

### Line it up

You need a ruler marked in centimetres and millimetres.

- ◆ Use the ruler to draw 10 different straight lines on a piece of paper.
- ◆ Ask your child to estimate the length of each line and write the estimate on the line.
- ◆ Now give them the ruler and ask them to measure each line to the nearest millimetre.
- ◆ Ask them to write the measurement next to the estimate, and work out the difference.
- ◆ A difference of 5 millimetres or less scores 10 points. A difference of 1 centimetre or less scores 5 points.
- ◆ How close to 100 points can she get?

*My estimate 8.5 cm*



### Guess my number

- ◆ Choose a number between 0 and 1 with one decimal place, e.g. 0.6.
- ◆ Challenge your child to ask you questions to guess your number. You may only answer 'Yes' or 'No'. For example, he could ask questions like 'Is it less than a half?'
- ◆ See if he can guess your number in fewer than 5 questions.
- ◆ Now let your child choose a mystery number for you to guess.

Extend the game by choosing a number with one decimal place between 1 and 10, e.g. 3.6. You may need more questions!

### Times tables

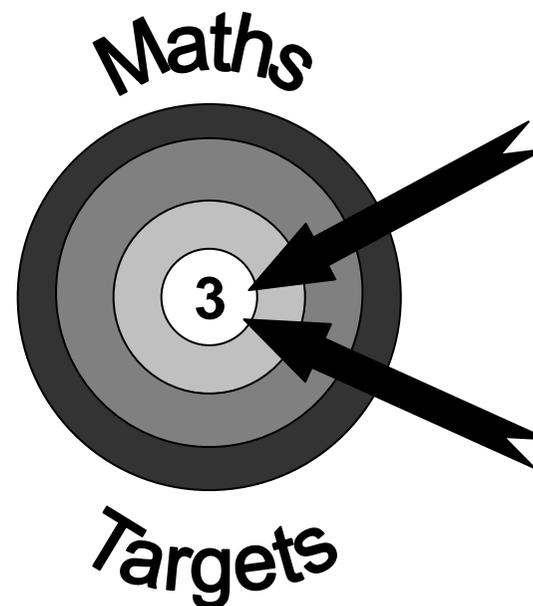
Ask your child a different times-table fact every day,

e.g. *What is 6 times 8? Can you use this to work out 12 x 8?*

and: *What is 48 divided by 6?*

# Lauder Primary School

## Targets for pupils working towards Second Stage



**A booklet for parents**

Help your child with mathematics

## Targets – Second Stage

- Read and write whole numbers up to a million. (1000 000)
- Link simple fractions to decimals, e.g.  $\frac{1}{4} = 0.25$
- Find simple percentages, e.g. 10% of £5.00
- Use bathroom scales to find items weighing 5kg, 10kg etc.
- Recognise pentagon and hexagon
- Identify and name equilateral and isosceles triangles.
- Point out circumference, diameter and radius on a clock face.
- Multiply and divide a 4 digit decimal number by a 1 digit number, e.g.  $38.56 \times 8$
- Calculate 24 hour clock journey times.
- Create patterns by rotating a shape.
- Find the area of right angled triangles.
- Solve word problems and explain their method.

### About the targets

These targets show some of the things your child should be able to during Second Stage maths.

A target may be harder than it seems, e.g. a child may subtract 3994 from 9007 by writing it in columns, without realising it is quicker to count on from 3994 up to 9007 in his / her head.

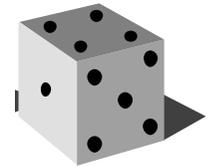
### Fun activities to do at home

#### Car numbers

- ◆ Choose a car number.
- ◆ You may add or subtract 10, 20, 30, 40, 50, 60, 70, 80 or 90.
- ◆ Try to get as close as possible to 555.
- ◆ Who can get closest during a week?

#### Dicey division

For this game you need a 1–100 board (a snakes and ladders board will do), a dice and 20 coins or counters.



- ◆ Take turns.
- ◆ Choose a two-digit number. Roll a dice. If you roll 1, roll again.
- ◆ If your two-digit number divides exactly by the dice number, put a coin on your chosen two-digit number. Otherwise, miss that turn.
- ◆ The first to get 10 counters on the board wins.