We are celebrating MATHS WEEK October 12th-16th 2020

Chalk Activities

Today we are encouraging everybody to get out and decorate their driveways with chalk. We have several maths activities suited for all age groups from hopscotch for early learners and problem-solving with shapes for the other students.

What you will Need

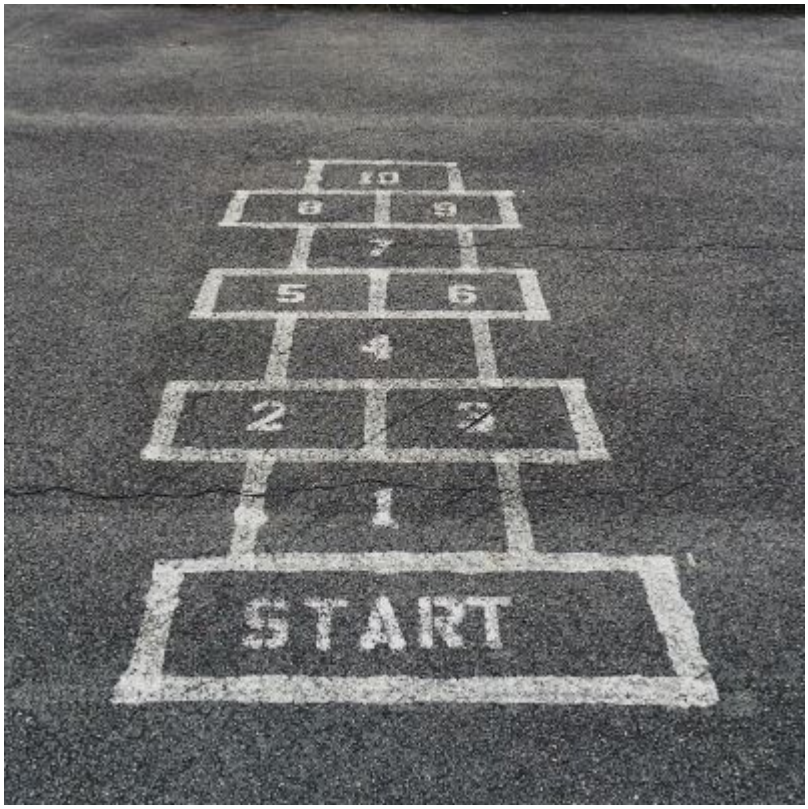
Chalk Masking Tape or Sellotape Measuring tape

Geometric Chalk Designs

Ask the following mathematical questions when you are admiring your work:

- How many sections do we have in total?
- How many parts are pink?
- What colour is the most common? How many?
- Which section has the largest/smallest area?
- Which section has the largest perimeter? How can we be sure?
- What fraction of the design is green?
- What percentage of the design in blue?
- What is the fewest number of colours you can use so that no adjacent sections are the same colour? Can you create a design that requires more colours than your original one?

Hopscotch:



