

### Decimal number plates

- ◆ Each choose a car number plate with three digits.



- ◆ Make the smallest and largest numbers you can, each with 1 decimal place
- ◆ Now find the difference between the two decimal numbers,
- ◆ Whoever makes the biggest difference scores 10 points.
- ◆ The person with the most points wins.

Play the game again, but this time score 10 points for the smallest difference, or 10 points for the biggest total.

### Finding areas and perimeters

*Perimeter = distance around the edge of a shape*  
*Area of a rectangle = length x breadth (width)*

- ◆ Collect 5 or 6 used envelopes of different sizes.
- ◆ Ask your child to estimate the perimeter of each one to the nearest centimetre. Write the estimate on the back.
- ◆ Now measure. Write the estimate next to the measurement.
- ◆ How close did your child get?
- ◆ Now estimate then work out the area of each envelope.
- ◆ Were perimeters or areas easier to estimate? Why?  
You could do something similar using an old newspaper.
- ◆ Work out which page has the biggest area used for photographs.
- ◆ Choose a page and work out the total area of news stories or adverts on that page.

# St Luke's Primary School

## Autumn Targets for Pupils in Year 5

# Maths



# Targets

**A Booklet for Parents**

Help your Child with Mathematics

# Autumn Targets – Year 5

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

Multiply and divide any whole number up to 10 000 by 10 or 100.

Use division to find a fraction of a number or quantity, e.g. find one fifth by dividing by 5.

Use pencil and paper to add and subtract big numbers, e.g.  $5792 + 8436$ ,  $13\ 912 - 5829$ . (See parent handbook for calculation policy)

Know by heart all multiplication tables up to  $10 \times 10$  and division facts.

Double and halve numbers up to 1000 in their heads.

Use pencil and paper to multiply and divide, e.g.  $328 \times 4$ ,  $72 \times 56$ ,  $329 \div 6$ . (See parent handbook for calculation policy)

Know what the digits in a decimal number stand for, e.g. the 6 in 2.63 stands for 6 tenths and the 3 for 3 hundredths.

Read timetables and time using 24-hour clock notation.

Work out the perimeter and area of a rectangle e.g. the perimeter and area of a book cover measuring 25cm by 20cm

Please note: these targets will be suitable for MOST children.

Do not worry if your child is not yet able to complete the tasks, see the class teacher for ideas on how to adapt activities to suit your child's needs.

If your child can complete these tasks easily, try to extend their knowledge. See the class teacher for ideas on how to adapt activities to suit your child's needs.

## About the targets

These targets show some of the things your child should be able to do by the end of this term. 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

### How much?

- ◆ While shopping, point out an item costing less than £5.
- ◆ Ask your child to work out in their head the cost of 3 items.
- ◆ Ask them to guess first. See how close they come.
- ◆ If you see any items labelled, for example, '2 for £3.50', ask them to work out the cost of 1 item for you, and to explain how they got the answer.



### Times tables

Say together all the times table forwards, then backwards. Ask your child questions, such as:

Nine sixes?

How many sixes in 42?

Six times four?

Forty-eight divided by six?

Three multiplied by six?

Six times what equals sixty?

### Three in a line

You need a snakes and ladders board (or a 100 square), counters or pasta and two dice.

- Take turns to roll the two dice. Add the numbers.
- Repeat this, then multiply the answers together
- Use a counter or pasta to cover this total number on the board.
- If the total is above 100 the player can choose another number to cover.
- The first person to make a line of three in any direction wins