Maths Games And Activities Pack

20 Fun Maths Challenges To Do At Home

Year 5

Note to Parents and Carers

Your child works hard during school and we know they deserve some rest and relaxation when they're at home. BUT... this pack is here to help you with some ideas of how to bring maths into your home in a fun way. The challenges are not intended to be too much like 'work'. They should provide just a bit of a mathematical focus every now and then.

The activities are separated into individual activities and partner activities. We understand that pupils are not always able to complete activities with others and as such hope this will help you and your child select appropriate activities to complete.

Individual activities



Multiplication and Division Mosaic

Your challenge:

• Can you use your multiplication and division skills to reveal the picture hidden in the grid?

How to play:

- 1. Work out the answer to the calculation in each square using your knowledge of the 1-12 times tables (including square numbers) and related division facts.
- 2. Colour in each square based on the key at the top of the sheet.

What picture will you reveal?

- Challenge 1 Sheet
- Colouring pencils or felt tips

Challenge 1 Sheet Multiplication and Division Mosaic

Solve the questions in the squares below. Colour in the squares with the colours based on your answer. What picture will you make?

Pink: 0, 1, 2, 3

Orange: 4, 6, 8, 9, 10

Black: 12, 16, 18 **Yellow:** 20, 24, 30

Purple: 25, 36, 40, 48, 49, 60, 72, 81

8 x 5 =	? ÷ 5 = 5	? ÷10 = 6	6 ²	? ÷ 7 = 7	? ÷ 12 = 6	? ÷ 6 = 6	5 x 12 =
6 x 6 =	?2 = 64	4 x 0 =	18 ÷ 9 =	3 x 1 =	48 ÷ ? = 8	4 x 10 =	12 x 4 =
? x 11 = 110	4 x 3 =	?x1=9	6 ÷ 6 =	? x 1 = 4	4 ²	72 ÷ 9 =	12 x 3 =
? x 3 = 24	72 ÷ ? = 12	28 ÷ 7 =	5 x ? = 50	63 ÷ ? = 7	56 ÷ 7 =	?2 = 36	9 x 8 =
20 ÷ 5 =	20 ÷ 2 =	? ÷ 4 = 4	5 x ? = 40	? ÷ 9 = 2	120 ÷ ? =	2 ²	9²
4 x 5 =	54 ÷ 9 =	6 x 3 =	?2 = 100	84 ÷ 7 =	99 ÷ 11 =	? ÷ 5 = 6	? ÷ 5 = 8
? ÷ 8 = 5	2 x 12 =	3 ²	?2 = 16	30 ÷ ? = 5	6 x 4 =	5 ÷ 5 =	6 x 12 =
5 ²	24 ÷ 12 =	5 x 6 =	9 x 2 =	? ÷ 10 = 2	?2=9	9 x 0 =	10 x 6 =
3 x 12 =	? ÷ 12 = 3	7 x 0 =	9÷?=3	10 ÷ 10 =	8 ÷ 4 =	?÷6=6	8 x 6 =
? ÷ 12 = 4	12 x 5 =	7 ²	10 x 4 =	?÷12=3	? ÷ 6 = 10	? ÷ 10 = 4	? ÷ 5 = 12

Mystery Times Tables

Your challenge:

- Can you help solve a times table mystery?
- On Challenge 2 Sheet there are two times tables that have been written in code. Each digit has been replaced by a letter and the times tables have all been jumbled up!

What to do:

- 1. Can you work out which digit each letter stands for? Try to spot patterns in the digits so you can rule out certain numbers and rule in others.
- 2. Can you work out which times table is the 11 times table or the 1 times table? Does the number of single digit answers help you work out which times table it could be?
- 3. Solve the puzzle and record which digit each letter stands for on the challenge sheet.

Set 1 times table (Z) is	
Set 2 times table (A) is	

You will need:

Challenge 2 Sheet

3 Fraction Hunting

Your challenge:

Can you apply your knowledge of fractions to everyday life?

What to do:

- 1. Find a recipe for something you could make (a meal, cakes, slime, whatever you can find!).
- 2. Write the ingredients on a piece of paper.
- 3. Find these fractions of the recipe and write it below the original ingredients list: $\frac{1}{4}$ $\frac{3}{4}$ $\frac{1}{3}$ $\frac{3}{8}$ $\frac{3}{10}$

- A recipe
- A plain piece of paper

Challenge 2 Sheet Mystery Times Tables

These times tables are a mystery. Each digit has been replaced by a letter and the order of the times tables has been jumbled up!

