

Some of the LNF expectations for Y5 include:

#### 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 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 the most appropriate.

#### Using Data Skills

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

#### Developing Numerical Reasoning

- ⇒ Transfer mathematical skills to a variety of contexts and everyday situations.
- ⇒ Select appropriate mathematics and techniques to use.
- ⇒ Select and use suitable instruments and units of measurement.
- ⇒ Explain results and procedures clearly using mathematical language.

# Supporting children in Year 5



A booklet for parents  
Help your child with numeracy

## 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!

## How much?

While shopping, point out an item costing less than £1.

Ask your child to work out in their head the cost of 3 items.

Ask them to guess first.

See how close they come.

If you see any items labelled, for example, '2 for £3.50', ask them to work out the cost of 1 item for you, and to explain how they got the answer.



## 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 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.

## Times tables

Say together the six times table forwards, then backwards. Ask your child questions, such as:

Nine sixes?

How many sixes in 42?

Six times four?

Forty-eight divided by six?

Three multiplied by six?

Six times what equals sixty?

Repeat with the seven, eight and nine times tables.

## Decimal number plates

Each choose a car number plate with three digits.

**P645 CJM**

Choose two of the digits, e.g. 4 and 6. Make the smallest and largest numbers you can, each with 1 decimal places, e.g. 4.6 and 6.4.

Now find the difference between the two decimal numbers,

e.g.  $6.4 - 4.6 = 1.8$ .

Whoever makes the biggest difference scores 10 points.

The person with the most points wins.

Play the game again, but this time score 10 points for the smallest difference, or 10 points for the biggest total.

## 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.

## 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 s/he get?

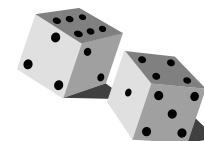
## Dicey subtractions

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.