

### Decimal number plates

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



- ◆ Choose two of the digits, e.g. 4 and 6. Make the smallest and largest numbers you can, each with 1 decimal places, e.g. 4.6 and 6.4.
- ◆ Now find the difference between the two decimal numbers, e.g.  $6.4 - 4.6 = 1.8$ .
- ◆ 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

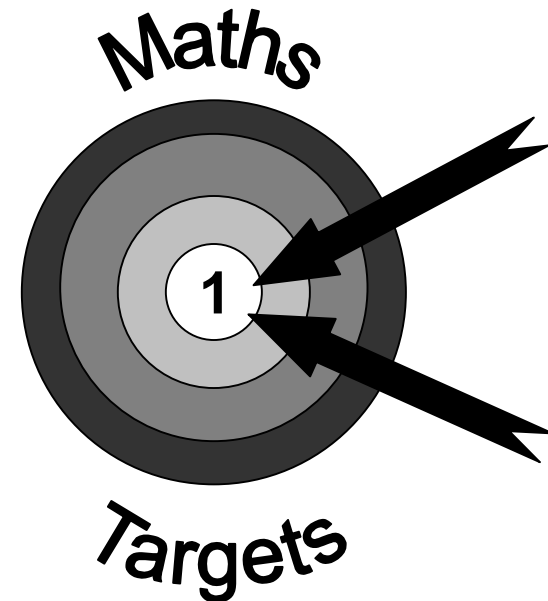
*Perimeter = distance around the edge of a shape*  
*Area of a rectangle = length x breadth (width)*

- ◆ 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, e.g.

- ◆ 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.

# Targets for pupils in Year 5



**A booklet for parents**

Help your child with mathematics

# Targets – Year 5 <sub>1</sub>

By the end of Year 5, most children should be able to...

- Multiply and divide any whole number up to 10 000 by 10 or 100.
- 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.
- Round numbers with 1 decimal place to the nearest whole number, e.g. 9.7 rounds up to 10, 147.2 rounds down to 147.
- Use division to find a fraction of a number, e.g. find one fifth by dividing by 5.
- Work out in their head the difference between two numbers such as 3994 and 9007.
- Use pencil and paper to add and subtract big numbers, e.g.  $5792 + 8436$ ,  $13\ 912 - 5829$ .
- Know by heart all multiplication tables up to  $10 \times 10$ .
- Double numbers up to 100 in their heads.
- Use pencil and paper to multiply and divide, e.g.  $328 \times 4$ ,  $72 \times 56$ ,  $329 \div 6$ .
- Draw and measure lines to the nearest millimetre.
- Work out the perimeter and area of a rectangle, e.g. the perimeter and area of a book cover measuring 25cm by 20cm.
- Solve word problems and explain their method.

\_\_\_\_\_ is working on the targets that are ticked.

## About the targets

These targets show some of the things your child should be able to do by the end of Year 5.

A target may be harder than it seems, e.g. a child may subtract 3994 from 9007 by writing it in columns, without realising it is quicker to count on from 3994 up to 9007 in his / her head.

## Fun activities to do at home

### How much?

- ◆ While shopping, point out an item costing less than £1.
- ◆ 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 the six 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?

Repeat with the seven, eight and nine times tables.

## Tables

Make a times-table grid like this.

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100

- ◆ Shade in all the tables facts that your child knows, probably the 1s, 2s, 3s, 4s, 5s and 10s.
- ◆ Some facts appear twice, e.g.  $7 \times 3$  and  $3 \times 7$ , so cross out one of each.
- ◆ Are you surprised how few facts are left?
- ◆ There might only be 10 facts to learn. So take one fact a day and make up a silly rhyme together to help your child to learn it, e.g. *nine sevens are sixty-three, let's have lots of chips for tea!*

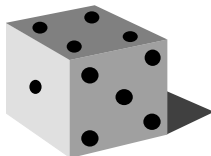
## Telephone challenges

- ◆ Challenge your child to find numbers in the telephone directory where the digits add up to 42.
- ◆ Find as many as possible in 10 minutes.
- ◆ On another day, see if they can beat their previous total.

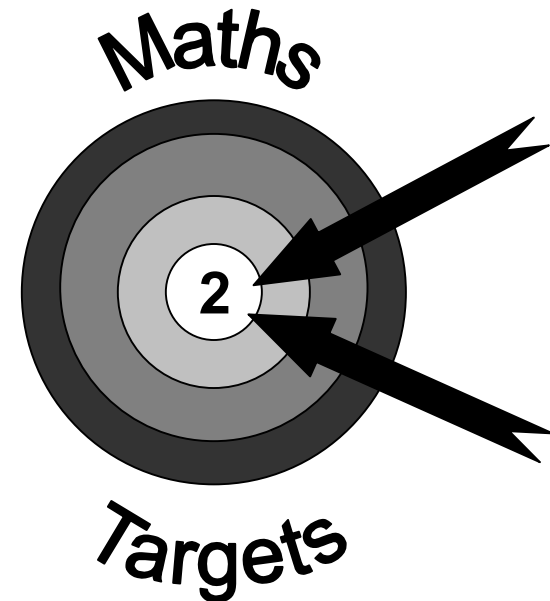
**Telephone: 01264 738 281**

## Target 1000

- ◆ Roll a dice 6 times.
- ◆ Use the six digits to make two three-digit numbers.
- ◆ Add the two numbers together.
- ◆ How close to 1000 can you get?



