**Grange Primary School**

**LEARNING LADDER 7**

**Maths -   Online Learning**

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| **What i am Learning** | **Game Link** | **Guidance** |
| **(A) I can solve money problems (involving large amounts) using stratgies involving the four operations** | 1. [CHANGE MAKER](https://www.funbrain.com/games/change-maker)
2. [CASH OUT!](https://mrnussbaum.com/cash-out-online-game)
3. [Piggy Bank](https://www.topmarks.co.uk/money/coins-game)
4. [Custom Car](https://www.ictgames.com/mobilePage/customCars/index.html)
5. [COIN SPINNER](http://www.crickweb.co.uk/ks1numeracy.html)
 | 1. Work out the amount of change: Select Hard > Union Jack Flag > Enter how many of each note or coin you need to make the correct change
2. Calculate the change (in $): Select HARD level > Click on the notes and coins to give the customer the correct change > Click GIVE CHANGE to earn some $$$!
3. Recognising and Using coins: Select Counting > Any 6 coins
4. Select Notes> £s> Next>Click the items you wish to purchase > checkout > click notes in wallet you need > done > have another go!
5. Clcik the lever> Let it SPIN!> Count the cash!
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| **(B) I understand budgets and money terms and the risks involved with banking online and card payments** | 1. [HERO OR ZERO](https://www.valuesmoneyandme.co.uk/kids/activities-quizzes)
2. [THE BUDGET GAME](https://natwest.mymoneysense.com/students/students-12-16/the-budget-game/)
3. [I Want It!](https://www.valuesmoneyandme.co.uk/kids/activities-quizzes)
4. [SPEND AND SAVE](https://www.valuesmoneyandme.co.uk/kids/activities-quizzes)
5. [WAYS TO PAY - VIDEO](https://www.youtube.com/watch?v=Vyheek2FqL4)
6. [Credit V.s Debit Card - Video](https://www.youtube.com/watch?v=YnVDNeclMI8)
 | 1. Select HERO OR ZERO > Type your name > Read and select your answer
2. Manage your money for 3 months> New > Easy > £ > Pick 3 things that describe you > Next> Pick 3 things you l enjoy doing > Next> Read the help boxes > Keep your wellbeing high over 12 weeks to win
3. Select ‘I want it’ > Enter name > Read and select answer > click NEXT to move on
4. Click Spend and Save > Help Tara Save > Select item > Help plan Tara’s budget
5. Making paymenyts – Information video
6. Relax > Watch > Listen > Learn
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| **(C) (I can use analogue and digital time in 12- and 24-hour notation in every day life situations (e.g. timetables)** | 1. [Spinning Clock](https://mathsframe.co.uk/en/resources/resource/116/telling-the-time)
2. [Adding Time Word Problems - Mathsframe](https://mathsframe.co.uk/en/resources/resource/118/adding_time_word_problems)
3. [Microsoft Word - LO - To read timetables (primaryresources.co.uk)](http://www.primaryresources.co.uk/maths/pdfs/reading_timetables.pdf)
 | 1. Multple choice Time Game: Click play > 5. Read time to the minute > 12 hour clock Timed Game > Enter your name on the scoreboard!
2. Read the time on either an analogue or digital clock and then answer a word problem involving adding a given time. Find the correct time on an anologue or digital clock. Lots of choice of level, including: adding 1 hour, multiples of 5, or 10 minutes or adding multiples of a quarter of an hour.
3. Read the timetable and answer the questions.
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| **(D) I can use different types of measure (weight, volume and length) including area ad perimeter** | 1. [Which measure am I?](https://mrnussbaum.com/appropriate-metric-units-online)
2. [Mostly Postie](https://www.ictgames.com/mobilePage/mostlyPostie/index.html)
3. [Measure it!](https://www.funbrain.com/games/measure-it)
4. [Measure Up - Beat the Timer gane](https://www.rulergame.net/v2-standard-english-ruler-game.php)
5. [MISSING PERIMETER!](https://www.splashlearn.com/area-and-perimeter-games)
6. [VOLUME OF OBJECTS - song](https://www.youtube.com/watch?v=GEwheYZX1-s)
 | 1. Select what ‘unit of measure’ you need to fit the job described
2. Measuring in kgs and ½ kgs > Select answers in steps of 10g> drag parcel onto scale > enter weight > click check and get delivering!
3. Measuring in cm and mm > Select Centimetres Hard (cm & mm) > choose your answer from multiple choice
4. Beat the timer! In preferences box keep timer on > Select Quarters (cm and mm) > Start new and GO! ..careful three strikes and it is Game Over!!
