Ticket to Ride

You will need a travel catalogue, paper and pencil and a calculator for checking.

- Make an aeroplane ticket to a place you would both like to visit. Write a realistic price on the ticket.
- Each calculate the price of the ticket if it was on special offer with a 15% reduction.
- What would it cost if the reduction was 25%?
- Write down the new prices on the tickets.
- Repeat six times, choosing a different destination each time.

Letter Percentage

You will need a picture book with words, pencil and paper. Look at the first page of the book. Find a letter that is quite common for example 'e'. Count everyone of these letters. Count or estimate accurately the total numbers of letters on the page. Work out the percentage of your chosen letter on that page. Do the same on other pages. Is the percentage about the same? Chose another letter and repeat the activity.
Variation: Using one page find the percentage of each vowel. Which vowel has the highest percentage? Which vowel has the lowest percentage? Is it the same on other pages?

Let's estimate and check…
Save some supermarket receipts and fold them to hide the totals. Both of you work out the approximate cost. Work separately, jotting down the rough amounts that you are adding up and the total. Compare your answer and how you worked them out. Check with a calculator. How far were you out? Who was closer? Would it help to do this in the shop?
For practice in using the calculator, ask your child to start with the total and work through the receipts subtracting each price in turn. Do they get back to 0?

St Luke's Primary School

Spring Targets for Pupils in Year 6

Maths

St Luke's Primary School

Targets

A Booklet for Parents

Help your Child with Mathematics

Spring Targets – Year 6

By the end of this term, most children should be able to…

Use decimal notation for tenths, hundredths and thousandths;

Solve multi-step problems, and problems involving fractions, decimals and percentages; choose and use appropriate calculation strategies at each stage, including calculator use

Recall prime numbers (numbers that are only be divided by 1 and themselves)

Select and use standard metric units of measure and convert between units using decimals to two places

Use efficient written methods to add and subtract integers and decimals, to multiply and divide integers

Extend written methods to long multiplication of a 3 digit by a 2 digit including decimals.

Resources – 1-100 game board

Fun activities to do at home
Principally Prime

You will need 3 dice or spinners (1-6), counters and 1-100
The aim is to make prime numbers.

- Players take it in turns to roll the three dice and then, using any mathematical processes, generate a prime number e.g. 6, 3 and 2 could create the prime 11 (6+3+2) or 61 (63 = 2)
- To create some of the higher primes some or all of the dice numbers could be used a second time, e.g. the same three dice numbers would then make the prime 29 (23 + 6)
- Players cover the prime they have made with one of their counters.
- The player who covers the most primes is the winner.
- Variation – The type of number to be achieved could be changed e.g. square number, or multiples of a given number.

A Calculator Game

You will need a calculator and small pieces of paper.

- Write the digits 2, 3,4,5,6 and multiplication sign on the pieces of paper. Arrange them to make a multiplication calculation such as: 253x64.
- Use your calculators to work out your answer to this calculation.
- By rearranging the numbers and deciding where to put the 'x' sign, see if you can produce a calculation with a bigger answer.
- The object of the game is to see who can find the biggest possible answer, each time using the same 5 digits in any order and 'x'

Extension: Try the same game with a different set of digits, or use the same set of digits with ÷ to find who can get the smallest answer.