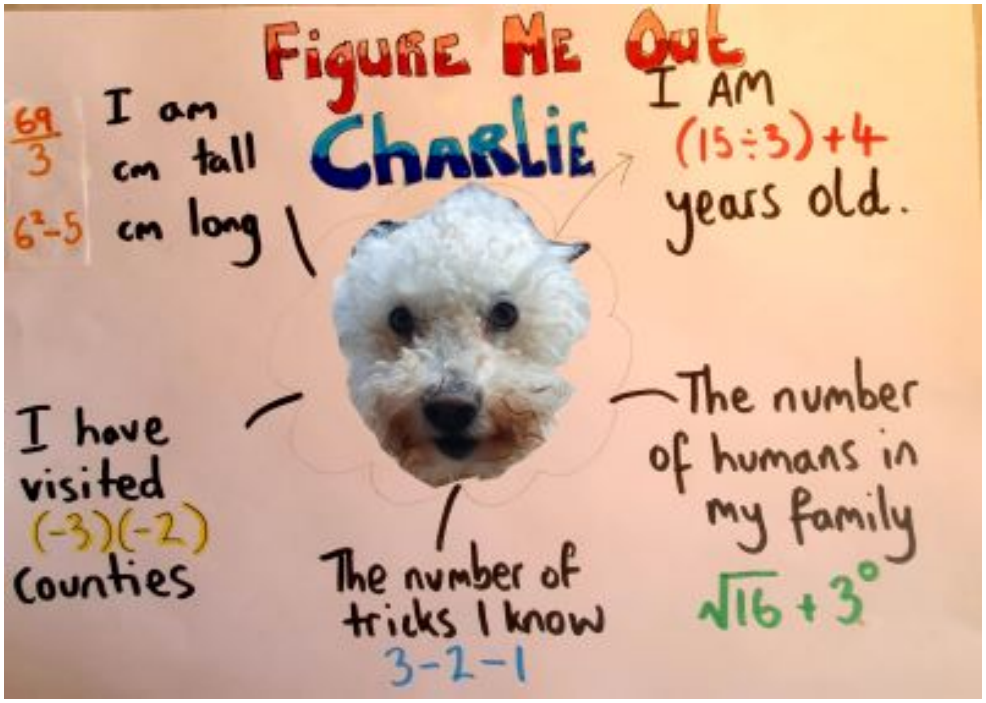
With some chalk draw a hopscotch design outside on your driveway. (See image). Make sure the squares are big enough for one foot to hop in and out of. Players will take it in turns to throw a small stone onto a numbered square.

Reinforcing the correct number sequence is important because it allows numbers to be used to describe and compare sets. Children can practice this skill in a fun and playful way by playing hopscotch.

1. Player one will start by attempting to throw the stone onto the number 1. If the stone does not land on the correct number, then that player loses their turn. If the stone does land on the correct number then the player will proceed to hop towards the

number 10 (hopping over the square with the stone in it) then turn around and hop back to near where the stone is.
2. The player must lean down (whilst on one foot) and pick up the stone and hop back to the start. That player then throws the stone onto the next highest number and continues the process until they reach 10 or make a mistake.
3. If a player steps on a line, hop on the wrong square, or step out of the square, they lose their turn.
4. The aim of the game is to be the first person to have thrown the stone onto each number in turn.

Figure Me Out Poster



As an introduction to the maths and arts activity, get children to think about the numbers in their lives. Where/when is it necessary to use numbers to describe yourself?

What you need: Paper, Pencil, Colours

Instructions

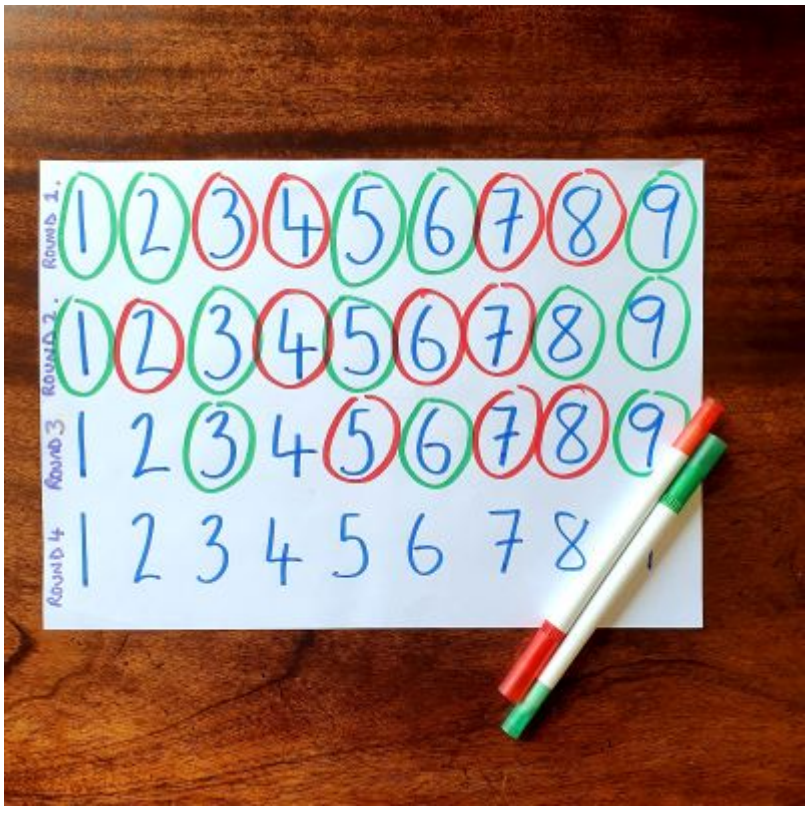
Children will create a poster that will have others solving equations to figure them out.

