

# Maths Activities to Try at Home

## Year 5 / 6

**Name of Activity:** Countdown

**Maths Focus:** All four operations

**Materials Needed:** Playing Cards

**Ages/ Year Group:** Years 4 - 6

**Activity Instructions:** Shuffle the deck of cards and then lay them face down on a table. Student choose 6 cards at random, placing them in front of them. Numerical cards are worth their value (ie. 7 of hearts is worth 7) Face cards can be removed (although aces must be kept for the value of 1), or can be given the following values:

Jack 11  
Queen 12  
King 13

When ready, the teacher writes a random 3-digit 'Target Number' on the board and begins the 'Countdown' timer which buzzes once 45 seconds has passed.

The aim of the game is to use the numbers in your hand to make the target number, using all the different operations (+, -,  $\times$ ,  $\div$ ). 10 points are given to the student that makes the target number. If the target number cant be reached, then points are allocated based on how far away from the target number they were.  
5 points for 1 away  
4 points for 2 away etc. There are no points for students that are greater than 5 away.

**Name of Activity:** Multiplication War

**Maths Focus:** Multiplication

**Materials Needed:** One deck of cards per player (with the face cards taken out) to make the game more challenging you can remove the aces and twos as well.

**Ages/ Year Group:** Senior students

**Activity Instructions:**

Players turn over the top card on their deck and the first person to multiply the numbers shown and say the product out loud (not too loud though) is the winner and keeps both cards. If there is a tie, cards go in the middle and the winner of the next round gets that pile too.

**Name of Activity:** Roll and Round the number

**Maths Focus:** Rounding to the highest Place Value

**Materials Needed:** Paper, as many dice as the Place Value you wish to work with

**Ages/ Year Group:** Senior students

**Activity Instructions:**

The first person rolls all three dice at the same time and builds a number with it. The second person does the same and then each person rounds his/her number to the highest place value. For example, a roll of 5, 3, 7 could make the number 753, which would be rounded to 800. Students compare rounded numbers and the highest correctly rounded number wins (or use the more/less coin to decide).