Supporting children in Year 5

Some of the Numeracy Framework **expectations** for Year 5 are:

Using Number Skills

- ✓ Read and write numbers to 100 000
- ✓ Compare numbers with 1 and 2 decimal places
- ✓ Use mental strategies to recall multiplication tables for 2, 3, 4, 5, 6 and 10 multiplication tables and use to solve division problems
- ✓ Use doubling and halving strategies
- ✓ Use understanding of simple fraction and decimal equivalences when measuring and calculating
- ✓ Find differences between numbers with 1 decimal place
- ✓ Add and subtract 3 digit numbers using an appropriate mental or written method
- ✓ Multiply and divide 3 digit numbers by a single digit number
- ✓ Estimate by rounding to the nearest 10, 100 or 1000
- ✓ Order and compare the cost of items up to £1000
- ✓ Add and subtract totals less than £100 using correct notation e.g. £28.18 + £33.45

Using Measuring Skills

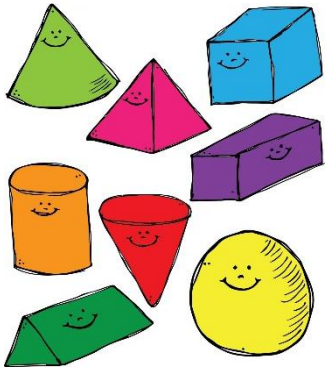
- ✓ Read and use analogue and digital clocks
- ✓ Time events in minutes and seconds and order the results
- ✓ Carry out practical activities involving timed events and explain which unit of time is most appropriate

Using Data Skills

- ✓ Represent data using lists, tally charts, diagrams, bar charts, line graphs, etc.
- ✓ Extract and interpret information from diagrams, timetables and charts

Information for Parents

Help your child with numeracy



WAYS TO HELP AT HOME...

Yes or No Game

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'. E.g. they could ask questions like 'is it less than a half?'
See if they 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!

Cupboard Maths

Select a few items from your cupboard. Make price labels for the items. Generate the prices by rolling a dice twice. E.g. if you roll a 6 and a 4 the price would be 64p. Select one of the items. How much would 3 of them cost? Ask them to estimate first then see how close they came. Repeat for other quantities.

Line 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 they get?

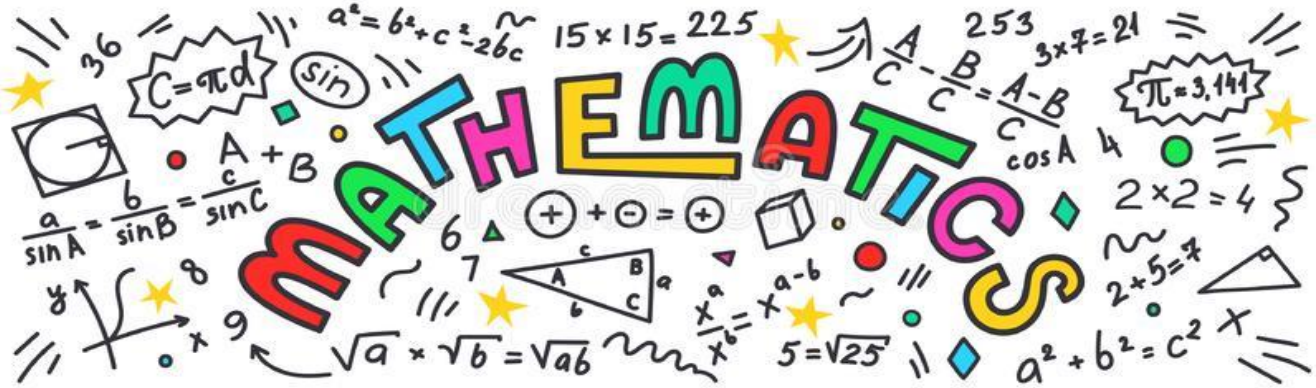
Number plate numbers

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!

More Cupboard Maths!

Select a few items from your cupboard. Make price labels for the items. Generate the prices by rolling a dice FOUR times. E.g. if you roll 2 3 8 and 7 the price would be £23.87. Select two items to buy. What is their total cost? What would be the most expensive combination? The cheapest combination?



Time Challenge!

Throughout the day ask your child to time the everyday tasks that they do e.g. getting dressed, doing their hair, eating lunch, having a wash
Record the time in minutes and seconds.
At the end of the day order the events from quickest to longest.