









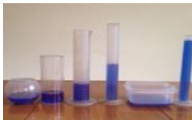


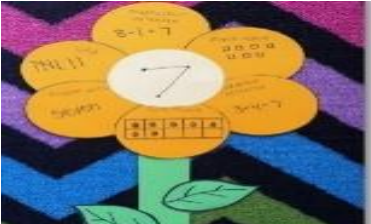





Wester Cleddens Maths and Numeracy Grid

Mild



<p>Calendar MNU 0-010a Create a 'Days of the Week' Spinner. Use it to sequence/identify the day/how many days in between etc. Suggested story – Frog and Toad Together – it is free to download online and will support this.</p> 	<p>Washing Line MNU 0-01/02/03a Make a washing line out of different items. Compare and order these by size. Discuss their position. Change the line and discuss again. Count in ones/twos/tens, from smallest-largest, first, second, third, etc.</p> 	<p>Snacktions MNU 0-07a Prepare/draw snacks – e.g. sandwiches, pizza, crisps, fries, cake, sweets etc. Cut/share into parts of equal size (halves or quarters). Say 2 halves = 1 whole, 4 quarters = 1 whole etc.</p> 	<p>Data and Graphs MNU 0-20a Create a graph/pictogram. Collect information about your family, toys – likes/dislikes etc. Draw pictures or use Lego/coloured squares to explore block graphs.</p> 	<p>Ten frames/Arrays MNU 0-03a Place small objects in some ten frame boxes. How many more do you need to make ten? Take away some; how many do you need now? For a challenge, add another ten frame and work with 0-20.</p> 
<p>Post Office MNU 0-09a Set up a role play Post Office with different sizes of boxes/items/letters. Design and price stamps. Create a price list using coins up to £2. Count change to 20p. Post messages to those we are missing/love. Suggested story – Mister Magnolia – Quentin Blake.</p> 	<p>Time Challenges MNU 0-09a Use Doorway Online to practise telling the time (e.g. o'clock times on digital and analogue faces). You can use the Hickory Dickory Dock song and games on the Topmarks website to support. Visit this site to set, read, play, and learn time as well: http://primaryhomeworkhelp.co.uk/maths</p> 	<p>Adding/Subtracting MNU 0-01a Practise adding to ten and twenty (or beyond if you fancy a challenge!). You can use the TopMarks website, or use number cards, fence panels in the garden, slabs, paving blocks or windows to count on and back to develop your skills.</p> 	<p>Weights and Measures MNU 0-11a Compare lengths of familiar objects around your home. Use your hands, a ruler, string or tape etc. Sort, guess and weigh objects – sort lightest to heaviest. Find something lighter/heavier. Make your own scales.</p> 	<p>Number Hunt MNU 0-01a Design a number hunt puzzle in your house or garden. You must solve the number problem before moving on to the next place.</p> 
<p>Toy Party – Volume MNU 0-11a Plan a pool party for your toys or bugs in the garden. Select different transparent containers. Discuss what happens to the water level when you share the liquid using a jug/cup. Will everyone have the same amount? Try again and measure.</p>  <p>Reduce, Reuse, Recycle</p>	<p>Playing Cards MNU 0-01/02/13a Arrange playing cards face down and look for matching doubles (numbers to 9) that you can add together (e.g. 2 hearts + 2 clubs). Use for addition or subtraction. Create values for each face card. Play snap. Sequence the cards/mix and sort.</p> 	<p>Hopscotch MNU 0-01/02/3a Draw a hopscotch outdoors or on paper (for your toys to use). Add where you land with the previous number. To increase the challenge – use subtraction by completing the hopscotch backwards.</p> 	<p>Number Flowers MNU 0-03a Create an indoor/outdoor flower garden/box showing number stories for numbers 0-10. Reduce, Reuse, Recycle</p> 	<p>Directions MNU 0-17a Draw a map of your house, garden or school and use directional language (e.g. left, right, forwards, backwards) to create a route around your chosen place.</p> 




Wester Cleddens Maths and Numeracy Grid

Medium




Time Capsule MNU 1-10b
 Create a 3D Calendar spinner showing months of the year, days of the week and dates. Diary events from each day. Then count how many days/months from/during and to, each event. Build a time capsule to store - when and what happened during the school lockdown.



Steps to Success MNU 1-16a
 Make or draw a staircase /poster to show the times tables. List the mistakes pupils might make. Give easy steps/ hints on how to sort this. Junk Modelling is a great way to display your learning.



