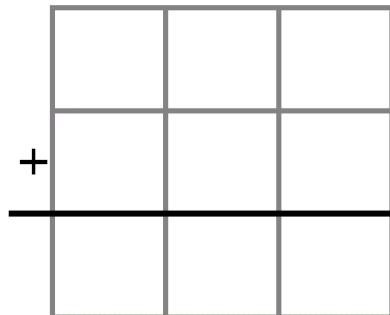


Ideas for learning tasks – some linked to the Self Study tasks

1. Use the blank board game templates and create your own game – it could be linked to maths (times tables questions, number bonds to 10/20, adding multiples of 10, etc)
2. I've included the recipe we used in maths a few weeks ago (and last year for 6V) to make Rice Krispie cakes – thinking about capacity (ml/l) and weight (g/kg)
3. Remember we play KABOOM in class – you could always make your own game, even if you don't have lolly sticks. Try ... writing out the chosen times tables facts (x2, x3, x4, x5, x10) on pieces of paper/card and add a few KABOOM words on cards. Shuffle the cards, place them face down and play the game with someone at home or the whole family. Set a timer (maybe 5 minutes) and see who has the most cards at the end of the time. Each person takes a card, answer the fact and keeps the card. Pick a KABOOM card and that person has to put all their cards back into the pile. Keep going with a quick pace. Have fun!
4. Number and Place Value:
4899, 2013, 7500, 6342,
For each of the above numbers:
 - Add 10
 - Subtract 10
 - Add 100
 - Subtract 100
 - Round to the nearest 10
 - Round to the nearest 100
 - Round to the nearest 1000

5. Addition and subtraction:

Use a dice or the digit cards (sheet attached) to generate numbers (2, 3, 4 or 5 digits). Make up your own calculations using either an empty number line or column addition/subtraction. Use the squared paper (sheet attached) or draw a grid (like below)



6. Multiplication/Division:

Use this game to practice your chosen times tables

<https://www.topmarks.co.uk/maths-games/hit-the-button>

7. Data handling :

Decide on something you want to collect data about from lots of people (ask friends/family) and then present it on a bar graph. eg. Favourite : season, crisp flavour, ice-cream flavour, crisps flavour, chocolate, etc. Use the page to record on. Remember to label the x and y axis, give it a title.

A bar graph to show _____

