

Here are some ideas you can use at home:



Websites:

BBC Bitesize <https://www.bbc.co.uk/bitesize/primary>

Woodlands Literacy Zone <http://www.primaryhomeworkhelp.co.uk/literacy/>

Literacy games, Topmarks <https://www.topmarks.co.uk/english-games/5-7-years/letters-and-sounds>

Literacy ICT games <https://www.ictgames.com/mobilePage/literacy.html>

Pobble - answer questions about a picture / story starters: www.pobble365.com

Times Tables Rock Stars: <https://play.ttrockstars.com/auth/school/student>

My Maths: <https://login.mymaths.co.uk/>

Multiplication and Division game <https://www.topmarks.co.uk/maths-games/hit-the-button>

Ideas:

- Keep a diary of what you do each day.
- Write a story.
- Create a poem.
- Write a newspaper report.
- Write a set of instructions.
- Keep reading and sharing books.
- Practise your times tables every day
- Look through your kitchen cupboards (e.g. tin of beans etc), find items with their weights marked on them and order them lightest to heaviest.
- Play Count Down!

This game is a simple at home version of the TV favourite and can be played with any number of players.

What you need to play:

4 'large number' cards with the numbers 25, 50, 75 and 100 on them

A set of cards with the digits 1-10 on them, with at least two cards for each number

How to play:

Step 1: Set out 4 large number cards (25, 50, 75 and 100) face down and mixed up.

Step 2: Do the same with the 1 - 10 cards, making sure you have at least 2 cards for each number.

Step 3: Players take it in turns to select one of the big number cards or one of the small number cards, until there are 6 cards laid out altogether.

Step 4: Someone who is playing the game needs to generate a 3-digit number. This can be by throwing a dice, or selecting cards from a pile of 0 to 9 cards.

Step 5: Once the number has been generated, turn over the six cards and players have to try and get to that total using any of the six number cards and any of the four operations.

Each card can only be used once and the winner is the first person to reach the total, or the player who is closest after a set length of time.

The game can be adapted for younger children, by choosing the numbers on the cards carefully and having them aiming to reach a 2-digit number, rather than a 3-digit number.

- **Maths Problem Scavenger Hunt**

All children enjoy a scavenger hunt, so why not make one based around maths?

What you need to play

Some creativity

A garden or home full of measurable objects!

How to play:

Step 1: Give children a grid with some pre-set weights and lengths on. It will then be a challenge for them to find something in the garden that is approximately 10cm long, or something in the house that weighs 300g (as an example).

Step 2: Get your child to gather all of the items they think match the weights and lengths on the card, and check how well they have done with some kitchen scales and a tape measure!

- **Make a times tables game like KABOOM!**

Write multiplication sums on lolly sticks. (I brought mine in a certain High Street shop that only sells items for a pound). You may wish to focus on a specific times table to suit the needs of your students. On some of the lolly sticks write the word KABOOM. I generally write three KABOOM sticks for each time table i.e. 12 sums: 3 KABOOM. The lolly sticks are then placed in a container so that they can be picked out randomly.

The students take turns to pick a lolly stick. If the answer the sum correctly, they keep the stick. If they are incorrect they are given the answer, possibly discussing ways to remember that fact, and return the stick to the pot. If a student picks a KABOOM stick, all their sticks have to be returned into the pot. The ratio of KABOOM sticks to sums should mean that all students playing will have a KABOOM moment.

The game can be played continuously until stopped; however you may want to play for a set time or change the rule so that when a KABOOM stick is pulled out from the pot the sums go back in leaving the KABOOM lolly stick stays out in which case the game ends when the last lolly stick has been picked out from the pot.

At the end of the game the students count their lolly sticks; the one with the most wins the game.