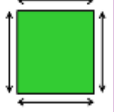
Eating Out MNU 1-09a-b
 Create a restaurant menu, with breakfast, lunch and dinner options – don't forget sides are extra! Prices should be written as multiplication or division problems. You could even make your own coins/notes. You can make the budget your customer has (e.g. up to £20). Get someone in the house to select from your menu and complete the sums to find the price of their food selected. Check they have added up the correct amount and work out the change you need to give them.



Per-fect Perimeter MNU 1-11a
 Estimate and then measure items around your home. To measure, you will need a ruler or tape measure. If you don't have these, you could use your hands or can you think of any other ways to measure? Measure all the objects sides and add together. This is the perimeter. You could measure doors/windows, your house. Convert if you can cm into metres.

What is Perimeter?


The perimeter is the distance all the way around the outside of a 2D shape.



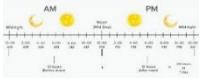
Number Sequences MNU 1-13a
 Describe and extend number sequences involving counting on and back in different steps (e.g. counting forwards and backwards in 3s, 5s, 7s, 10s, 8s, etc.) Use sticks, pegs, blocks or stones, to cover some of your numbers. Can you solve the sequence when the numbers are hidden? Can someone at home solve the sequence and solve what the hidden numbers are?

1	4	6	9	11	16	19	24
10	20	40	80	320			
2	5	11		94			
80	72	64	48	24			
3	5	9	17	65			
70	63	49	42	21			0

Area Challenge MNU 1-11a
 Using squared paper or go outdoors chalk on slabs/concrete paving/ make grids. – equal spaces. Throw two dice and multiply both numbers. Colour area. Count each person's coloured area – v winner?




My day? MNU 1-10b/c
 Make a list of activities you do during the day and calculate the duration of time spent on each. You could do this for a family member and calculate their durations. For further challenge, you could then compare your activities and another family members.



Equations MNU 1-15a/b
 Create Number Machines using symbols (e.g. $1 \times 1 = 4$ or $2 \times ? = 4$). You can add, subtract, multiply or divide. Ask someone else to find the missing number. Remember you can use the opposite to help you. Multiply and divide do the opposite of each other. Add and subtract do the opposite of each other. Remember your magic triangles!

Measures MNU 1-11a
 Estimate then measure various items at home. Compare different lengths of familiar objects around the home. Use a ruler, measuring tape, string. To challenge yourself... can you change anything you have measured in cm to m?



Number Spinner
 Make paper/foam cup spinners using units, tens, hundreds/ thousands – add and subtract. Count forwards and backwards, using your cup spinners to help You.


$3,000 + 400 + 20 + 7 = 3,427$

$500 + 30 + 8$


$4,000 + 400 + 20 + 7$

$3,000 + 200 + 10 + 5$

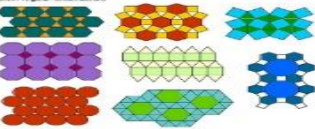
Fraction Quilt MNU 1-07b-c
 Create a fraction Wall using colour. Using squared paper/any paper/ old sheet design a fraction quilt. Using the colours from your fraction wall, calculate fractions e.g. what fraction of the pattern is red, what fraction of the pattern is yellow?



Playing Cards MNU 1-02a
 Arrange playing cards/or make 0-9 digit cards. Place them face down. Select 2 cards and **round** to the nearest ten or select 3 cars and round to the nearest hundred. You can also select 2,3 or 4 cards and rearrange them to make the biggest 2,3, or 4 digit number you can or the smallest (e.g. 92 or 29, 943 or 349)



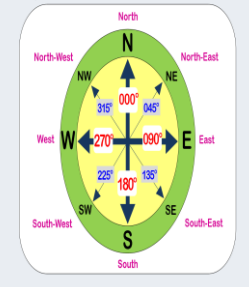
Come Tile with Me MNU 1-16a
 Find different shapes around your home. Draw the shapes or you could take photos, discuss the sides, edges, similarities/differences of all the shapes etc. Then, you can create a pattern using 2 of the different shapes you have found. This is called a tessellation.



Multiplication City MNU 1-02a
 Create a picture of your street using arrays (dots/squares) to show counting in 2's, 3's and beyond. Extend to larger calculations. Show your calculations.



Direction and angles
 Create an obstacle course Indoors or outdoors. Draw a map of your house /garden/school and use directional language – Full turn, half/quarter turn, clockwise/ anti-clockwise to create a route through the obstacle course. To make it harder you can explore links to compass points, e.g. turn 90 degrees South etc.





