

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

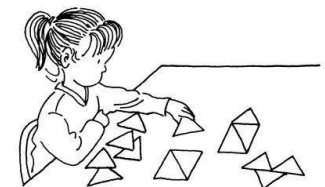
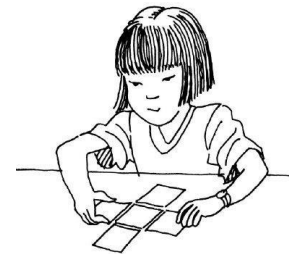
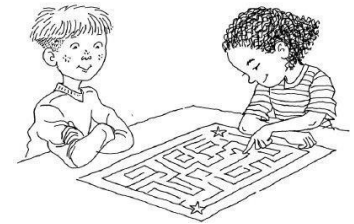
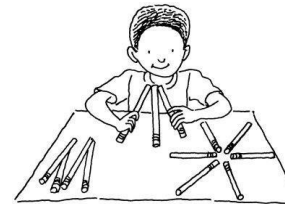
Ask your child a different times-table fact every day,

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

and: *What is 48 divided by 6?*

Stow Primary School

Helping with Maths



A Booklet for Parents
Second Level
(6)

Second Level (6)

Children will learn to :

- ☐ Read and write whole numbers up to a million. (1000 000)
- ☐ Link simple fractions to decimals e.g. $\frac{1}{4} = 0.25$
- ☐ Find simple percentages e.g. 10% of £5.00
- ☐ Use bathroom scales to find items weighing 5kg, 10kg etc.
- ☐ Recognise pentagon and hexagon
- ☐ Identify and name equilateral and isosceles triangles.
- ☐ Point out circumference, diameter and radius on a clock face.
- ☐ Multiply and divide a 4-digit decimal number by a 1-digit number e.g. 38.56×8
- ☐ Calculate 24-hour clock journey times.
- ☐ Create patterns by rotating a shape.
- ☐ Find the area of right-angled triangles.
- ☐ Solve word problems and explain their method.

About the activities

These activities show some of the things your child should be able to do as they progress through second level.

An activity 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.

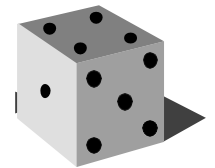
Fun activities to do at home

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.