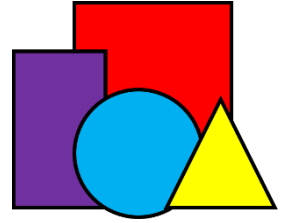




Marvellous Maths

Week Beginning 1st June 2020



Everyday warm-up: Practise forming numbers on your number formation tracing card.

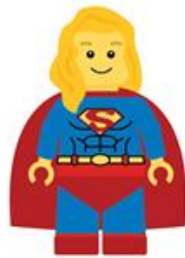
Day	Activity
Monday	School inset day.
Tuesday	Ask an adult to write the numbers 1 to 20 on pieces of paper or card and hide them around your house and garden. Find them all and put them in order. Ask someone at home to turn one of the number cards over so you can't see it – can you work out which number is missing? Try this 3 more times. Extra challenge: Look at the number lines on the school website and fill in the missing numbers.
Wednesday	Print the number line on the school website, find the number line in your home learning pack or ask an adult to make one for you. Use the number line to help you answer the questions below. Think carefully about how to form the numerals. Extra challenge: Think of your own questions and ask someone at home to find the answers on the number line.
Thursday	Look at the Superhero cards on the school website. Choose 4 and use them to answer the questions below. Extra challenge: Print the cards, make your own or use a set that you already have to play Top Trumps with someone at home.
Friday	Race someone at home along your number line. Roll a dice and count that many jumps to move along the boards. First person to 20 wins! How many dice rolls did it take? Play again – did the same person win? How many dice rolls did it take this time? Extra challenge: Play a board game that has a number track on the board. You might have a game at home or you can print 'snakes and ladders' from the school website.



Wednesday 3rd June

Use your number line to help you answer the questions. Think carefully about the number formation and remember to count the 'jumps' when counting on or back.

1. Write all the numbers that are greater than 16.
2. Write all the numbers that are less than 5.
3. Find the numbers that are between 12 and 17.
4. Find the number that is 3 more than 9.
5. Find the number that is 2 less than 14.
6. Find the numbers that is 3 less than 18.
7. Find the number that is 4 more than 12.



Thursday 4th June
Superhero Top Trumps

Choose **4** superhero cards. Ask someone at home to read the questions and use the cards you have chosen to find the answers.

1. Which superhero has the highest score for strength? What is their score?
2. Do any of your superheroes have a speed score that is **greater than** 15? What is their score?
3. Do any of your superheroes have a height score that is **less than** 10? What is their score?
4. Which superhero is the slowest? They will have the lowest speed score.
5. Order your superheroes by their 'rescuing skills' score. Start with the lowest score. Write the scores below.