Can you work out which digit each letter stands for? There are two sets of times tables for you to complete.

Try to spot patterns in the digits so you can rule out certain numbers and rule in others.

Can you work out which times table is the 11 times table or the 1 times table? Does the number of single digit answers help you work out which times table it could be?

Solve the puzzle and record which digit each letter stands for on the challenge sheet.

Times Tables Set 1

$$Y \times Z = Z$$
 $Z \times Z = S$

$$T \times Z = YP$$
 $M \times Z = YQ$

$$N \times Z = PY$$
 $YY \times Z = ZZ$

$$Q \times Z = PT$$
 $U \times Z = YU$

$$YP \times Z = ZM$$
 $P \times Z = M$

$$S \times Z = PN$$
 $YR \times Z = ZR$

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Times Tables Set 2

The letters and their digits are different to the first set!

$$C \times A = A$$
 $D \times A = JG$

$$E \times A = HK$$
 $A \times A = FC$

$$F \times A = GJ$$
 $G \times A = ED$

$$H \times A = KH$$
 $J \times A = CF$

$$K \times A = DE$$
 $CC \times A = AA$

$$CJ \times A = CBF$$
 $CB \times A = AB$



Money Problems

Your challenge:

• Which combination of coins and notes can you use to make a total?

What to do:

- 1. Find an old receipt for some shopping (you may need to ask an adult for this).
- 2. Imagine you are paying for the products on your receipt with notes and coins. How many different combinations of notes and coins could you use to pay the total. If you pay more than the total, what would your change be?
- 3. On a piece of paper, stick the receipt in the middle. Around the receipt write the different combinations of coins and notes you could use, including your change (where you can).

You will need:

- A receipt
- A piece of plain paper

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My Favourite Number

Your challenge:

How much do you know about your favourite number?

What to do:

- 1. What's your favourite number? Write it down in the centre of a piece of plain paper (if you don't have a favourite number, pick a number at random).
- 2. Note down at least 20 facts about the number around your number, creating a poster. Examples you could choose include factors, multiples, even/odd, square number, sides on a shape etc.
- 3. For example, if your favourite number was 32, you could write down facts like:
 - It's a multiple of 1, 2, 4, 8 and 16
 - It's an even number
 - 32 x 2 = 64
 - 1 + 31 = 32
- 4. Try to make sure you have a good range of different types of facts. Be as creative as you can with how you present your work.

- A piece of plain paper
- Colouring pencils or crayons

6 Product Hunt

Your challenge:

How many products can you make out of 4 digits?

How to play:

- 1. You have the digits 4, 5, 7, and 8. You need to arrange them into a multiplication question like this: HTO x O = ? For example, you could make 458 x 7 = ?
- 2. In each question, you can only use each digit once. Work out the answer to your calculation, using any method you like (but don't use a calculator!).
- 3. Make a list of the different products that you have made on Challenge 6 Sheet (remember, a product is the result of a multiplication). How can you make sure you have found all the possible products? Fill in Challenge 6 Sheet to explain how you did this.

You will need:

Challenge 6 Sheet

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How Much Screen Time?

Your challenge:

 Ever wondered how much time you spend on a 'screen' (such as watching TV or using a tablet or computer) over two days? Well, let's find out!

Things to remember:

- 1. Use Challenge 7 Sheet to record the start and end time whenever you have 'screen time'.
- 2. Work out the length of time you spent on the screen.
- 3. At the end of two days, add up the total amount of time. How many hours and minutes have you spent on a screen? Remember there are 60 minutes in an hour.

I spent	minutes on a screen over 2 days.	
This is the same as	hours and	minutes

- Challenge 7 Sheet
- A pencil or pen
- A clock or watch

Challenge 6 Sheet Product Hunt!

You have the digits 4, 5, 7, and 8.

You need to arrange them into a multiplication question like this: HTO \times O = ? For example, you could make 458 \times 7 = ? In each question, you can only use each digit once.

Work out the answer to your calculation using any method you like (don't use a calculator). Make a list of the different products that you have made (remember, the product is the result of multiplication).

How can you make sure you have found all possible products?

Challenge 7 Sheet How Much Screen Time?

Use this table to keep track of the 'screen time' you have over two days.

Day	Time started	Time ended	Duration

Total screen time over two days	S:
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8 Get Arty!

Your challenge:

Can you create a piece of art that contains all of the following shapes in it:

A regular hexagon, A regular octagon,

an irregular quadrilateral, a square,

a rectangle, an irregular heptagon,

a triangle.

