# Welcome to the Year 5 Waths Workshop



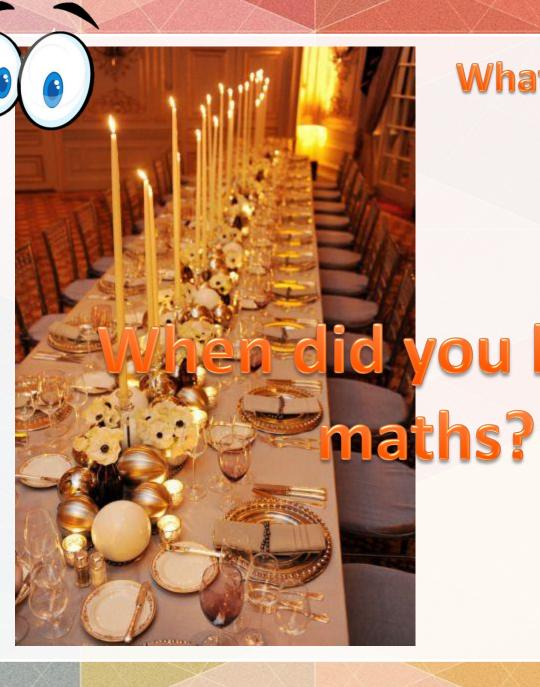
If this is the answer, what is the question? How many can you think of?

72

You can use all four operations + - x ÷

## Aims of the workshop

- To get an insight into age related expectations in Year 5
   Mathematics.
- To take away some ideas to support your children at home.
- To work with your child /ren and take part in a variety of maths activities.



What MATHS can you see?

did you last use

### Key aims of national curriculum

Become **fluent** in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.

**Reason** mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language.

Can **solve problems** by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

## Curriculum coverage

Autumn	Number Place value	Number Addition and subtraction	Number Multiplication and division A	Number Fracti			
Spring	Number Multiplication and division B	Number Fractions B			ment leter rea	Statis	stics
Summer	Geometry Shape	Geometry Position and direction	Number  Decimals	Number Negative numbers	Measure Convo units	erting	Measurement Volume

