

Year 5 Spring 1: Week 4 Maths Planning

Date	Learning Objective	Starter Activity	Main Teaching	Plenary Activity
25/01	<ul style="list-style-type: none"> ✓ Can I round to the nearest 10/100 and 1000? ✓ GD: Can I identify the largest multiple of 9 that rounds to 250,000 to the nearest 100? 	<p>https://www.topmarks.co.uk/maths-games/rocket-rounding</p> <p>Begin with the starter above. To make it more challenging you can select No Number Line.</p> <p>https://www.bbc.co.uk/teach/superheroes/ks2-maths-rounding-numbers-with-laura-bubble/zhmrbk</p> <p>You could use the link above as well, your child may be able to join in with the movements!</p>	<p>Go into https://app.mymaths.co.uk/1745-lesson/rounding-and-accuracy</p> <p>This offers a great guide on rounding. There is a range of activities throughout.</p> <p>Select a rounding activity to complete based on your confidence. Use the Support Sheet to help.</p>	<p>Open the Plenary Flipchart.</p> <p>This offers a test style question.</p> <p>Mark through the work with your child. Praise success and address any misconceptions.</p>
26/01	<ul style="list-style-type: none"> ✓ Can I round to the nearest 10,000 and 100,000? ✓ GD: Can I identify the largest multiple of 9 that rounds to 250,000 to the nearest 100? 	<p>Open the Starter PPT</p> <p>This should recap yesterday's learning. Your child could answer these questions verbally or write them down.</p>	<p>There are two PPTs to choose from depending on your child's confidence. Another option is to consolidate rounding to 1000.</p> <p>Select a rounding activity to complete based on your confidence. Use the PPTs or the Support Sheet from yesterday to help.</p>	<p>Mark through the work with your child and address any misconceptions.</p> <p>https://www.interactive-maths.com/rounding-10qqi.html#</p> <p>Finish with a quiz using the website above.</p>
27/01	<ul style="list-style-type: none"> ✓ Can I solve problems involving negative numbers? ✓ GD: Can I solve reasoning problems involving negative numbers? 	<p>https://www.topmarks.co.uk/maths-games/hit-the-button</p> <p>Begin with a game of hit the button. Your child could practice a times table they need to learn or choose mixed tables.</p>	<p>Go into https://app.mymaths.co.uk/47-lesson/negative-numbers-1</p> <p>This is a fantastic introduction to negative numbers. It has lots of questions your child could answer throughout.</p>	<p>Mark through work and cover any misconceptions.</p> <p>Open the plenary flipchart. This covers a test style question based on negative numbers.</p>

			Select an activity to work through based on your child's confidence.	
28/01	<ul style="list-style-type: none"> ✓ Can I extend number sequences using a rule? ✓ GD: Can I solve increasingly trickier number sequences? 	<p>Recap negative numbers with your child.</p> <p>Can they answer the following:</p> <p>Can you count from 0 to -10?</p> <p>Which is bigger -4 or -17?</p> <p>What number is 10 less than -15?</p>	<p>Work through the Number Sequences PPT with your child. This covers a range of sequences that gradually get more challenging.</p> <p>Allow your child to choose an activity based on their confidence of Number Sequences.</p>	<p>What sequence has the third term 0.3 and the seventh term -1.3?</p> <p>Pose this question to your child. Can they solve the problem? You may want to make it easier by adding more numbers in e.g. 0.3 - 0.1 ... -1.3</p>
29/01	<ul style="list-style-type: none"> ✓ To review the children's understanding of the topics covered over the week. ✓ To highlight and address any gaps in the children's understanding. ✓ To extend the children's understanding of the topics covered over the week. 	<p>Ask your child to complete the weekly review.</p> <p>NEGATIVES REVIEW</p> <p>This should be completed independently in order to highlight any gaps in your child's understanding.</p>	<p>Mark the NEGATIVES REVIEW with your child. Depending on their score they could do the following:</p> <ol style="list-style-type: none"> 1. Revisit a game or activity from the week. 2. Re-work through one of the week's MyMaths lessons if necessary. 3. Correct their answers if necessary. 4. Move onto using TT Rockstars. 	