

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. 7×3 and 3×7 , 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!*

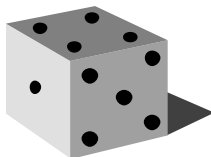
Telephone challenges

- ◆ 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.

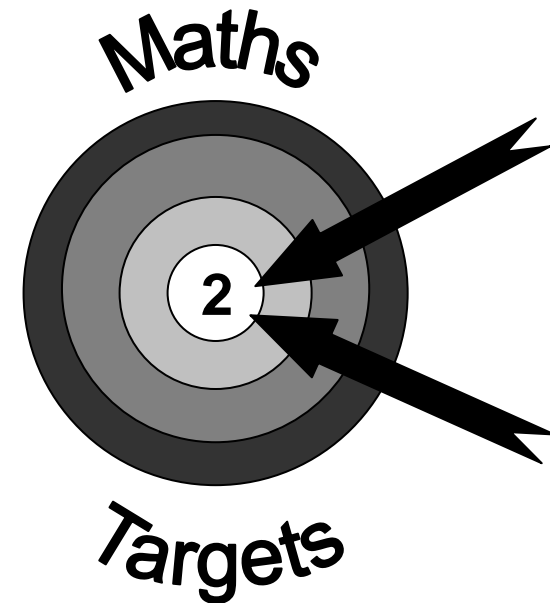
Telephone: 01264 738 281

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



A booklet for parents

Help your child with mathematics

Targets – Year 5 ₂

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

- Explain what each digit represents in whole numbers and decimals with up to two places, and partition, round and order these numbers

I can say what any digit represents in a number with up to seven digits

Use knowledge of place value and addition and subtraction of two-digit numbers to derive sums and differences and doubles and halves of decimals (e.g. 6.5 ± 2.7 , half of 5.6, double 0.34)

I can work out sums and differences of decimals with two digits

Use efficient written methods to add and subtract whole numbers and decimals with up to two places

I can explain each step when I write addition and subtraction calculations in columns

Read and plot coordinates in the first quadrant; recognise parallel and perpendicular lines in grids and shapes; use a set-square and ruler to draw shapes with perpendicular or parallel sides

I can read and plot coordinates to make shapes

Draw and measure lines to the nearest millimetre; measure and calculate the perimeter of regular and irregular polygons; use the formula for the area of a rectangle to calculate the rectangle's area

I can draw and measure lines to the nearest millimetre. I can measure the sides of polygons and add them to find the perimeter

Construct frequency tables, pictograms and bar and line graphs to represent the frequencies of events and changes over time

I can explain why I chose to represent data using a particular table, graph or chart

_____ 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

Car numbers

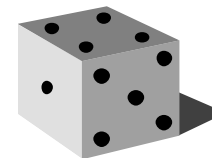
- ◆ Try reading a car number as a measurement in centimetres, then converting it to metres, e.g. 456cm, which is 4.56m, or 4m and 56cm.
- ◆ Try this with car numbers that have zeros in them, e.g. 307cm, which is 3.07m or 3m and 7cm; 370cm, which is 3.7m, or 3m and 70cm. These are harder!

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.