**Active Maths** 

Using apparatus and diagrams to aid learning



## WHY IS IT HELPFUL

TO KNOW THE











ALL THE EVEN MORE FUN STUFF

## GRAPHS A ALESSA



## -HOUSE

COUNTING

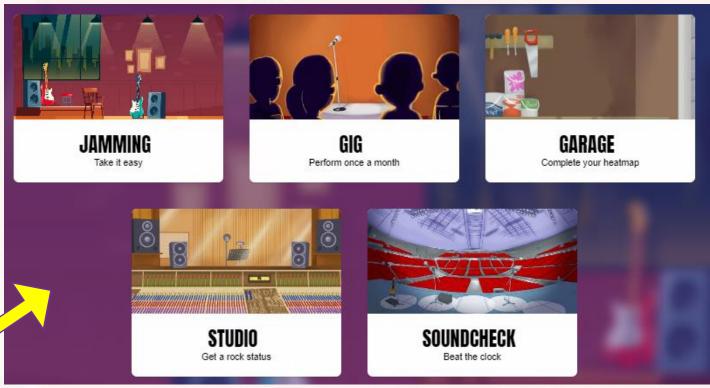


## Times tables (like adding and subtracting) need to be strong for your maths \$ house to stay up.

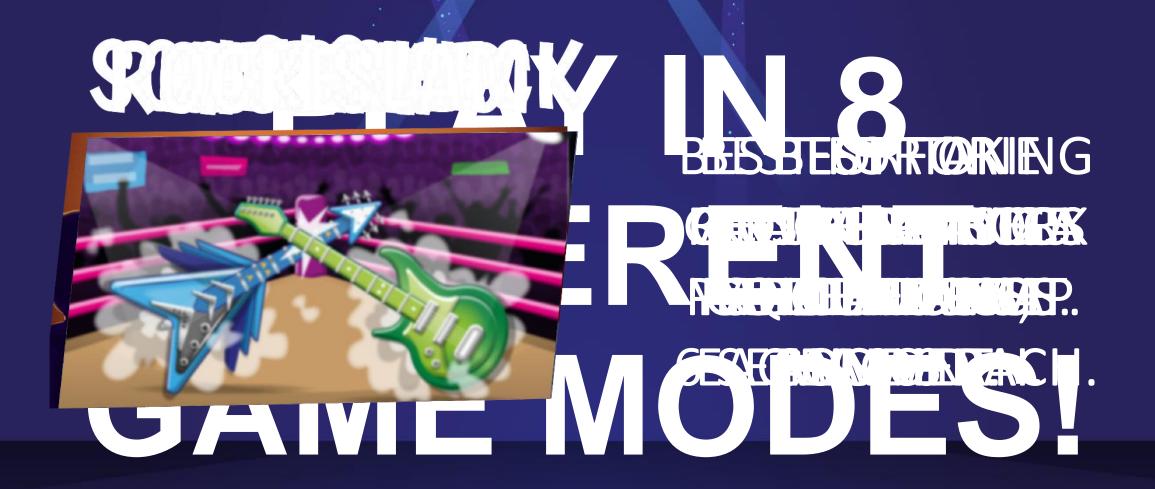














## Pupil View

**Avg Daily Mins** 

4m 29s
last 7 days

Coins Earned

**1,587** 

Correct Answers

**405** last 7 days

<b>〈</b>	Minutes played in October 2022												
Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday							
					6m 57s	2 8m 24s							
3 7m 27s	4	5	6	7	8	9							
10	11	12	13	14	15	16							

#### Average per Table

How quickly Charlie correctly answers each table. Measured in seconds per question. Under 3s/q is considered to be automatic recall.

10 ×	2×	5×	3 ×	4 ×	8 ×	6×	7×	9 ×	11 ×	12 ×
2.7s	3.1s	3.6s	3.9s	8.7s	5.0s	5.4s	5.5s	4.6s	4.9s	9.6s

#### Heatmap

How quickly Charlie correctly answers each individual question. The greener the faster.

2-12×	2-20×	ne	atmap as	of 03 Oct 2	2022						<u>•</u>
	10	2	5	3	4	4 8		6 7		11	12
10	10 × 10	10 × 2	10 × 5	10 × 3	10 × 4	10 × 8	10 × 6	10×7	10 × 9	10 × 11	10 × 12
2	2 × 10	2×2	2 × 5	2×3	2 × 4	2 × 8	2×6	2×7	2 × 9	2 × 11	2 × 12
5	5 × 10	5×2	5 × 5	5 × 3	5 × 4	5 × 8	5×6	5×7	5 × 9	5 × 11	5 × 12
3	3 × 10	3 × 2	3 × 5	3×3	3 × 4	3×8	3×6	3×7	3×9	3 × 11	3 × 12
4	4 × 10	4×2	4 × 5	4 × 3	4 × 4	4×8	4×6	4×7	4×9	4 × 11	4 × 12
8	8 × 10	8 × 2	8 × 5	8 × 3	8 × 4	8 × 8	8×6	8×7	8 × 9	8 × 11	8 × 12
6	6 × 10	6 × 2	6 × 5	6 × 3	6 × 4	6×8	6 × 6	6×7	6 × 9	6 × 11	6 × 12
7	7 × 10	7×2	7 × 5	7×3	7×4	7×8	7×6	7×7	7×9	7×11	7 × 12
9	9 × 10	9 × 2	9 × 5	9 × 3	9 × 4	9 × 8	9×6	9×7	9 × 9	9 × 11	9 × 12
11	11 × 10	11 × 2	11 × 5	11 × 3	11 × 4	11 × 8	11 × 6	11 × 7	11 × 9	11 × 11	11 × 12
12	12 × 10	12 × 2	12 × 5	12 × 3	12 × 4	12 × 8	12 × 6	12 × 7	12 × 9	12 × 11	12 × 12



g 2 - Result Bre	eakdown			
	Table	Score (i)	Avg. Speed (i)	
Passed	× 10	<b>10</b> / 10	1.7 s / q	
Passed	× 2	<b>10</b> / 10	1.8 s / q	
Passed	× 5	<b>10</b> / 10	2.7 s / q	
Passed	× 3	<b>10</b> / 10	4.6 s / q	
Failed	× 4)	<b>6</b> / 10	6.9 s / q	
Failed	× 8	<b>4</b> / 10	3.0 s / q	
Failed	× 6	<b>5</b> / 10	4.0 s / q	
Failed	× 7	<b>4</b> / 10	3.3 s / q	
Failed	× 9	<mark>1</mark> / 10	1.4 s / q	
Failed	× 11	0/5	-	
Failed	× 12	<b>0</b> / 5	_	

You can explore which times tables your child is finding tricky or is taking more thinking time for them to answer. These can be targeted in your own screen free games.



