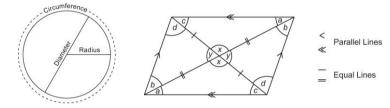
Properties of shapes

HERE'S THE MATHS

Your child is learning to draw and name parts of circles and understand that the diameter is twice the radius. The circumference is the distance around the edge of a circle. They are learning to draw 2-D shapes accurately and use conventional markings for lines and angles.



You will need:

paper

sharp pencil and

• compasses (or a

draw around)

circular shape to

ACTIVITY

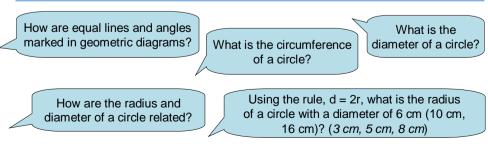
What to do

- Each draw a circle and inside it carefully draw a triangle with the vertices touching the circumference of the circle.
- Measure the length of each side of the triangle and calculate its perimeter.
- Find the midpoint of each side and join them to make a new triangle.
- Measure the perimeter of the new triangle.
- Discuss how this perimeter is related to the perimeter of the first triangle. (Perimeter of smaller triangle is half the first.)

Variation

• Use a different starting shape, e.g. a trapezium.

QUESTIONS TO ASK







Date:

Name: _____

MATH\$ TOPIC\$

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

- · Addition, subtraction, multiplication and division
- Algebra
- Properties of shapes

KEY MATHEMATICAL IDEA\$

During these three weeks your child will be learning to:

- use knowledge of the order of operations to carry out calculations involving the four operations
- use simple formulae
- illustrate and name parts of circles and know that the diameter is twice the radius, and draw 2-D shapes accurately, using conventional markings for lines and angles.

TIP\$ FOR GOOD HOMEWORK HABIT\$

Talk to your child about maths and use a wide range of vocabulary, e.g. in this unit, the vocabulary of the circle – radius, circumference, diameter and compasses.

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Addition, subtraction, multiplication and division

HERE'S THE MATHS

Your child is learning to use knowledge of the order of operations to carry out calculations involving the four operations. The mnemonic for the order of operations is BODMAS.

B Brackets **O** Orders (e.g. 3²) **DM Division and Multiplication** AS Addition and Subtraction

Using the BODMAS rules, some possible arrangements for 2, 3 and 6 are: $(2 \times 3) + 6 = 12, (2 \times 3) - 6 = 0, (6 \div 3) + 2 = 4, (6 \div 2) + 3 = 6.$

ACTIVITY

1	2	3	4	5	6
483	10 5 2	7 28 2	100 25 4	60 15 3 ²	51 3 17

What to do

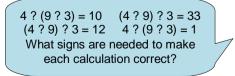
- Roll the dice to decide the numbers to work with from the boxes above.
- You will need:
- pencil and paper
- Set the timer for 2 minutes and each try to make • 1–6 dice as many different answers as possible using the • timer (or phone with timer)
- Check each other's answers.

BODMAS rules.

- Repeat. (Roll again if you roll a number you have already had.)
- The person with the greater number of answers scores a point.
- Play for 10 minutes or until a player reaches 5.

QUESTIONS TO ASK

5?(6?2) = 40 (5?6)?2 = 32 (5?6)?2=22 5?(6?2)=20What signs are needed to make each calculation correct?



Algebra

HERE'S THE MATHS

Your child is learning to use simple formulae and to express missing number problems algebraically. They are introduced to the formula for a straight line, y = mx + c. x and y are the values on the x- and y-axes. m describes the gradient of the line and c is where the line crosses the y-axis. Practise substituting formulae will give your child confidence handling equations.

ACTIVITY

ſ	1	2	3	4	5	6
	y = x + 4	y = 2x + 1	y = 3x + 2	y = x - 2	y = 4x - 2	y = 8 - x

What to do

- One person rolls both dice, e.g. 3 and 4. Let the sum of the numbers be x.
- Substitute this value for x in the equations for the two numbers rolled. In this case, $v = 3 \times 7 + 2 = 23$ and v = 7 - 2 = 5.

You will need:

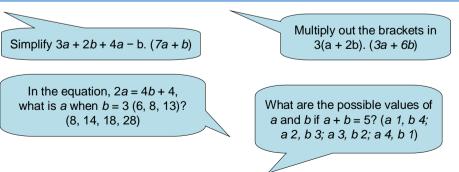
- pencil and paper
- two 1–6 dice

- The score for the turn is 23 + 5 = 28.
- · The second person has a turn.
- Play for 10 minutes or until a score of 100 is reached.

Variation

Write new formulae of your own.

QUESTIONS TO ASK



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