

Incorporating NUMBERGYM into daily planning

Years 5 & 6
(10-11year olds)

Blocks B, E,
Securing number facts and relationships

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Short activities (e.g. Starters)

TableTrainer	<i>Vary the level so that different groups are catered for. Invite pupil to come to IWB and encourage rest of class (or group) to support them by calling out. How quickly can they complete the level?</i>	BB
Great Turtle Race	<i>Games 1 or 2. Play, as above, or in pairs in computer suite or laptops – with each pair starting on the word ,Go!</i>	NG 37

Longer activities (e.g. Main)

Ordering Data: Calculations	<i>Several properties of number such as powers and square roots are offered here.</i>	NG 31
Fuzzles	<i>The 3 card option is a challenging test of Tables knowledge.</i>	NG 36
Estimating Money	<i>Set the time to be not long enough to allow counting – they are forced to estimate or just long enough to allow quick counting. Can be a shorter activity too.</i>	NG 45
Tabletrainer: Extensions	<i>Quick thinking on an individual basis to apply place value knowledge.</i>	TT

Note

The above are intended to be ideas for supplementing the planning of a Unit of work. We believe that pupils' engagement with images and models of mathematical ideas through the medium of software can enhance their understanding as well as their motivation and love of the subject.

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Blocks C, D
Measures

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Short activities (e.g. Starters)

About Time!	<i>Questions using the analogue/digital clocks and the Hide option.</i>	NG 34
Mental Maths Challenge Gold 3	<i>Invite someone to take the timed challenge with support from class or team.</i>	MMC

Longer activities (e.g. Main)

Ordering Data Length; Weight; Time	<i>Each set of cards can be used as a basis for discussing the relationship of units.</i>	NG 31
Liquid Measures	<i>Provides intensive practice for pupils, working independently. Progression is built-in.</i>	NG 75
Reading Number Lines	<i>Provides intensive practice for pupils, working independently. Settings can be used to offer a differentiated challenge.</i>	NG 76
Reading Decimal Scales	<i>Provides intensive practice for pupils, working independently. Settings can be used to offer a differentiated challenge.</i>	NG 76
Area & Perimeter of Rectangles	<i>Interactive teaching tool to focus on the two units of measure.</i>	NG 78
Area & Perimeter of irregular shapes	<i>An interactive teaching activity to stimulate away from the screen investigation.</i>	NG 79
Mental Maths Challenge Gold 3	<i>Provides intensive practice for pupils, working independently.</i>	MMC

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Blocks B, D
Understanding Shape

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Short activities (e.g. Starters)

Flexible Geometry <ul style="list-style-type: none"> • angles on a straight line • angles of a triangle 	<i>Present as whole class challenge:</i> <ul style="list-style-type: none"> • hide the angles, • ask them to estimate one • show it • ask them to calculate the other 	NG 73
Angle Challenge	<i>Invite pupils to the board to have a go. How accurate are their first estimates?</i>	NG 71

Longer activities (e.g. Main)

Shape Builder 1	<i>Create as many different quadrilaterals as possible on a 3by3 dotted grid. Discuss and record how they are different.</i>	NG 82
Shape Builder 2	<i>Create different pictures using exactly 5 (or 6) vertices. Describe each one and classify them.</i>	NG 83
Turtle tracks 1	<i>Copy a picture from the collection (p.85)</i>	NG 85
Turtle tracks 2	<i>Create regular polygons of different sizes and make a pattern with them. Discuss tessellating properties.</i>	NG 87
Exploring Angles	<i>Look at angles around the Compass or the clock face. Hide the angle and ask them to calculate it.</i>	NG 69
Translating, Reflecting and Rotating	<i>Demonstrate on IWB and also provide challenges to transform simple shapes in the four quadrants.</i>	NG Geo.
Angles Game	<i>Intensive practice of angle estimating as a paired competition.</i>	NG 72
Track Tiles: Pattern Maker	<i>Create a 2by2 tile unit and reflect it in a horizontal and a vertical axis. Translate the new tile unit (16 tiles) across the screen. Admire the pattern.</i>	NG 96

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