Measurement (mass)

HERE'S THE MATHS

Your child has been ordering objects from lightest to heaviest and weighing objects to find out their mass in kilograms and/or grams.



ACTIVITY



What to do

- Put a counter on each racing car.
- Player 1 takes two objects and decides whether the second object is lighter or heavier than the first. They check their answer using scales and move their counter one space if correct.
- You will need:2 small counters
- 20 everyday objects of different weights (up to approximately 1.5 kg)
- Player 2 takes the second object from Player 1 and picks a new object. Player 2 decides whether the
- new object is lighter or heavier than the other object, checks their answer and moves their counter one space if correct.
- Continue playing until someone wins by reaching the finish line.

Variation

• Change the task to working out whether the object is lighter or heavier than 1 kg.

QUESTIONS TO ASK









Date: _____

Name: _____

MATHS TOPICS

These are the maths topics your child will be working on during the next three weeks:

- Multiplication and division
- Measurement (mass)

KEY MATHEMATICAL IDEA\$

During these three weeks your child will be learning to:

- count on and back in steps of 2, 5 and 10
- multiply and divide by 5 and 10
- compare and order objects according to their mass.

TIP\$ FOR GOOD HOMEWORK HABIT\$

Don't get your child to do too much in one sitting, so they don't get bored or overwhelmed.

Multiplication and division

HERE'S THE MATHS

Your o	hild has	been lear	rning to c	ount on a	and back	in steps o	of 2, 5 an	d 10 from various	3
startin	g numbe	rs.							
16	18	20	22	24	26	28	30	steps of 2	

							0.000 0
80	75	70	65	60	55	50	steps of 5
33	43	53	63	73	83	93	steps of 10

ACTIVITY

85

23

	10	9	8	7	6	5	4	3	2	1
You will need:	20	19	18	17	16	15	14	13	12	11
2 small counters	30	29	28	27	26	25	24	23	22	21
	40	39	38	37	36	35	34	33	32	31
	50	49	48	47	46	45	44	43	42	41
	60	59	58	57	56	55	54	53	52	51
	70	69	68	67	66	65	64	63	62	61
	80	79	78	77	76	75	74	73	72	71
	90	89	88	87	86	85	84	83	82	81
	100	99	98	97	96	95	94	93	92	91

What to do

- One player puts their counter on 3 and is working towards 100. The other player puts their counter on 98 and is working towards 0.
- Players take turns to choose steps of 2, 5 or 10 and count on or back a maximum of 5 steps of that size, moving their counter as they jump.
- In each game, each player must use every step size (2, 5 and 10) at least once.
- The winner is the first player to land exactly on their target number (0 or 100). Swap starting positions and play again.

QUESTIONS TO ASK

Ask your partner to write down each number as you say it. What pattern do you notice in the sequence of tens and/or ones? If you start at X and count on/back Y steps of 2/5/10, what number do you end up on?



Multiplication and division

HERE'S THE MATHS

Multiply and divide by 5 (by counting on and back in 5s to help, if needed):						
$8 \times 5 = 40$	35 ÷ 5 = 7					
5, 10, 15, 20, 25, 30, 35, 40	35, 30, 25, 20, 15, 10, 5					

Multiply and divide by 10 (by counting on and back in 10s to help, if needed): $7 \times 10 = 70$ $60 \div 10 = 6$ 10, 20, 30, 40, 50, 60, 7060, 50, 40, 30, 20, 10

ACTIVITY



2 counters 1–6 dice

You will need:pencil and paper

small pieces of paper with multiplication or division questions for 5 (numbers up to 50) or 10 (numbers up to 100) without answers written on them (e.g. 1 × 5 =, 30 ÷ 5 =, 6 × 10 =, 90 ÷ 10 =)

- What to do
- On a plain piece of paper, draw a simple zigzag game board with approximately 20– 25 numbered squares as shown above.
- Put both counters at the beginning of the board game.
- Shuffle the question cards and put them face down in front of you.
- Take turns to take the top card and work out the answer. For correct answers only, roll the dice and move your counter that number of squares.
- The winner is the first player to reach the finish. Reshuffle the question cards, if needed.