## Dice Games

#### Multiples of 4 Game Multiples

#### You will need:

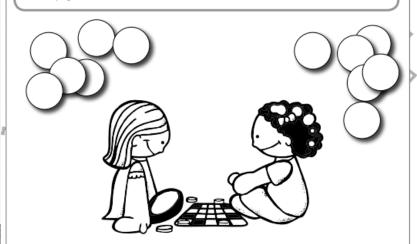
- · A game board
- · 2 dice
- · 2 sets of coloured counters (one set per player)



The aim of the game is to be the player with the most coloured counters on the board when the timer runs out. **Play for 10 minutes.** 

#### How to pla

- Player 1 rolls both of the dice. They add the numbers on the dice together and then multiply that number by 4.
- Player 1 then finds a square on the grid containing this product and covers it using one of their coloured counters.
- 3. Player 2 takes their turn by following steps 1 and 2.
- 4. Players take turns until the timer runs out.
- 5. If there are no more squares left containing their product, play passes to the other player.
- When the timer runs out, count up who has the most coloured counters on the game board. This player is the winner.



#### Multiples of 4 Game

20	16	24	32	28	40
32	28	44	36	20	24
12	24	40	28	16	32
36	48	20	24	36	12
28	16	32	8	28	44
40	24	28	20	36	32





## I spy times tables





## Number plate game



I can see... 10

Can you work out what calculations have been done to reach each answer? Is there more than one way?

EA64 BDZ

I can see...

20

52

I can see...

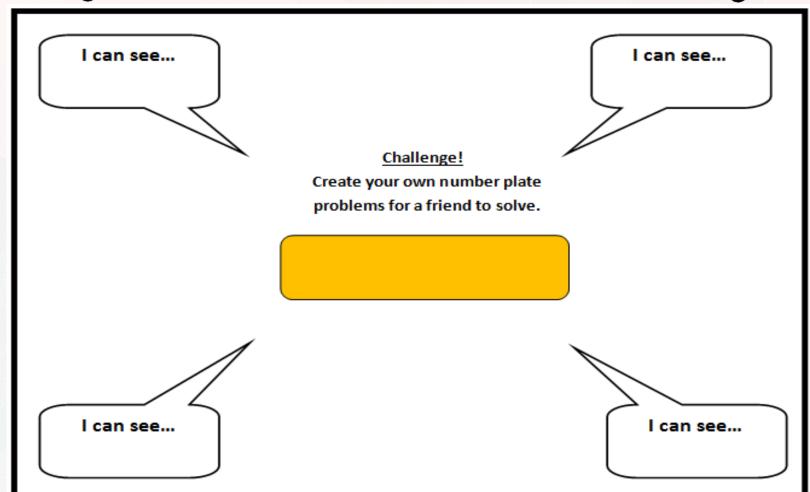
I can see...

25



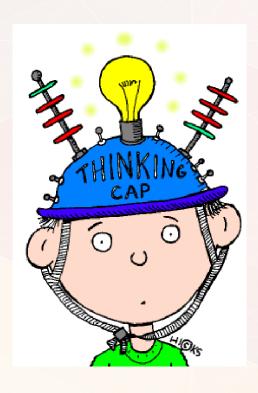
## Number plate game





### What do reasoners do?

- Think before doing
- Notice things
- Make decisions based on what they notice, know and understand



## Maths Talk

This reasoning mat is to help you explain your ideas to others.

Select the sentence starter that best fits what you want to say.

I realised this couldn't be right because...

The connection I think is important is...

The thing that helped me see the connection was...

The thing I noticed was...

When I got stuck I decided to try...

I know this is true because...

I already knew...so this helped me work out...

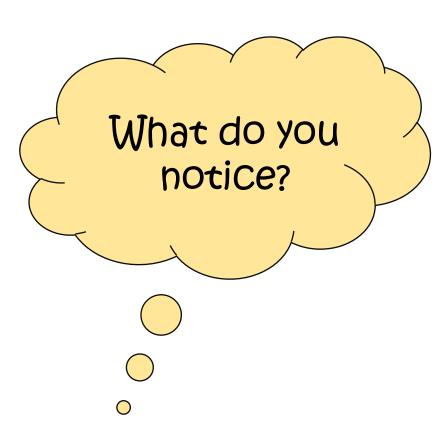
The strategy I used was...I choose this strategy because...

The way I would describe the pattern is...

I wondered what would happen if...

I thought the answer looked right because...

When I saw this it made me think about...





You have been food shopping at the supermarket and noticed some deals.