Things to remember:

1. You can create your art using any type of materials you like. You could collage, paint, colour or do anything else – it's up to you. You can also use any other shapes in your art but list them below.

You will need:

- Plain paper
- Art materials

9 Areas and Perimeters

Your challenge:

Can you estimate and measure area and perimeter accurately?

What to do:

- 1. Create a list of items you are going to find the areas and perimeters of (at least 16 in total). These could be large or small.
- 2. Next to each item, write an estimate of the area or perimeter.
- 3. Measure items and calculate the area or perimeter.
- 4. Compare your estimates to the real answers. How accurate were you?

You will need:

- A tape measure or ruler
- A piece of plain paper

10 Converting Units

Your challenge:

Can you convert between metric units?

What to do:

- 1. Find 15 items in your house that you can measure the length of easily.
- 2. List the items on the table on the Challenge 10 sheet. Find the measure of your item in cm then convert your measure to mm, m and km.

- Challenge 10 Sheet
- Items to measure

Challenge 10 Sheet Converting units

Measure and convert the measures of objects around your house.

Item	Measure (cm)	Measure (mm)	Measure (m)	Measure (km)

Pair activities

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Place Value Duel

Your challenge:

• Can you make a larger five-digit number than your partner?

How to play:

- 1. Get your digit cards ready. Cut them out from the Digit Cards Resource Sheet (at the back of this pack).
- 2. Shuffle all three sets of the digit cards. You and your partner must each draw five big lines on your sheet of paper like this:
- 3. Take it in turns to turn over a digit card and decide where in your number you are going to place the digit.
- 4. Put the digit in that position and tell your partner what value that digit has. For example, if you put a 3 in the tens column, you would say 'this 3 is worth 3 tens or thirty'.
- 5. Once you have placed a digit in your number, you can't move it! Therefore, it's important to think about the strategy you are using. Play at least seven rounds.

Who will be the champion?

I played with	
The person who won was	

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Playing Games With Maths

Your challenge:

Find the maths in your favourite board or card game.

How to play:

- 1. While you are playing it, have a think about all the maths skills you are using!
- 2. Search hard most games do involve some maths somewhere, but if your favourite game doesn't, then try your second favourite game!

The game I played was
The maths I spotted in it was

You will need:

- Digit Cards Resource Sheet
- Two sheets of plain paper
- A partner

- Your favourite board or card game to play
- People to play it with

Multiplication Skirmish

Your challenge:

Are you ready to have a multiplication skirmish?

How to play:

- 1. This game is simple, but addictive! Shuffle all three sets of digit cards from the Digit Cards Resource Sheet, then deal them between the two players.
- 2. At the same time, each player turns over one of their cards and puts it in the middle.
- 3. Race your partner to shout out the answer that you get when you multiply both the numbers together. For example, if you turned over an 8 and your partner turned over a 6, you'd have to shout out 48, because 8 x 6 = 48.
- 4. The person who shouts out the correct answer first gets to keep both cards. Keep playing until one player has run out of cards.
- 5. Play at least three rounds. Who will be the champion?

I played with			
The nerson wi			

14

Two-handed Maths, Paper, Scissors

Your challenge:

 Have you ever played 'Rock, Paper, Scissors'? Well this is a maths version of the same game!

How to play:

- 1. Stand and face your partner. Make two fists and say together with your partner 'maths, paper, scissors' whilst moving your fists up and down (in a similar way to when playing rock, paper, scissors).
- 2. On scissors, each of you puts out between 0 and 10 fingers.
- 3. You then need to race to multiply the number of fingers you have put out by the number of fingers your partner put out (e.g. 6 x 8) and call out the answer. The player to call the correct answer first wins a point.
- 4. Record who wins each 'battle' in a simple table; the first player to 15 points wins!

I played with		
The person who won was		

You will need:

- Digit Cards Resource Sheet
- A partner

You will need:

A partner

15 Tug of War

Your challenge:

• Why not play a maths version of Tug of War?

How to play:

- 1. Firstly, decide which player is going to 'add' and which player is going to 'subtract', then shuffle the digit cards into one pile. Write down the number 2,500 at the top of your piece of paper.
- 2. The player who is adding starts first. They turn over three cards and make them into a three-digit number (for example, 569). The player who is adding adds these to 2,500 (e.g. 2,500 + 569 = 3,069). The result of this calculation is your new running total.
- 3. The player who is subtracting goes next. They turn over three digits, make it into a three-digit number and subtract it from the running total.
- 4. Keep playing in the same way, taking it in turns to make a number and add or subtract it. If the player who is adding gets above 5,000 they win, and if the player who is subtracting gets below 1 they win!

