Year 5 Spring 1: Week 5 Maths Planning 📅						
Date	Learning Objective	Starter Activity	Main Teaching	Plenary Activity		
01/02	<ul> <li>✓ Can I solve a range of missing number problems?</li> <li>✓ GD: Can I interpret the equals sign to indicate</li> </ul>	https://www.topmarks.co.uk/maths- games/hit-the-button  Play hit the button. Choose mixed times tables but 'hit the question'. This	https://app.mymaths.co.uk/3288- lesson/introduction-to-algebra  Use the link above. This goes through the very basics of algebra and	Mark through the work with your child and cover any misconceptions.		
	each side is equivalent?	will get your child thinking 'how did they get that answer?' which should help with this week's work.	missing number problems.  Today, children will look at a variety of missing number problems involving addition. They will need to use the inverse operation (subtraction) to solve these.	Can they beat their previous score from hit the question? <a href="https://www.topmarks.co.uk/mat">https://www.topmarks.co.uk/mat</a> <a href="https://www.topmarks.co.uk/mat">hs-games/hit-the-button</a>		
02/02	<ul> <li>✓ Can I solve a range of missing number problems?</li> <li>✓ GD: Can I interpret the equals sign to indicate each side is equivalent?</li> </ul>	https://www.topmarks.co.uk/maths-games/hit-the-button  Play hit the button. Choose mixed times tables but 'hit the question'. Can your child beat their previous score?  Alternatively, you could practice a times table that your child needs to learn.	Go into the Missing Number Subtraction Flip. This should guide you through the lesson. You may want to make Slide 3 available for your child as a support guide.  Allow your child to select an activity based on their confidence.	Mark through the work with your child and cover any misconceptions.  Can they beat their previous score from hit the question? <a href="https://www.topmarks.co.uk/maths-games/hit-the-button">https://www.topmarks.co.uk/maths-games/hit-the-button</a>		
03/02	<ul> <li>✓ Can I solve a range of missing number problems?</li> <li>✓ GD: Can I interpret the equals sign to indicate each side is equivalent?</li> </ul>	Begin the lesson by recapping some of the questions from yesterday.  Hopefully your child will remember the methods used for calculating these.  189 = 74 1042 = 177 986 = 3456 356 = 5981	Go into the Missing Number Multiplication Flip. This should guide you through the lesson. You may want to make Slide 2 available for your child.  Allow them to choose an activity based on their confidence when solving this type of problem.	Mark through the work with your child and cover any misconceptions.  There is a plenary question on the last slide of the Missing Number Multiplication Flip.		

04/02	<ul><li>✓ Can I solve a range of missing number problems?</li><li>✓ GD: Can I interpret the</li></ul>	Begin the lesson by recapping some of the questions from yesterday.  x 9 = 81  12 x = 132	Go into the <b>Missing Number Division Flip</b> . This should guide you through the lesson.  You may wish to make slide 3	Mark through the work with your child and cover any misconceptions.
	equals sign to indicate each side is equivalent?	70 = x 7 99 = x 11	available for your child as a guide.	There is a plenary question on the last slide of the <b>Missing Number</b>
			Allow them to choose an activity based on their confidence when solving this type of problem.	Division Flip.
05/02	✓ To review the children's understanding of the topics covered over the week.	Ask your child to complete the weekly review.  MISSING NUMBER PROBLEMS REVIEW	Mark the MISSING NUMBER PROBLEMS REVIEW with your child. Depending on their score they could do the following:	
	✓ To highlight and address any gaps in the children's understanding.	This should be completed independently in order to highlight any gaps in your child's understanding.	Revisit a game or activity from the week.      Re-work through one of the week's	
	✓ To extend the children's understanding of the topics covered over the week.		MyMaths lessons if necessary. 3. Correct their answers if necessary. 4. Move onto using TT Rockstars.	