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| <p>Monday</p> <p>Play a board game involving maths skills. If you do not have a board game to play, try a game form “topmarks maths games “website.</p> | <p>Tuesday</p> <p>Try making a box to hold trinkets inside. There is a net attached to print out or you can try drawing around something from home with a square base to create your own net.</p> <p>Decorate the sides and then use glue to stick the flaps together.</p> | <p>Wednesday</p> <p>Play a maths game outside. This could be a target game outside where you have to throw a ball, fire nerf gun pellets or squirt water at a number. What score do you get? Your numbers could be stuck to bottles or on a wall. Maybe you have a darts board at home. You can always play this instead. Count up your scores. If you have a different idea, feel free to try this too.</p> |
| <p>Thursday</p> <p>Measuring jumps.</p> <p>Can you measure how far you can jump? Use some string or something similar to set up where you can jump from. Using both feet together, jump and land as far as you can. Now use a tape measure, ruler or hands to measure how far you have jumped. Try this three times. What is your furthest jump? Can you put your jumps in length order. Now try jumping vertically. Find a wall, stand sideways. Place a bit of flour on your hand. Jump as high as you can and tap the wall as you jump. Repeat measuring and putting your jumps in order.</p> | <h1>Maths</h1> | <p>Friday</p> <p>Continue to revise your times tables and telling the time for quarter past, quarter to, half past, o'clock and minutes past the hour. You can use the “topmarks” hit the button game and interactive clock to help with this.</p> |

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