Calculate how much it would cost to buy:

_		5 pints of milk							3 .bd	lox ars	we.	s of	l br	ead ate	ar	rd S	5 _	
_																		
-																		

## *I can see* that each item is £1 or over.

#### Mental strategy

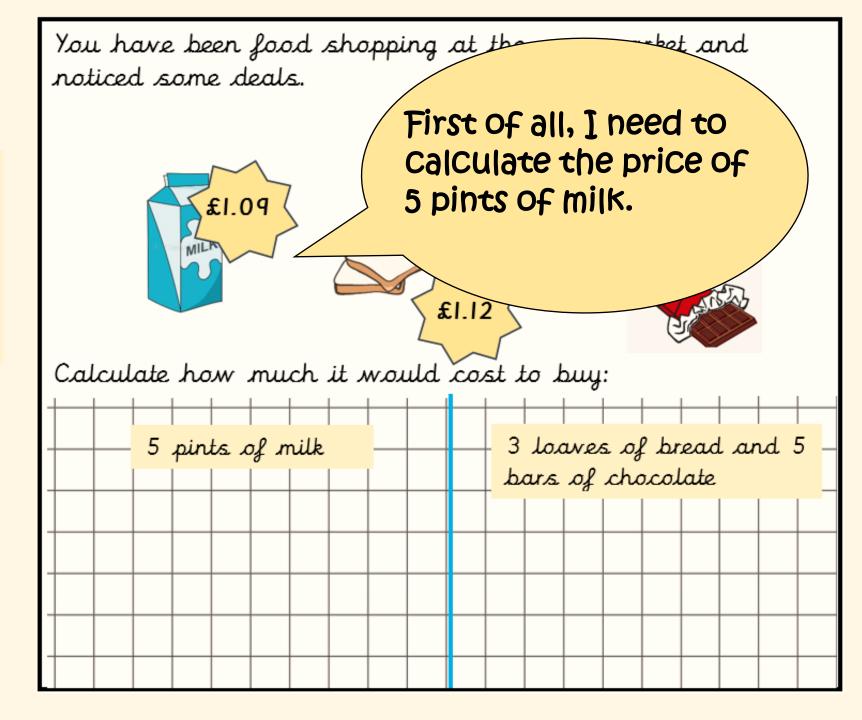
I know 5 times £1 equals £5.

I can use my 5 times tables to work out 5 times 9p equals 45p. So the total cost of 5 pints of milk is £5.45.

# Written strategy 1.09 X 5 5.45

5 pints of milk =

£5.45

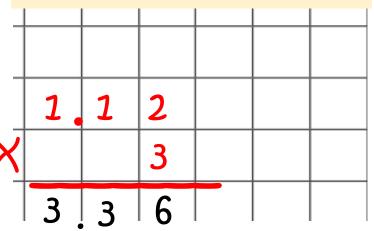


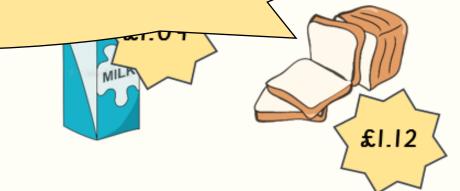
The next thing I need to do is calculate the cost of 3 loaves of bread and 5 bars of chocolate.

#### **Mental strategy**

I know 3 times £1 equals £3.

I can use my 3 times tables to work out 3 times 12p equals 36p. So the total cost of 3 pints of milk is £3.36.

