

## Term 2, Week 4 Maths Resources



When you see this symbol the children will be familiar with the term 'Bump it up'. This will show you how to make the activity harder to extend and stretch student learning.

### Monday 18<sup>th</sup> May 2020 Maths Lesson

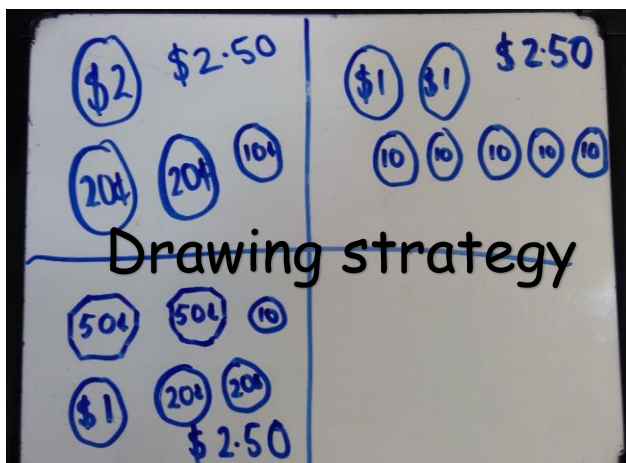
#### Warm up:

Play BUZZ with your toys or teddies. Choose a number to skip count in. If you skip count in 3s, your buzz number might be 30. Go around the circle and remove anyone who says 30. Last person or bear standing wins!



#### Main Activity: Ways to make \$2.50

See how many different ways you can make \$2.50. You can use the strategy of drawing or making a table.



\$2	\$1	50c	20c	10c	5c	Total
-	2	1	-	-	-	\$2.50
-	-	-	12	1	-	\$2.50

Table strategy



Bump up this activity by making it a larger combination such as \$12.50 or \$25.50

## Tuesday 19<sup>th</sup> May 2020 Maths Lesson

**Warm up:** The Chase Australia- Set up a little game show in your learning area. Make a buzzer or grab a little bell. Get a grown up or sibling to help. You have 1 minute to answer as many mental maths questions as possible. Write down your score and challenge your family.

Here are some mental Maths questions to help....



The Chase Number Sums

$4+4=8$	$2 \times 5=10$	Double 3=6	$10-2=8$
$1+9=10$	$1 \times 7=7$	$6-4=2$	$2 \times 9=18$
$12+2=14$	$2 \times 5=10$	$9-9=0$	$17-7=10$
$3+2=5$	$2 \times 2=4$	$7-2=5$	Double 12=24
$20+1=21$	$2 \times 4=8$	$10-1=9$	$3 \times 9=27$
$15+3=18$	$1 \times 8=8$	$100-1=99$	$22+22=44$
$100+5=105$	$5 \times 5=25$	$10-7=3$	$18+3=21$
$7+3=10$	$1 \times 7=7$	$12-2=10$	$2 \times 100=200$
$41+3=44$	$2 \times 6=12$	$20-1=19$	double 15=30
$8+8=16$	$10 \times 10=100$	$7-6=1$	2 mil + 3 mil= 5mil
$40+9=49$	$3 \times 5=15$	$19-7=12$	$5 \times 10=50$
$4+4=8$	$4 \times 4=16$	$20-10=10$	$35+5=40$
$17+3=20$	$16-6=10$	$10-11= -1$	$30+31=61$
$2+8=10$	$9-2=7$	$3 \times 6=18$	double 50=100
$21+4=25$	$10-10=0$	$2 \times 11=22$	$2+8+2=12$
$18+2=20$	$3-2=1$	$20-20=0$	$4 \times 7=28$

### **Main Activity:** Shop Proposal

This week you're going to think about and design a pretend shop that you are going to set up. Fill out the shop proposal sheet today. Are you going to have a toy shop, bakery, swimming lessons or something else? Think about how much your items or services will cost.



# Maths Shop Proposal



Shop creator/s:

Name of the shop:

What items will the store sell?

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Draw some of the items and label how much they will cost?

Signed off ready for creation and design of shop:

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# Wednesday 20<sup>th</sup> May 2020 Maths Lesson

## Getting your shop ready

### Main Activities:

- Design a poster for your shop. Make sure your title stands out, maybe add some pictures of the items or services that you sell.



- Draw, use or make your items that will be for sale. If you're learning from home, you might be able to put price tags on your toys. If you're learning from school you might draw things and write the price tag on them.



- Prepare your money for the shop. Make a cash register and have enough money so that you'll be able to give change to your customers. If you have Monopoly at home you could use the money (Paper money attached to cut out if needed).



## Thursday 21<sup>st</sup> May 2020 Maths Lesson

### The shop is open!

#### Warm up:

Give a little talk to your family about your shop and the products you sell. Think about being a salesperson. How will you promote your store? Maybe you can tell them about your quality products and the sales you have on.



#### Main Activity:

Go shopping. Encourage customers to come and visit your shop. Add up the amount they need to pay and how much change to give. Swap over with someone in your house so you can be both a seller and a customer.

## Friday 22<sup>nd</sup> May 2020 Maths Lesson

### Maths Rotations: Games or Construction

On Friday we do Maths Rotations. Students can choose which activities they would like to do. They could play a card game, UNO, Lego, puzzles, prodigy or do some revision for the weeks learning.

