

Car Numbers

- Try reading a car number as a measurement in centimetres, then converting it to meters, e.g. 456cm, which is 4.56m or 4 m and 56cm.
- Try this with car numbers that have zeros in them, e.g. 307cm, which is 3.07m or 3m and 7cm; 370cm, which is 3.7m, or 3m and 70cm. These are harder!

Fraction and Decimal Loop

You will need loop cards

- Shuffle the cards and share equally.
- Player 1 starts by reading the second part of one of their cards aloud e.g. *1/2 is the same as....*
- The player who has the card showing the answer reads out their card e.g. *0.5 1/4 is the same as....*
- The game continues in this way until all the cards have been used. The winner is the first player to lose all of their cards.
- Variation – The winner is the last person to lose all of their cards.

If you enjoy this game you can make a set of your own loop cards with fractions and percentages or decimals and percentages.

Likelihood Pairs

You will need pieces of paper to create cards with. Cards two cards each with, Impossible on, Unlikely on, Likely on and Certain on.

- Each player writes a statement that corresponds to the likelihood cards e.g. It will snow today, would be an impossible card.
- Place the likelihood cards and statement cards face down on the table.
- Take it in turns to turn over two cards. If the statement card matches the likelihood card the player keeps both cards. If the statement card does not match the likelihood card both cards must be returned face down on the table.
- The player who has the most cards when all the statement and likelihood matches have been found is the winner.
- Extension – Include the likelihood cards, very likely and very unlikely and corresponding statements.

St Luke's Primary School

Summer Targets for Pupils in Year 5

Maths



Targets

A Booklet for Parents

Help your Child with Mathematics

Summer Targets – Year 5

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

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

Use efficient written methods to add and subtract whole numbers and decimals with up to two places

Find % of 2-3 digit number

Know by heart all multiplication tables up to 10 x 10 and division facts.

Relate fractions to division and to their decimal representations

To use, read and write standard units of length and weight and convert larger to smaller units and vice versa

Describe the occurrence of familiar events using the language of chance or likelihood

Resources – Loop cards

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

Two out of Three

You will need a dice, paper and pencil

- Take turns to throw the dice three times. Choose two of the three numbers and try to make a number that adds to one of the grid numbers to make a total of 10. E.g. if you throw a 3, 5 and 2 you could make 3.2, and match it to 6.8 to make 10.
- If you can find a pair write the calculation on your piece of paper. If you cannot find a pair ask the other player if they can. If not, you score 10 points.
- Continue until everyone has at least 5 calculations in front of them. Who has the lowest score?

6.8	4.4	5.7
5.8	8.5	9.4
8.6	6.9	4.6

Score one Hundred

You will need two dice or 1-9 spinners (see spring target booklet) paper and pencil

The aim is to achieve a score of exactly one hundred by rolling the dice.

- Players take it in turns to roll the two dice multiply them together to generate a number. This is your start number. Each time you roll the dice you then use any of the four operations and add them to your score.
- Continue until one hundred can be created exactly. Going over means you have gone bust!