



MOUNT VIEW PRIMARY SCHOOL



Enjoying mathematics together

Using calculators with your child...

For older children

- Start at 50. Type $- 1 =$ and then press $=$ repeatedly. The calculator now counts backwards by 1s. Predict the next number, then check.
- How could we make the calculator count backwards by 2s? By 5s? By 10s? Once you have programmed the calculator to count, predict the next number each time.
- Type in three digits. What number have you made? Try some other three-digit numbers. Now try some four-digit numbers.
- Play 'Back to the starting number'. This needs to be demonstrated. Parent types in 20 and shows the child. Parent adds a (secret) single-digit number to this (for example, 7) and shows the child the result (27). Parent gives the child the calculator and asks how the child can make it return to the starting number (subtract 7).
- Play 'Wipeout'. Parent types a number (say 345) then says: 'Without changing the other numbers, how could we change the 4 digit to a 0 digit? (subtract 40). The parent then talks with the child about the value of the 4 in this number (it is 4 tens, or 40).

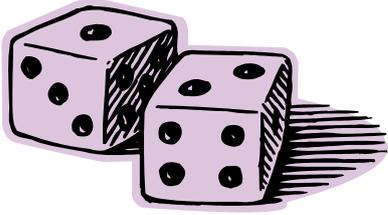


Games to play with your child...

Greedy me

Materials required: One die, pencils and paper

- Suitable for young and older children. A game for two players.
- The aim is to pass a total of 50 by adding the scores from rolling one die.
- Player 1 rolls the die. He or she may keep rolling the die and mentally add each rolled number to their total. The total should be written down each time. This player continues until he or she chooses to pass the die to Player 2 (or until a '1' is rolled). Player 2 continues as above.
- If either player throws a '1', their total score for that turn is lost and the die is passed to the other player.
- This game can be played by starting at 50 and subtracting until zero is reached or passed.



Double digit

Materials required: One die, pencils, paper with tens and ones columns for each player. Suitable for older children. Any number can play.

- The aim of is to total just under 100 in seven turns.
- Each player takes a turn to roll the die. They write this digit in either the tens or the ones column. When they choose to write the digit as ‘tens’, they should write zero in the ‘ones’ column.
- Each player has seven turns then all players add their numbers.
- The player closest to 100 without going over is the winner.