# Targets for pupils in Year 5



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## Targets – Year 5 <sub>2</sub>

By the end of Year 5, most children should be able to...

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- Draw and measure lines to the nearest millimetre.
- Work out the perimeter and area of a rectangle, e.g. the perimeter and area of a book cover measuring 25cm by 20cm.
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### Fun activities to do at home

#### Car numbers

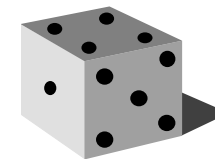
- ◆ Try reading a car number as a measurement in centimetres, then converting it to metres, e.g. 456cm, which is 4.56m, or 4m and 56cm.
- ◆ Try this with car numbers that have zeros in them, e.g. 307cm, which is 3.07m or 3m and 7cm; 370cm, which is 3.7m, or 3m and 70cm. These are harder!

#### Dicey subtractions

- ◆ Take turns to roll a dice twice.
- ◆ Fill in the missing boxes.

$$400\Box - 399\Box$$

e.g.  $4002 - 3994$



- ◆ Count on from the smaller to the larger number, e.g. 3995, 3996, 3997, 3998, 3999, 4000, 4001, 4002.
- ◆ You counted on 8, so you score 8 points.
- ◆ Keep a running total of your score.
- ◆ The first to get 50 or more points wins.

### Line it up

You need a ruler marked in centimetres and millimetres.

- ◆ Use the ruler to draw 10 different straight lines on a piece of paper.
- ◆ Ask your child to estimate the length of each line and write the estimate on the line.
- ◆ Now give them the ruler and ask them to measure each line to the nearest millimetre.
- ◆ Ask them to write the measurement next to the estimate, and work out the difference.
- ◆ A difference of 5 millimetres or less scores 10 points. A difference of 1 centimetre or less scores 5 points.
- ◆ How close to 100 points can she get?

*My estimate 8.5 cm*



### Guess my number

- ◆ Choose a number between 0 and 1 with one decimal place, e.g. 0.6.
- ◆ Challenge your child to ask you questions to guess your number. You may only answer 'Yes' or 'No'. For example, he could ask questions like 'Is it less than a half?'
- ◆ See if he can guess your number in fewer than 5 questions.
- ◆ Now let your child choose a mystery number for you to guess.

Extend the game by choosing a number with one decimal place between 1 and 10, e.g. 3.6. You may need more questions!

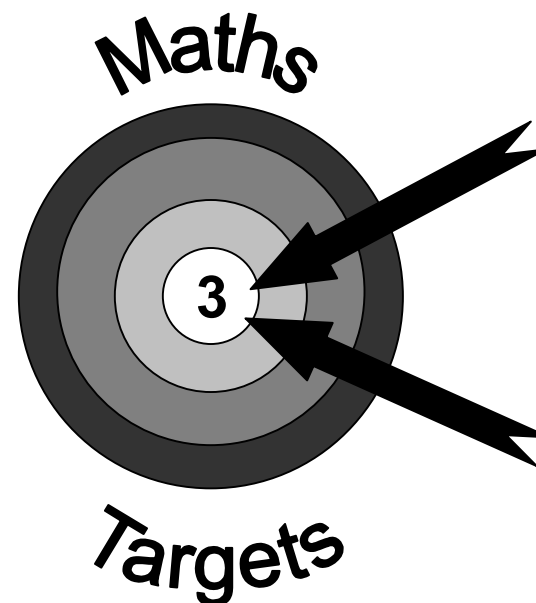
### Times tables

Ask your child a different times-table fact every day,

e.g. *What is 6 times 8? Can you use this to work out 12 x 8?*

and: *What is 48 divided by 6?*

# Targets for pupils in Year 5



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## Targets – Year 5 <sub>3</sub>

**By the end of Year 5, most children should be able to...**

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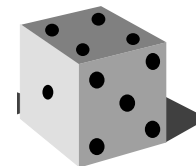
### Fun activities to do at home

#### Car numbers

- ◆ Choose a car number.
- ◆ You may add or subtract 10, 20, 30, 40, 50, 60, 70, 80 or 90.
- ◆ Try to get as close as possible to 555.
- ◆ Who can get closest during a week?

#### Dicey division

For this game you need a 1–100 board (a snakes and ladders board will do), a dice and 20 coins or counters.



- ◆ Take turns.
- ◆ Choose a two-digit number. Roll a dice. If you roll 1, roll again.
- ◆ If your two-digit number divides exactly by the dice number, put a coin on your chosen two-digit number. Otherwise, miss that turn.
- ◆ The first to get 10 counters on the board wins.