TV addicts

Ask your child to keep a record of how long he/she watches TV each day for a week. Then ask him/her to do this.

- Work out the total watching time for the week.
- Work out the average watching time for a day. (the total time divided by 7).

You could ask them to keep a record of time spent eating meals, water used or anything else they do each day. Then work out the daily average. They could put their information in tables or charts.

Four in a line

Draw a 6 x 7 grid.
Fill it with numbers under 100.

- Take turns.
- Roll three dice or roll one dice three times.
- Use all three numbers to make a number on the grid.
- You can add, subtract, multiply or divide the numbers, e.g. if you roll 3, 4 and 5, you could make 3 x 4 – 5 = 7, 54 divided by 3 = 18, (4 + 5) x 3 = 27 and so on.
- Cover the number you make with a coin or counter.
- The first to get four of their counters in a straight line wins.

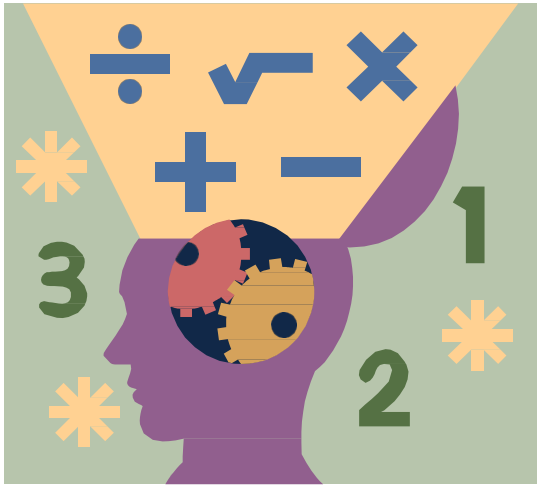
Recipes

Find a recipe for 4 people and rewrite it for 8 people:

4 people	**8 people**
125g flour	250g flour
50g butter	100g butter
75g sugar	150g sugar
30ml treacle	60ml treacle
1 teaspoon ginger	2 teaspoons ginger

Can your rewrite it for 3 people? Or 5 people?
Or 1 person?

Encourage your child to play maths games and revise on the *Mymaths* website.



Year 6

Fun maths activities to do at home

A booklet for parents
Bisley & Oakridge Schools

Three in a row

For this game you need a calculator.
Draw a line like this:

0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0

- Take it in turns to choose a fraction, e.g. 2/5. Use a calculator to convert it to a decimal (i.e. 2 divided by 5 = 0.4) and mark your initials at this point on the line.
- The aim of the game is to get 3 crosses in a row without the other player's marks in between.
- Some fractions are harder to place than others e.g. ninths

Codes

- Take turns to think of a flower, country, or famous person.
- Use an alphabetical code, A = 1, B = 2, C = 3… up to Z = 26.
- Find the numbers for the first and last letters of your flower, e.g. for a ROSE, R = 18 and E = 5.
- Multiply the two numbers together, e.g. 18 x 5 = 90.
- The person with the biggest answer scores a point.
- The winner is the first to get 5 points.

Create other codes with letters and numbers and try to work out the worth of the letters/words.

Sale of the century

- When you go shopping or see a shop with a sale on, ask your child to work out what some items would cost with:

50% off
25% off
10% off
5% off

- Ask your child to explain how she/he worked it out.

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!

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.
- The first to get over 301 wins.

Remainders

- Draw a 6 x6 grid with any 2 digit numbers in the squares
- Choose the 7, 8 or 9 times table.
- Take turns.
- Roll a dice.
- Choose a number on the board, eg 59.
- Divide it by the tables number, eg 7. If the remainder for 59 divided by 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!

Shopping

When children are shopping with you, draw their attention to special offers e.g. 3 for the price of 2. Ask them to work out if it is actually a money saving offer and how they know. This may include some conversion between units e.g. litres and millilitres - ask them to explain their thinking. Ask them to estimate the total price of the shopping by rounding up and down the pence and pounds.

Journeys

When going on a journey, ask your child to work out how far the destination is from where you live and how long the journey will take at 60 mph. Can they work this out for other mph? Can they convert the mileage to kilometres?