


Home Learning
Year 5

This Week's Maths Tasks	WC 20 TH April 2020
Mental Maths <ul style="list-style-type: none">Keep your times table recall going. We have seen this year how important your times tables facts are across most areas of maths.<ul style="list-style-type: none">Times Tables Rockstars is a fabulous way to keep your times table facts fresh in your memory.Try 'Coconut Multiples' on Topmarks (link below).If the weather is lovely and you have space outside scatter answers from a focus times table around the garden. Ask an adult to call out random times table questions and see how quickly you can gather the answers in.  <p>Keep going with these activities ... remember 'Practice Makes Perfect'.</p>	
Activity 1 <p>This week we will be concentrating on addition and subtraction of decimal numbers. Spend some time each day playing 'Hit the Button' (link below). Work on getting your number bond recall instant.</p>	
Activity 2 – <ul style="list-style-type: none">Complete Addition and subtraction of decimals 'Sheet 1'Complete addition and subtraction of decimals 'Problem Cards'	
Activity 3 <ul style="list-style-type: none">The Solar System Challenge. By Year 5 we are expected to recognise and use very large numbers, up to a million. In this challenge I am linking your maths work to our space topic. The task is to recreate a model of the Solar System. If you would like to take on this challenge please do so. If you feel it is a little challenging right now there are other activities to do within the challenge that means you don't have to do all the task. Do as little or as much as you feel able. On the website there is the challenge sheet and a data sheet.As there is a lot of work involved I will repeat this over the next couple of weeks to give you time to complete it. You will see that it overlaps with our Space Weekly Plan too.	
Useful Links and Videos <ul style="list-style-type: none">https://www.topmarks.co.uk/maths-games/7-11-years/times-tableshttps://www.topmarks.co.uk/maths-games/hit-the-button	