Home Learning Year 5	
This Week's Maths Tasks	WC 13th July 2020
Identify 3D shapes including cubes and cuboids.	
 Wental Maths: Visit Times Table Rockstars daily. Make sure you are completing the Garage Tasks as a minimum. Complete the Daily 10 daily! https://www.topmarks.co.uk/maths-games/daily10 Start at Level 1 and complete the activity for all of the activities: addition, subtraction, ordering, partitioning, digit values, multiplication, division, doubles/halves and fractions. Then move onto Level 2 and continue. The more you do the more accurate and quick you will be. 	
Activity 1:	<u>bbc.co.uk/bitesize/topics/zqgrd2p</u> and watch the tables, charts and
 Activity 2: Data Handling. Visit Maths is Fun. <u>https://www.mathsisfun.com/c</u> Complete these Sections:- What is data Discrete and continuous Data How to show data - Bar Graphs , Pie Charts, Dot Plots, Line C Then visit the activities Activity: Asking Questions Activity: Improving Questions 	
	nation about different Pokemon. Answer the questions on Sheet 2. Give vel in reading and understanding information in tables. This is quite a to and come back later.
 Activity 4: Complete the Fluency Sheet – Reading and Interpreting Graph Complete the reasoning and Problem Solving Sheet – Reading 	s and interpreting Graphs
 Data Handling. Visit Maths is Fun. <u>https://www.mathsisfun.com/d</u> Complete these Sections:- What is data Discrete and continuous Data How to show data - Bar Graphs , Pie Charts, Dot Plots, Line C Then visit the activities Activity: Asking Questions Activity 3: Pokemon Table Game. First read the Pokedex, a table of inform the answer sheet to your parents so they can check your skill level big task so take your time and have a break from it if you need Activity 4: Complete the Fluency Sheet – Reading and Interpreting Graph 	Graphs, Scatter (x,y) Plots, Pictographs nation about different Pokemon. Answer the questions on Sheet 2 vel in reading and understanding information in tables. This is qui to and come back later. s and interpreting Graphs