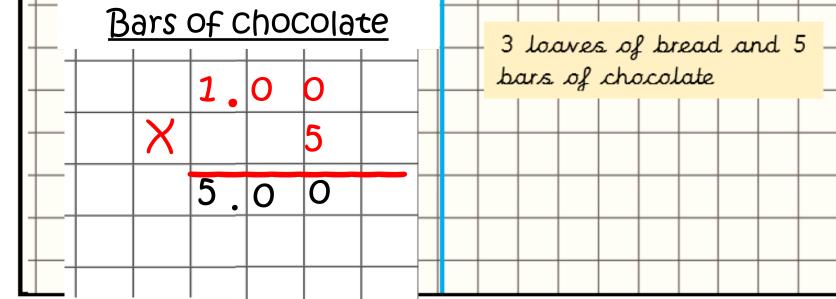




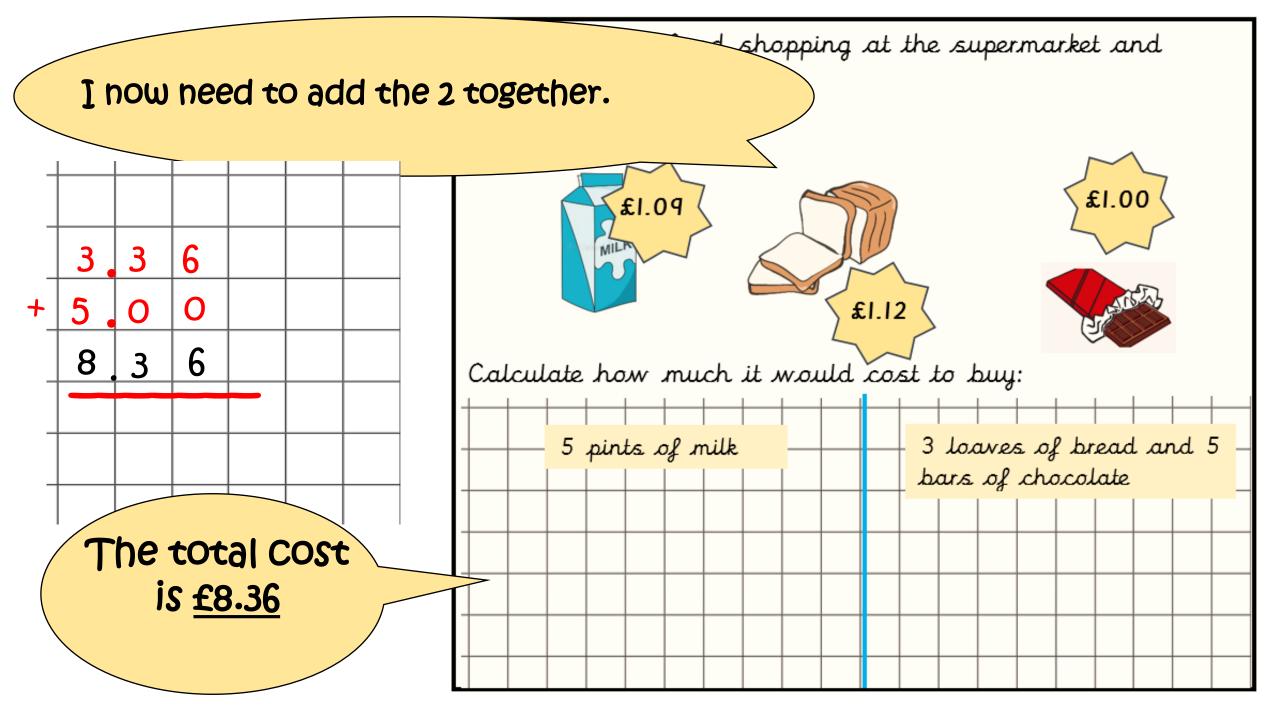




Calculate how much it would cost to buy:



d shopping at the supermarket and



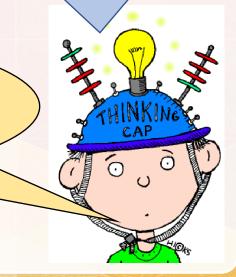
Mr Fisher's age is a multiple of 8 and 12 His age is one away from a multiple of 7 He is younger than 50 years old.

How old is Mr Fisher?

Which times tables will help you?

What are your first steps?

Use the reasoning mats to help you discuss and solve this problem



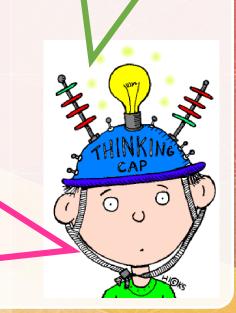
Mr Fisher's age is a multiple of 8 and 12
His age is one away from a multiple of 7
He is younger than 50 years old.
How old is Mr Fisher?

The strategy I used was to list the multiples of 8 and 12 first. I choose this strategy because it would help me find common multiples that are in both times tables

8, 16, **24**, 32, 40, **48**,

12, 24, 36, 48,

I already knew he age was less than 50 so this helped me work out that I only needed to go up to 6 x 8 which is 48 and 4 x 12 which is 48



Mr Fisher's age is a multiple of 8 and 12
His age is one away from a multiple of 7
He is younger than 50 years old.
How old is Mr Fisher?

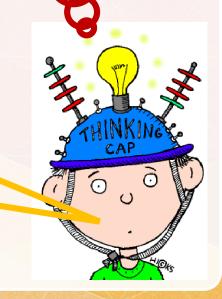
I wondered what would happen if I then listed the multiples of 7 to find a number that was one away from either 24 or 48.

8, 16, **24**, 32, 40, **48**,

12, 24, 36, 48,

7, 14, 21, 28, 35, 42, 49

The answer must be
48. I know this because
7 x 7 is 49 which is one
more than 48 and still
less than 50.



### **Useful Websites**

https://www.bbc.co.uk/sport/supermovers/42612499

https://www.topmarks.co.uk/maths-games/hit-the-button

https://nrich.maths.org/primary

https://ttrockstars.com/

https://www.mymaths.co.uk/

Please refer to the support for learning pages in the back of the home link books.



Please take your pack of resources with you.