**Supporting your child with maths at home**

**Year 6**

**Fours**

Use exactly four 4s each time. You can add, subtract, divide or multiply. Can you find ways to make all of the numbers from 1-100?

E.g. 4 x 4 = 16, 4 + 1 = 5, 4 x 5 x 5 = 100.

**TVAddicts**

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 the following:

* Work out the total watching time for the week.
* Work out the average watching time for a day ( the total time divided by 7).

This activity could be extended to recording the time spent eating meals or playing outside.

**One Million Pounds**

Assume that you have one million pounds to spend. Use a catalogue or the internet to plan what you would buy down to the last penny.

**Rhyme Time**

Work with your child to create rhymes to remember the more difficult times table facts such as 6 x 7 = 42- phew!, 7 x 7 is 49 that’s fine.

**Four In A Line**

Draw a 6 by 7 grid and fill it with numbers to 100.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 43 | 5 | 23 | 47 | 95 | 37 |
| 28 | 99 | 56 | 62 | 71 | 78 |
| 69 | 80 | 53 | 27 | 41 | 58 |
| 77 | 66 | 36 | 41 | 55 | 96 |
| 88 | 90 | 30 | 45 | 54 | 78 |
| 12 | 61 | 94 | 84 | 60 | 91 |
| 15 | 19 | 4 | 82 | 7 | 74 |

Take it in turns to roll a dice three times. Use all three numbers to try to make a number on the grid.

e.g. if you roll 3, 4 and 5, you could make 3 x 4 – 5 = 7, 54 divided by 3 = 18.

Cover the numbers you make with a coin or counter or write your name next to it. The first to get four numbers in a row is the winner.

**Recipe**

Find a recipe for four people and adapt it to make the dish for eight people. Can you work out how to make it for 3 people or 5 people?

Use a shopping webiste such as Asda or Tesco to find the cost of the ingredients. How much would it cost to make the meal?

**Sale of the Century**

When out shopping, ask your child to work out how much different items would cost with 50% off, 20% off etc.

**Animals**

Take it in turns to think of an animal. Use an alphabet code A = 1, B = 2, C = 3 up to Z = 26.

Find the numbers for the first and last letters of your animal e.g. tiger= T = 20 and R = 18. Multipliy the two numbers together. The person with the highest score wins a point. The winner is the first to 5 points. This game could also be played with names, foods or places.

**Race to 301**

Using a deck of cards (with the Jack, King and Queen removed), take it in turns to choose two cards and mutiply the two numbers. Record your answer. Repeat and add the totals together. The winner is the first player to get to 301.

**Remainders**

Draw a 6 x 6 grid and add numbers up to 100.

At the start of the game decide whether you want to play with the 7, 8 or 9 times tables. Choose a number on the board e.g. 59. If you were playing with the 7 times tables, you would then do 59 divided by 7. The remainder would be 3. You then have 3 attempts to roll a dice and land on the remainder. If you do roll the remainder, you put a coin/ counter on the number 59 on the board. If you do not roll the remainder then your opponent can choose a new number on the board.

**Journeys**

Use the chart in the front of a road atlas or look at one on the internet. Find the nearest place and work out how long it would take to travel to that place if you were travelling an average of 60 miles per hour, e.g. 1 mile per minute.

Encourage your child to count in multiples of 60 to calculate how long it would take. Extension- what if you travelled at 30mph? What if we started at London?