5. Scroll down > Click Perimeter: Missing Side Lengths > Click correct length that is missing
6. Relax, Listen , LEARN!
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| **(E) I can use sequencing and patterns in problem solving** | 1. [BLAST OFF!](https://www.abcya.com/games/numerical_order)
2. [!](http://www.sheppardsoftware.com/mathgames/placevalue/BPOrder1000.htm)
3. [Chinese Dragon - Ordering](https://www.topmarks.co.uk/ordering-and-sequencing/chinese-dragon-ordering)
4. [Jump Challenge](https://mathsframe.co.uk/en/resources/resource/42/sequences)
5. [CHALLENGE: Dot dot!](https://mrnussbaum.com/dots-online-game)
 | 1. Click Play (>) > Select 3, 5 or 10 > Drag the Space rocks to the correct position in the number sequence
2. Select Sequencing > Counting in Steps > Steps up to Nine 0 – 100 > Sequence the numbers and click check to pass level
3. Select from Level 10 – 16 options > Difficulty: YOU DECIDE > Click square with correct next value > click next to move on
4. Click Start Game > Read and click continue> watch the dots keeping count of how many remain in the house add them up
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| **(F) I can describe 3D Shapes (including triangles) and recognise their features (symmetry, angles, vertices etc)** | 1. [Shape Factory](https://mrnussbaum.com/shape-factory-online-game)
2. [TRIANGLE (ANGLES / TYPE) SPLAT](http://www.sheppardsoftware.com/math/geometry/triangle-splat-game/)
3. [Shape Sort](https://mathsframe.co.uk/en/resources/resource/115/sorting-3d-shapes-on-a-venn-diagram)
4. [Tangrams](https://www.mathplayground.com/tangrams.html)
 | 1. Play > Read the challenge > Click all of the shapes that are correct > click black arrow next to Factory Man! For next challenge
2. Choose Angles **or** Equilateral, Iscolceles, Scalene > TImed mode SLOW > shoot the shapes of the correct type
3. Play Game > Play > Start Game > Select one or two sort conditions>
4. Start > Read Start > Rotate and drag shapes to fill in the tangrams – use your knowledge of shape properties
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| **(G) I can interpret information (including probability); gather, collate and display data in different ways** | 1. [Bar Chart Investigator](https://mathsframe.co.uk/en/resources/resource/51/bar-charts)
2. [DISPLAY CREATOR](https://www.mathsisfun.com/data/data-graph.php)
3. [JELLY BEAN TREE - PIE CHART](https://mrnussbaum.com/the-jellybean-tree-online-game)
4. [GO FISH - PICTURE GRAPH](http://toytheater.com/fishing/)
 | 1. Scroll down click play (>) > Select Level Three > Investigate data and answer question (pay attention to the scale used) < click next
2. Create your own bar, dot, pie, line or histogram!
3. Play > Click Switch Graph (for Pie) > drag jellybeans to correct colour square > Watch as you create a Pie Chart
4. Click the fish to catch them (avoiding the jelly fish!)> Catch all and answer questions about the Picture Graph you have created to get to next level
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| **(H) I can use directions (including maps and coordinates) to find a specific point** | 1. [Coordinate CHALLENGE](https://mathsframe.co.uk/en/resources/resource/153/coordinates--reasoning-about-position-and-shapes)
2. [Alien Attack!](https://mathsframe.co.uk/en/resources/resource/474/Multiplication-Coordinates-Alien-Attack)
3. [CODE BUILDER](https://www.mathplayground.com/code_builder.html)
4. [TREASURE HUNT](https://www.mathsisfun.com/games/direction-nsew-.html)
5. [BLOCK TURNS](https://www.mathplayground.com/logic_block_turns.html)
 | 1. Scroll down click play> Level 2> click on correct coordinates > press next (>>)
2. Play Game > Play > Select any Times Table > All Four Quadrants > Select numbers of coordinates of Alien Ship with correct answer (Tip: Remember – Along the corridor (x – axis) THEN up the stairs (y – axis) > Rocket Launch to stop aliens attacking Earth
3. Directions Game: click orange arrow > look at location of target and position of robot > create direction code by dragging arrows in order of moves to get the robot to the target > click RUN to see if your code is correct
4. Compass Points Game: Read directions and follow route from your emoji >click where you land > did you find the treasure?
5. Play (>) > Level 1 > Use the direction and angle to click and drag the rotation to the arrow so they face the same way > if you go wrong you can ‘undo’ moves
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