last stick in the pile wins the game.

The answer is... What is the question?

- Pick a number between you. How many calculations can you think of that has the answer of your chosen number?
E.g. If you pick the number 36 you could use these facts:
 $360 \div 10 = 36$ $6 \times 6 = 36$
- Take turns to add a new fact. How many can you write in 3 minutes?
- Chose a different number.

Target 100

You will need a pack of cards without the picture cards, a calculator (ace = 11)

- Shuffle the pack and deal yourself 5 cards. Lay them out in a row in front of you, face up, in the order they were dealt.
- The aim is to use the numbers on your cards to get as close as possible to 100, and here is how to do it:
- Enter the number of the first card into your calculator.
- Choose an operation and press that button.
- Enter the number of your next card, and press the = button.
- Turn the 2nd card over. Now use the next numbers in the same way.
- When you have used up all your numbers work out how close you came to 100.

60-74 = Pretty Good, 75-89= Very good, 90-99 = Excellent
100 exactly = Brilliant!

St Luke's Primary School

Summer Targets for Pupils in Year 6

Maths



Targets

A Booklet for Parents

Help your Child with Mathematics

Summer Targets – Year 6

By the end of this term, most children should be able to...

Multiple and divide using decimals

Develop calculator skills and use a calculator effectively

Add and subtract pairs of three digit multiples of 10 and two digit numbers with one decimal place.

Recognise multiples up to 10×10 .

Recall primes (numbers that are only be divided by 1 and themselves)

Find remainders of division calculations

Solve everyday problems involving time and money.

About the targets

These targets show some of the things your child should be able to do by the end this term. These activities will help your child with the transition from Year 6 to Year 7. Some children will be working on these targets, some children will be working towards these targets and some children will be working beyond these targets

Fun activities to do at home

Repeating Rules – What happens?

You will need a calculator and pencil and paper.

- Enter any number into the calculator.
- Add 1 and divide by 5.
- Using the answer displayed, repeat the rule: add 1 and divide by 5.
- With each answer, keep repeating this rule. What happens?
- Now use the same rule with a new start number. What happens?
- Use the rule: add 1 and divide by 6. What happens this time?
- Make up your own rules and see if you can find a pattern each time.

Let's play

You will need a pack of playing card with the picture cards removed.

- Shuffle the cards. Take turns to pull out two cards and multiply the numbers together- the answer is your score.
- Repeat this 5 times, adding up the scores. Who has scored more?

Variation: Take two cards to make a two digit number ask your child to pick another card to represent a single digit number. Is this number a factor of the two digit number or is there a remainder when you divide? Use the remainder as the score and repeat 5 times.