1. Children should create their equations on a separate sheet of paper before they include them in the poster
2. Include addition and subtraction equations
3. Include multiplication and division equations
4. Include fraction questions

Some numbers to include:

- Your age
- Your shoe size
- My house number
- My birth year
- My birth month
- How many siblings you have
- Number of pets in your house
- Number of letters in your name
- The number of sports games you have been to
- How many instruments you own
- How many counties you have visited
- How many countries you have visited?
- Your height
- Your favourite number

Twenty Wins



Students will develop their number sense as they try reach a total of 20, by taking it in turns to encircle a number from 1 to 9 and adding these figures to the sum of the previous figures. They must try reach 20 themselves but also prevent their opponent from reaching 20.

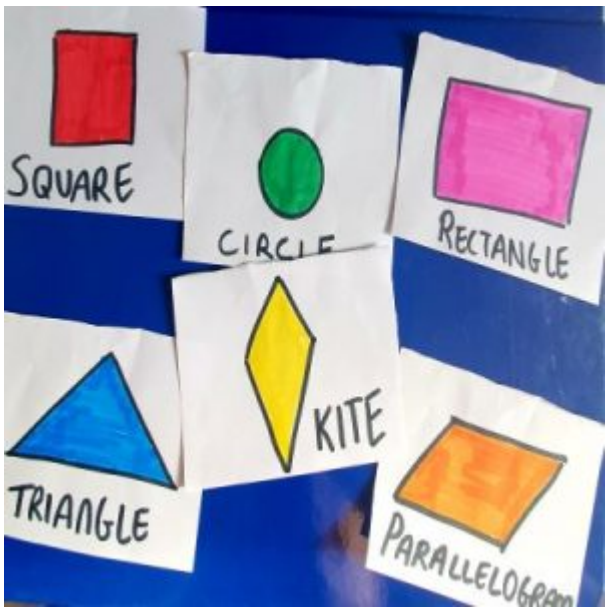
What you will need

Paper, Coloured Pencils, 2 players

Instructions

1. Create a number line from 1 to 9 – space the numbers some distance from each other on the page.
2. Assign a different colour pencil to each player.
3. Players take it in turns to encircle a number using their coloured pencil and add these figures to the sum of their previous choices – once a number has been encircled it cannot be used by the other player
4. Players must try reach 20 themselves but also prevent their opponent from reaching 20.
5. If nobody can reach 20 exactly then the player who is closest to 20 wins.
6. Create a record table to keep score

Geometry Yes No Game



Sample questions:

Does it have a right angle?

Are opposite sides parallel?

Are two sides equal in length?

Is it symmetrical?

This activity will have children develop their questioning and deduction skills as they communicate their understanding of 2D and 3D shapes.

How many questions will you use to guess the mystery shape?

What you need:

Pencils, **Paper**

INSTRUCTIONS:

1. Print the cards that will be used to play the game or recreate them at home using paper and pencils. For younger children you can limit the game to the 2D shapes: triangle, square, circle, rectangle, kite. Have the children draw the shapes and write the name underneath.
2. Shuffle the cards.
3. Each player will randomly pick a card and stick it to their forehead without looking at its contents.
4. Player 1 will begin the game by asking a yes/no question, such as “does the shape have 4 sides?”
5. If player 2 answers yes, then player 1 gets to ask another question. If player 2 answers no, then the questioning moves to the next player.
6. Record the number of questions each player asks using a tally