Maths at Home – Year 5 and 6

Doubles and trebles Roll two dice. Multiply the two numbers to get your score. Roll one of the dice again. If it is an even number, double your score. If it is an odd number, treble your score. First to get over 301 wins.

Card Games Remove face cards. Shuffle the cards. Take it in turns to pull out two cards and multiply them together. Repeat this five times, adding up the scores. Who has scored the most?

 Take two cards to make a two-digit number. Ask your child to take one card to make a single-digit number. Is this number a factor of the two-digit number or is there a remainder when you divide? Use the remainders as your score and repeat five times. What numbers give a big remainder?

Find the product snap Play snap but the first person to calculate the product of the two cards takes the cards. e.g. 9x11=99

Four in a line Draw a 6 x 7 grid Fill with numbers less than 100

Take turns to roll three dice. Use all three numbers to make a number on the grid. You can add, subtract, multiply or divide. e.g. if you roll 3, 4 and 5 you could make (4x5) – 3 =17 or (3x5)-4=11

 Cover the number you make. First to cover four numbers in a straight line is the winner. You can simplify the game by making it 3 in row and a larger grid. Extend by using 4 dice or differently numbered dice.

Pick a number Pick a number, e.g. 36. Between you, how many multiplication and division facts can you think of that involve this number? e.g. 36 ÷ 9 = 4; 40 x 9 = 360; 36 ÷ 6 = 6. Take it in turns to add a new fact. How many can you write in three minutes?

Beat the calculator One person works out the answer to a multiplication or division question (similar to those above) with a calculator and one person works them out in their head. Who is the quicker?

Rhymes Make up rhymes to help you child remember times tables. e.g. 6x7= 42 phew! 7x7=49 fine! 6x8=48 great!

Play board games Even a quick game of Monopoly gives numerous opportunities to practise simple numbers bond and mental calculations. Remember let the child be the banker. Can he/she calculate the change mentally? What methods do they use?

Animals Take turns to think of an animal. Use an alphabet code, A = 1, B = 2, C = 3 up to Z = 26. Find the numbers for the first and second letters of your animal, e.g. for a TIGER, T = 20, and I = 9,

 Multiply the two numbers together, e.g. 20 x 9 = 180. The person with the biggest answer scores a point. The winner is the first to get 5 points.

 When you play again you could think of names, food, countries etc.

Get cooking Find your favourite cupcake recipe. How many cakes does it make? e.g. 12 Can you adapt that recipe for 24 cakes, 6 cakes, 18 cakes etc?