Who will win the tug of war?

I played with		
The person who won was		

- Digit Cards Resource Sheet
- A partner
- Paper to keep a track of your score

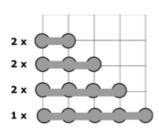
Battleships!

Your challenge:

• Let's play a classic game of battleships – but with a coordinates twist!

How to play:

- 1. First, plot the 'ships' shown below on your grid. Make sure you hide them, so they are difficult for your partner to find.
- 2. Then, take it in turns to guess where your partner's ships are hidden. To do this, you need to read out the co-ordinates remember, you read out the horizontal axis value first, and then the vertical axis value.



- 3. Your partner will then tell you if you have 'hit' one of their ships or not. Keep track of your hits and misses on your map (use a coloured pencil). If you get a 'hit' you get another go, if not, it's your partner's turn to guess.
- 4. Who can find all of their partner's battleships first?

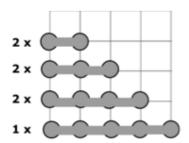
The person who won was

I played with			
1)			

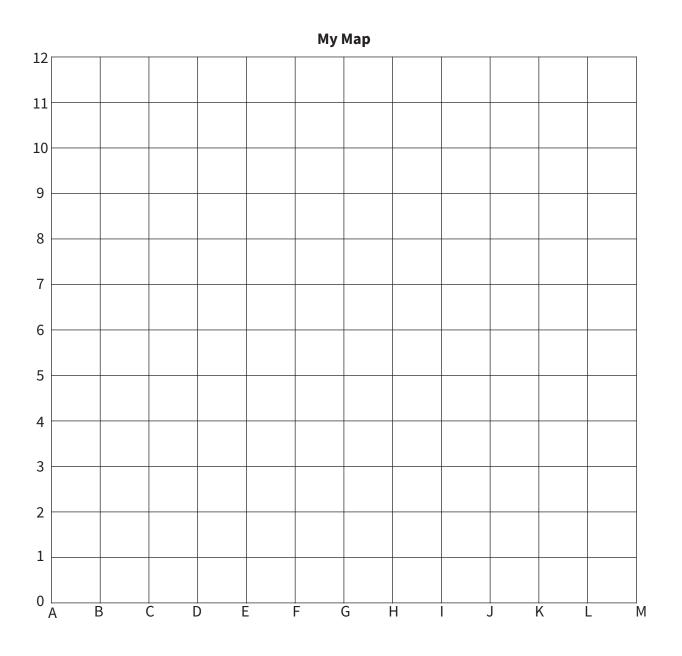
- Two copies of Challenge 16 Sheet
- A partner
- Two pencils
- Two coloured pencils

Challenge 16 Sheet Battleships

Let's play a game of co-ordinate battleships. See the challenge list for the full instructions.



Here are the boats you need to put on your grid. Remember, your boats are made up of points not squares.



Fraction and Decimal Snap

Your challenge:

• Let's play a game of snap, but with a maths twist.

How to play:

- 1. Shuffle the cards from Challenge 17 Sheet and deal them between the players.
- 2. Play just like you would do in 'normal' snap take it in turns to turn over one of your cards and place it in the middle.
- 3. If the two cards are equivalent the first person to call 'snap' and place their hands on the pile of cards wins the cards. Remember, equivalent means they are worth the same, for example the following pairs are equivalent:
 - $\frac{1}{4}$ and $\frac{2}{8}$
 - $\frac{1}{3}$ and $\frac{3}{9}$
 - $\frac{1}{2}$ and 0.5
- 4. The first player to get all of the cards wins! Try to play the game at least twice.

The first time I played, I played against ______
and the person who won was _____

The second time I played, I played against _____
and the person who won was _____

- The cards from Challenge 17 Sheet cut up
- At least one other person

Challenge 17 Sheet Fraction and Decimal Snap

2	0.25	4	2	16 20
0.75	<u>3</u> 4	<u>5</u> 10	3	0.75
<u>1</u> 5	0.5	6	9 12	<u>5</u> 6
5 15	10	<u>3</u> 5	25 100	8 10

8	<u>6</u> 10	20	7	80 100
<u>6</u> 8	9 15	30 50	3 21	0.25
9	<u>5</u> 6	50 100	0.5	15 18
3 15	10 12			

Trolls and Giants

Your challenge:

• Who will win in the battle between troll and giant?