Wester Cleddens Maths and Numeracy Grid



Spicy


Farkle
Play the game of Farkle. Apply your addition skills or for extra challenge subtract from the top score. You need six dice - draw nets and make these. Search How to Play Farkle online for further help!

QUICK GUIDE: FARKLE
500 points minimum to get on the board
ONES = 100 pts
ONES + 100 pts
4 of any number = 1,000 pts
5 of any number = 2,000 pts
6 of any number = 3,000 pts
1-4 straight = 1,500 pts
Three pairs = 1,500 pts
Four of any number with a pair = 1,500 pts
Two triples = 2,500 pts
10,000 points to win

Day Tripper MNU 2-10a
I want to take a **day trip** up to 60 miles from Glasgow. Where could I go? What is the duration of each journey? Is it quicker by bus or train? If I miss the bus or train is there another one I could take. If there is, how much longer will my journey be now?

TRAIN TIMETABLE

Jill misses Train 3 at Goldhead by 6 minutes. How long does she have to wait until she can get the next train?




Dragon's Den MNU 2-09a/b/c
Create a business plan with a budget of £10,000/100,000. You need to cost the following: products, staff, premises, transport and advertising (also, don't forget insurance!). Write your costs and explain how you will be successful and how you plan to make a profit.

Algebra MNU 2-15a
Create and solve problems where there is an unknown value represented by a symbol or a letter. Use your knowledge of the four operations - think about operations that do the opposite of each other.

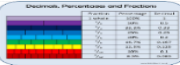
$X + 5 = 15$
 $15 - 5 = 10$
 $X = 10$

$3c + 4 = 22$
 $3c = 22 - 4$
 $3c = 18$
 $c = 18 \text{ divide } 3$
 $c = 6$


Yes... We Link! MNU 2-02/03a
Create Multiplication and Division 3D shapes like the picture below. Draw the net of the chosen shape, add all the facts, colour and check your answers. Construct the 3D shape. You could also try and make a mobile or model.




Fraction App MNU 2-07a/b/c
Design and create an app (step by step screens) or a pupil guide showing how to convert fractions into decimals and decimals into fractions. You could extend to percentages if you can. Include helpful hints to help your users!



Flag Design MNU 2-16a/b
Explore flags from around the world. Identify the shapes used. Use at least 6 different shapes to create a school flag. Include 2 or 3 regular and irregular shapes.




Statistics MNU 2-20a
Gather number data from your gaming cards/scores/football statistics/digits within phone or house numbers. Place them smallest to largest. Calculate: the mean (average), median, mode and range. This will help.....



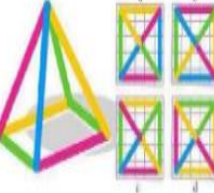
Measure *You may need adult help.
When outdoors, gather as many sticks/twigs as you can of various lengths and thickness. Make a model or something you view as useful. Measure your resources in cm and cut/snap to size. You will need string, sellotape or elastic bands to hold it together. Take a photo and share on our school Twitter or TEAMS pages.

Daily Step Count MNU 2-02a
Estimate how many steps to the nearest ten you take on a daily walk. Now try to increase your steps daily by 10%, 25%, 30% etc. The calculation will change daily - you will need to start from your new total. Record this in a table and show your workings (to help you). You will then see your progress!




Aerial Views MNU 2-16a
Build 3D shapes using colour or various materials. Create challenges like this one. No camera allowed! You will need to make multiple shapes. You could use coloured magazines paper, food packaging or straws

Which is the top view?




Playing Cards MNU 2-02a
Arrange playing cards/or make 0-9 digit cards (two sets and zero's will offer more challenge). Select 4 or more cards, make a number and **round** to the nearest 1000, 10,000, 100,000. Describe the value of each digit-

Place Value



Multiples/Factors MNU 2-05a
Make multiple and factor grids/plates or use chalk outdoors. Find the lowest and highest common multiple (LCM, or factor HCF).



Equivalence MNU 2-07b/c
Choose a fraction of your choice in its simplest form (e.g. 1/2, 1/8). Now create 10 equivalent fractions. Explain the process using maths language. Now begin with a larger fraction and simplify. Search for Woodlands Junior Homework Help online for further practise.

Angles *Ask permission first!
MNU 2-17a/b
Send a text to a friend explaining how to identify three or more different types of angles. Be sure to include pictures. Next, create an angle drawing. Measuring them using a protractor.

