

TV Addicts

Ask your child to keep a record of how long he/she watches TV each day for a week. Then ask him/her to do this:

Work out the total watching time for the week.

Work out the average watching time for the day. (That is the total divided by 7)

Instead of TV you can ask them to do the activity on time spent eating meals or playing outdoors or walking to school.

Four in a line

Draw a 7 x 7 grid.

Fill it with numbers under 100.

22	47	16	41	10	35	4
5	23	48	17	42	11	29
30	6	24	49	18	36	12
13	31	7	25	43	19	37
38	14	32	1	26	44	20
21	39	8	33	2	27	45
46	15	40	9	34	3	28

- Take turns
- Roll three dice, or roll one dice three times
- Use all three numbers to make numbers on a grid.
- You can add, subtract, multiply or divide the numbers. E.g. if you roll a 3, 4 and 5 you could make $3 \times 4 - 5 = 7$,
- Cover the number you make with a coin or a counter.
- The first to get four of their counters in a straight line wins.

One million Pounds

Assume you have £1 000 000 to spend or give away. Plan with your child what to do with it, down to the last penny!

Card Game

Use a pack of playing cards.

Take out the jacks, queens and kings.

Take turns.

Take a card and roll a dice.

Multiply the two numbers.

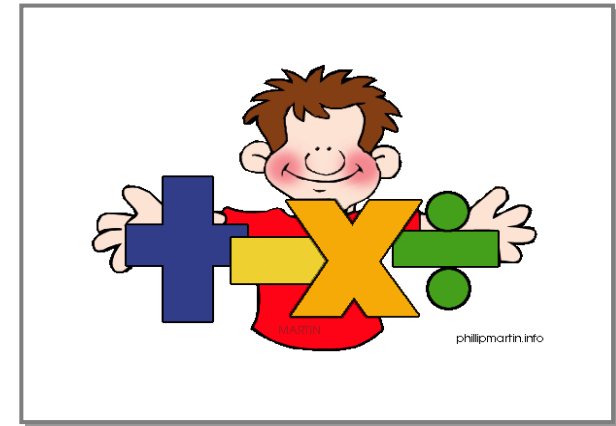
Write down the answer, keeping a running total.



The first to go over 301 wins!

Higher Bebington Junior School

Expectations for pupils in Year 6



A booklet for parents

Help your child with mathematics

Expectations – Year 6

By the end of Year 6, most children should be able to:

- Read and write numbers up to 10,000,000 and put them in order, knowing what each digit is worth.
- Round any number up to a required degree of accuracy.
- Continue to read Roman Numerals up to 1000. (M)
- Use negative numbers in context and calculate intervals across zero, e.g. what is the difference between -8 and 7?
- Continue to know by heart the multiplication and division facts for up to 12×12 .
- Know by heart any cube numbers up to 10^3 ($10 \times 10 \times 10 = 1000$)
- Know by heart the square root numbers up to 100 ($81 = 9 \times 9 = 81$)
- Understand and use approximate equivalences between metric units and common imperial units such as inches, pounds and pints using decimal notation up to three decimal places.
- Identify the value of each digit in numbers given to three decimal places and multiply and divide numbers by 20, 100 and 1000 giving answers up to three decimal places.
- Know the decimal fraction and percentage equivalents of $\frac{1}{2}$ (0.5 or 50%), $\frac{1}{4}$ (0.25 or 25%), $\frac{3}{4}$ (0.75 or 75%).
- Find a percentage of an amount, e.g. 35% or £456. ($10\% = 45.6\%$, $5\% = 22.8\%$, therefore $35\% = 159.6\%$).
- Continue to read and write time on an analogue and 24 hour clock.
- Add, subtract, multiply and divide amounts of money to solve problems using decimal notation to two decimal places.
- Understand what the radius, diameter and circumference of a circle are.
- Calculate the mean as an average. (add up all the numbers then divide by how many there are.)

Fun activities to do at home

Favourite Food

Ask your child the cost of a food item. Ask them to work out what 7 of them would cost, or 8, or 9. How much change would there be from £50?

Repeat this with his/her least favourite food.

What is the difference in cost between the two?

Sale of the Century

When you go shopping, or see a shop with a sale on, ask your child to work out what the items will cost with:

- 50% off
- 25% off
- 10% off
- 5% off

Ask your child to explain how he/she worked it out.

Recipes

Find a recipe for 4 people and rewrite it for 8 people, e.g.

4 people

125g flour
50g butter
75g sugar
30ml treacle
1 teaspoon of ginger

8 people

250g flour
100g butter
150g sugar
60ml treacle
2 teaspoons of ginger

Can you rewrite it for three or five people?

35	1	6	26	19	24
3	32	7	21	23	25
31	9	2	22	27	20
8	28	33	17	10	15
30	5	34	12	14	16
4	36	29	13	18	11

Remainders

Draw a 6x6 grid.

- ◆ Choose the 7, 8 or 9 time tables.
- ◆ Take turns to roll a dice.
- ◆ Choose a number on the board, e.g. 59. Divide it by the tables number, e.g. 7. If the remainder for $59 \div 7$ is the same as the dice number, you can cover the board with a counter or coin.
- ◆ The first to get four of their counters in a straight line wins.