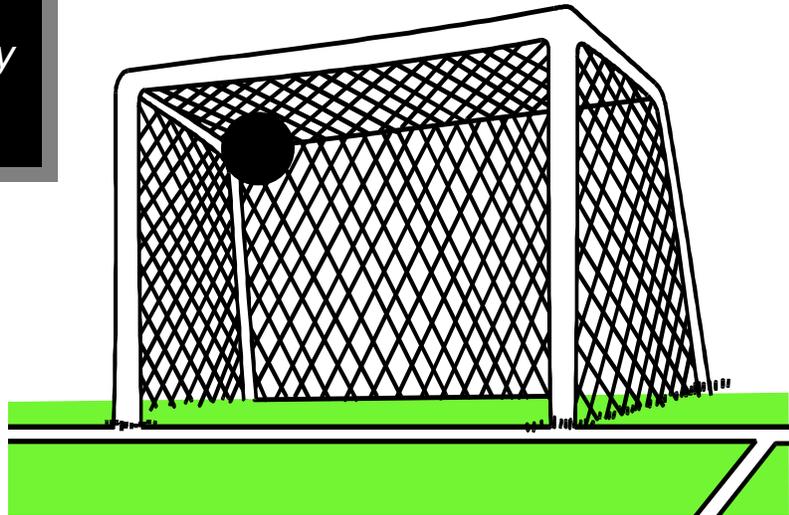


SCHOOL NAME .....

## HELP YOUR CHILD WITH MATHS

*The National  
Numeracy Strategy  
in Cumbria*



## Learning Goals for Year 6

**1999-2000**

This leaflet is intended to help you in supporting your child with mathematics out of the classroom. The learning goals are intended to give you some idea of the things your child should be able to do by the **end** of this year. We welcome your comments about how your child is progressing in relation to any goal. Sometimes your child may need to go back and repeat some activity to help them remember what to do next.

Pupil Name .....

## **GOALS FOR YEAR 6**

These goals are intended to give you an idea of some of the things most pupils should be able to do by the end of this year.

Multiply and divide numbers (including decimals) by 10, 100, or 1000?

Put decimal numbers in order of size, eg 1.6, 0.9, 2.3, 0.4.

Reduce fractions to their lowest terms, eg  $\frac{5}{10} = \frac{1}{2}$ ,  $\frac{6}{8} = \frac{3}{4}$

Find fractions of quantities, eg  $\frac{7}{10}$  of 40?

Understand what percent means, eg  $25\% = \frac{25}{100}$ .

Carry out column addition and subtraction of numbers (including decimals)?

Know the times tables up to 10 x 10?

Multiply and divide numbers involving decimals?

Carry out long multiplication, eg  $326 \times 28 = ?$

Measure angles using a protractor?

Find the perimeter and area of simple shapes?

Plot co-ordinates in all four quadrants?

Solve word problems by selecting the right numbers and doing an appropriate calculation?

Interpret the data represented in tables, graphs and charts?

## SOME FUN ACTIVITIES TO HELP YOUR CHILD'S MATHS

### GAMES

Many card games and dice games encourage children to calculate mentally, such as:

Yahtzee  
Rummy  
Whist  
Pontoon  
Newmarket  
Cribbage



Or you could make up games with your children such as:

- pick a card and throw the dice, multiply the two numbers and write down the total. Take turns and keep a running total. The first person to reach 100 wins.
- remove the King, Queen and Jack from a pack of cards. Deal five cards to each player. Everyone then has to make 7 using the cards in their hand. (They can add, subtract, multiply and divide.)

Children could make up similar games to these.

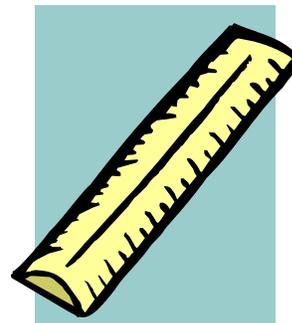
### EVERYDAY ACTIVITIES

Try to involve children in everyday calculations that you have to make involving money, time or measurement, eg.

Shopping -            calculating change  
                              adding bill  
                              looking at weights  
                              calculate VAT  
                              calculate discounts (20% off)

Time -                    setting the video  
                              look at bus timetables  
                              estimate journey times  
                              look at ages of family members

Measurement -        journey distances  
                              reading maps  
                              calculate area of floor, patio, etc.  
                              DIY measurements  
                              drawing plans of bedroom, etc.



## NEWSPAPERS AND MAGAZINES

These are a readily available source of information that can be used to look at all sorts of maths.

- Graphs and charts - look at these with children and ask questions about the information shown.
- Percentages - use special offers, ie 15% off, to calculate discounts.
- Decimals - find a range of decimal numbers and put in order of size. Maybe multiply or divide these numbers.
- Weather - look at temperature differences, etc.
- Sports results - work out averages, etc.



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