

# MATHS activities

<p>Here are some online resources you could use.          Usernames and passwords should be in student diaries.          If you need any, please email class teacher:</p>	<ul style="list-style-type: none"> <li>● Study Ladder</li> <li>● Prodigy</li> <li>● Cool Maths Games</li> <li>● Maths online (free trial on offer)</li> <li>● IXL Maths</li> <li>● Twinkl (create account for worksheets)</li> </ul>
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## Week 1

	Monday	Tuesday	Wednesday	Thursday	Friday
Activity	<p>Warm up: Skip count by 2s for 5 minutes. How high can you go?</p> <p>Activity: Roll a dice to make a 2, 3 or 4 digit number. Write the expanded form. E.g. <math>435\ 400+30=5</math></p>	<p>Warm up: Roll a die, record your number and write the number before and the number after.</p> <p>Activity: Design your own shop! Using toys or items around the house, give each item a price. If you went shopping, what would you buy? Draw the notes/ coins you would need to purchase your items.</p>	<p>Warm up: Roll a die, double the number and record sum.</p> <p>Activity: Look out from your window or in your front yard and collect data on the coloured cars that go past.</p>	<p>Warm up: Use dice or playing cards to count on 1,2, or 3 more by flipping the top card or rolling the dice.</p> <p>Activity: Using the data you collected on coloured cars, design your own bar graph to represent the data.</p>	<p>Warm up: Count forwards or backwards by 2s, 3s or 5s while star jumping, doing push ups or running on the spot.</p> <p>Activity: Using paper, make some playing cards. Play a game of memory and match cards that equal 10. You could also play a game of 'Snap' with someone in your family.</p>

## Week 2

	Monday	Tuesday	Wednesday	Thursday	Friday
Activity	<p>Warm up: Choose a number and write it down. Time yourself to skip count forwards or backwards starting from that number by 2's, 5 or 10's.</p> <p>Activity: Roll the dice 20 times. Collect data and record a tally mark for each time you roll an even number or an odd number. Put this data into a bar graph.</p>	<p>Warm up: Find a calendar in your house (you could try and find one on an iphone or laptop). Write down how many days in each month and label the months with their seasons.</p> <p>Activity: Code the alphabet with numbers. For example - A = 1, B = 2, C = 3.</p> <p>Work out the value of the names of your friends or family. Who has the highest and who has the lowest?</p>	<p>Warm up: Record as many different ways you can make a total of \$2.</p> <p>Activity: Design a question to ask your family members or even toys! E.g. What is your favourite sport? Record data in a tally.</p> <p>Design your own bar graph to represent your data. What was most popular? Least popular? Did you find anything interesting?</p>	<p>Warm up: Use your playing cards and put two cards down at a time. Work out what they equal if you add them together.</p> <p>Activity: Look through a store catalogue from the mail OR search the Coles or Woolworths website. Pretend you have \$10 to spend to buy lunch. Make a list of what you could buy and how much it would cost.</p>	<p>Warm up: Count how many steps there are to get from one part of your house to another.</p> <p>Activity: Using a deck of cards, draw 3 cards and write all the 3-digit numbers you can make. E.g. 3, 6 and 2 can make: 362 326 236 263....</p> <p>Circle the highest number, underline the lowest number. Colour all the odd numbers yellow and the even numbers blue.</p>