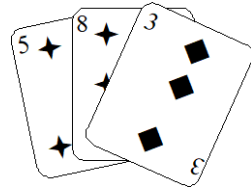


Card game

Use a pack of playing cards.
Take out the jacks, queens and kings.



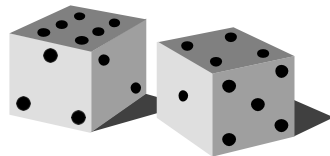
- ♦ Take turns.
- ♦ Take a card and roll a dice.
- ♦ Multiply the two numbers.
- ♦ Write down the answer. Keep a running total.
- ♦ The first to go over 301 wins!

Remainders

Draw a 6 x 6 grid like this.

82	33	60	11	73	22
65	12	74	28	93	51
37	94	57	13	66	38
19	67	76	41	75	85
86	29	68	58	20	46
50	69	30	78	59	10

- ♦ Choose the 7, 8 or 9 times table.
- ♦ Take turns.
- ♦ 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 number with a counter or coin.
- ♦ The first to get four of their counters in a straight line wins!



Doubles and trebles

- ♦ Roll two dice.
- ♦ Multiply the two numbers to get your score.
- ♦ Roll one of the dice again. If it is an even number, double your score. If it is an odd number, treble your score.
- ♦ Keep a running total of your score.
- ♦ The first to get over 301 wins.

Stow Primary School

Helping with Maths



A Booklet for Parents
Second Level
(9)

Second Level (9)

Children will learn to:

- ☐ Multiply and divide decimals by 10 or 100 in their heads, e.g. 2.61×10 , $53.2 \div 100$.
- ☐ Round numbers to one decimal place to assist with estimation, e.g. $7.253 + 8.174$ is about $7.3 + 8.2$
- ☐ Add and subtract decimals to 3 decimal places, e.g. $3.915 + 8.048 + 24.56$, or $13.352 - 1.276$
- ☐ Multiply and divide decimals to two decimal places, e.g. 38.76×9 , $53.95 \div 5$
- ☐ Continue and describe sequences involving square and triangular numbers.
- ☐ Solve simple equations, e.g. $z - 4 = 7$, $2n + 3 = 9$
- ☐ Estimate measurements in length and area.
- ☐ Realise that volume can be conserved when shape changes, e.g. can you find a bottle and bowl that both hold 1000ml
- ☐ Use scale to calculate size, e.g. 1cm to 5 metres
- ☐ Continue reading and writing numbers to one million.
- ☐ Use a protractor to find bearings, remembering to include three digits.

About the activities

These activities show some of the things your child should be able to do as they become secure at second level.

Some activities may be more complex than they seem, e.g. children may know how to work out sums on paper but need to see when it is quicker to work them out in their heads.

Fun activities to do at home

Journeys

Use the chart in the front of a road atlas that tells you the distance between places.

- ◆ Find the nearest place to you.
- ◆ Ask your child to work out how long it would take to travel to some places in England if you travelled at an average of 60 miles per hour, i.e. 1 mile per minute, e.g.

York to Preston: 90 miles 1 hour 30 minutes

York to Dover: 280 miles 4 hours 40 minutes

Encourage your child to count in 60s to work out the answers mentally.

£1,000,000

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.