How to play:

- 1. Sit opposite your partner and decide who will be the troll and who will be the giant.
- 2. Place the grid from Challenge 18 Sheet in between you. The aim of the game is for the troll to make it to the giant's home on the other side of the grid. The giant's aim is to stop the troll from getting there by ending up on the same hexagon on the grid as the troll.
- 3. The troll goes first. Place your counter on one of the hexagons on the 'troll's home' side of the paper and carry out the calculation in the hexagon. If the calculation is correct (your partner needs to check and agree) you get to move to that hexagon.
- 4. The giant starts in the same way from the 'giant's home' side of the paper.
- 5. On the next turn, each player can move to one of the hexagons joint to the hexagon they are on. If they get the answer correct, they move to that hexagon; if they don't get it correct, they stay as they are!
- 6. Have a think about your strategy where will you move next? Try to play the game at least two times.

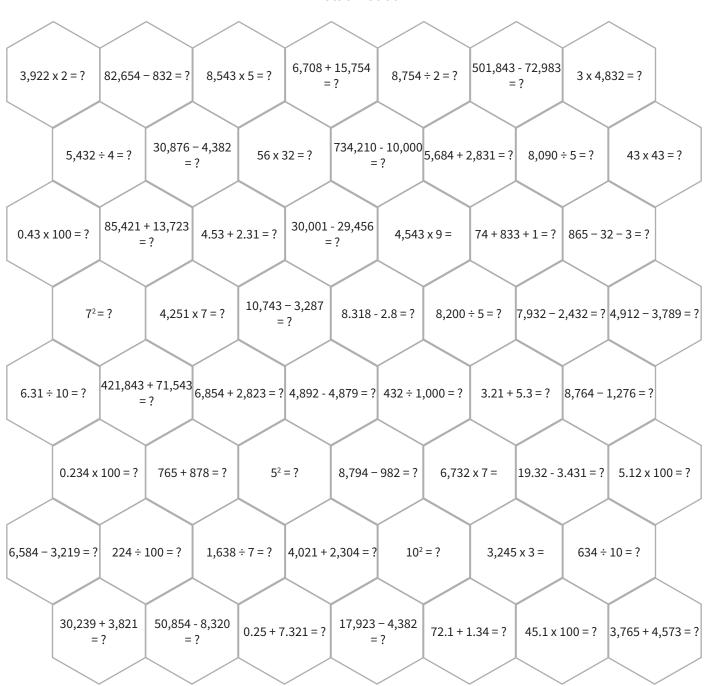
The first time I played, I played against ______

and the person who won was
The second time I played, I played against
and the person who won was

- Challenge 18 Sheet
- A partner
- A counter each (you could make your own out of paper)
- Plain paper for any working out

Challenge 18 Sheet Trolls vs Giants

Troll's House



Giant's House

Who Creates the Most Washing Up

Your challenge:

Can you find out who creates the most washing up in your house?

Things to remember:

- 1. This activity involves helping out with the washing up for a week. People at home generate a LOT of dirty dishes. But who in your house generates the most?
- 2. Before you begin, predict who you think will create the most washing up over the next week.
- 3. I think that the following person will make the most washing:
- 4. Over the next week, use Challenge 19 Sheet to record your results. In the table, record how many items of washing up each person in your house generates in the table. Think about how you can record this data will you use a tally?
- 5. Next, create a bar graph of your results.
- 6. Then, write down five things you can tell from the data on your Challenge 19 Sheet. For example, who creates the least washing up? Who creates the most?
- 7. The person who created the most washing was

You will need:

• Challenge 19 Sheet

The Great Maths Bake Off

Your challenge:

Bake something tasty and find the hidden maths.

What to do:

- 1. Cooking is so much fun! But did you know it involves a lot of amazing maths too?
- 2. Work with an adult to bake something yummy. Need an idea of some recipes? Head to <a href="https://doi.org/line.need.nih.gov/black-need.nih.gov

I made _____

The maths I used was

- A recipe for something yummy
- Ingredients
- An adult to help you

Challenge 19 Sheet Who creates the most washing up?

A. Use the table below to help you record your data.

Family member's name	Mon	Tues	Wed	Thur	Fri	Sat	Sun	Total

B. Make a bar chart of your results for each person's totals

Put your results for the total amount of washing up made into a bar chart. Remember to think about the scale you are going to use for your vertical axis and to give the chart a title.

Bar Chart Title:

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Now, use the lines below to write at least five things that you can tell from your data.	

Resource Sheet 1

0	1	2	3
4	5	6	7
8	9	0	1
2	3	4	5

