



Teach Active

Maths & English

Home Learning Packs Year 5



Home Learning Packs - Year 5

The team at Teach Active have selected 10 activities each for Maths and English for children who are having to stay at home and isolate instead of being in school. They have been chosen to encourage independence, increase confidence and develop fluency in the key skills of number, reading and writing. Some are deliberately active games and others are designed for sitting down and recording responses. The key objectives that the activities meet are:

- Count forwards or backwards in steps of 100, 1000 or 10,000 (powers of ten) for any number up to 1,000,000
- Round any whole number
- Determine the value of each digit in numbers to at least 1,000,000
- Identify multiples and factors
- Mentally multiply numbers drawing upon known facts
- Multiply and divide by 10 and 100
- Subtract mentally increasingly large numbers
- Solve problems using $+$ / $-$ / \times / \div
- Solve two-step problems and missing number problems
- Explain key facts
- Retrieve information
- Find the meaning of words in context
- Legibility, consistency and quality of handwriting
- Discuss and record ideas
- Learn Y5/6 word list



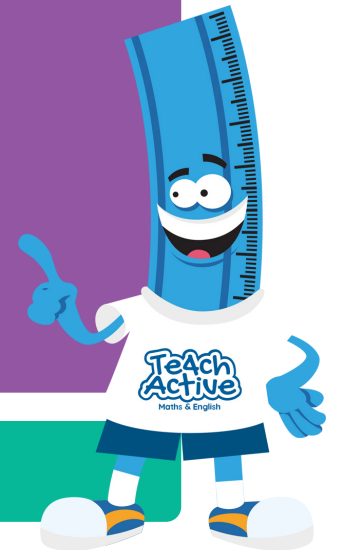
Available Activities

Maths Activities

1. If This Is The Answer
2. Gym Tables
3. Subtraction Shuttles
4. Solve It
5. Missing Cash
6. Order Order
7. Roundings
8. The Value of Dice
9. Pasta Count
10. Shopping Problems

English Activities

1. Cycling - Reading
2. Reading - Comprehension
3. Persuasion - Poster Design
4. Poetry - It's a Rap!
5. Researching Facts: Bikes - Or Famous Cyclists
6. Writing - a letter to the Prime Minister
7. Discussion
8. Design Brief
9. Spelling Practice
10. Acrostic Poem



'Fun Activities to do at Home' worksheet included

Maths Plans

See and Share #TeachActive in Action!



If This Is The Answer

Objective: Identify multiples and factors.

Starter Activity

Practice your times tables – write, count and march around in 6s to 72 and back down to zero

Game Instructions

1. Make a set of 0-9 number cards. Spread them out face down on the floor
2. Run and turn one card over. Do this many jumping jacks. ,Move onto another card and repeat
3. Use the two cards you have turned over to make a 2-digit number, e.g. turning over a 2 and a 7 could be put together to make 27 (or 72)
4. Write down all the factors of that number, in pairs first, then in order from lowest to highest
5. Repeat until all 10 cards have been used.



Challenge

Try making three 3-digit numbers (leaving one card out), and finding all the pairs of multiples and factors for each one!

Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



Gym Tables

Objective: Mentally multiply numbers drawing upon known facts.

Starter Activity

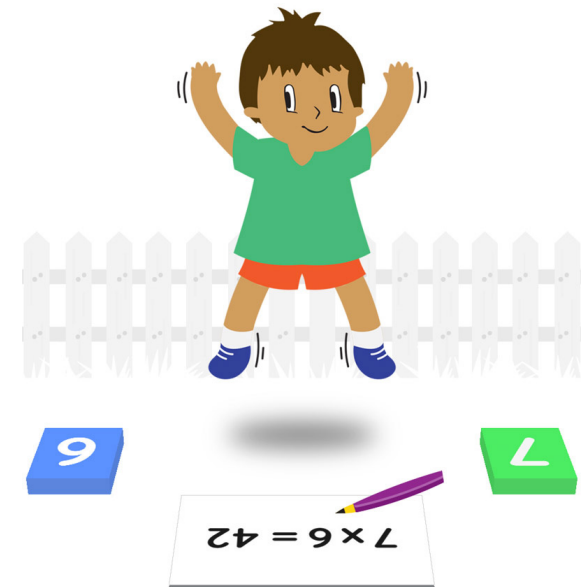
Practice your times tables – write, count and march around in 7s to 84 and back down to zero

Game Instructions

1. Make two sets of 1-12 cards, placed separately, mixed up and face down
2. Pick a card at random from each group, which could be 7 and 6, for example. This is your multiplication question. „Do 7 star jumps and 6 shuttle runs (or whatever numbers are on the cards)
3. Calculate and write down the number sentence for your multiplication question (e.g. $7 \times 6 = 42$)
4. Try again using new cards, and different exercises. Continue repeating the maths and physical activities for 30 minutes.

Challenge

Play with a partner. Who is quickest to pick two cards, complete the physical exercises and calculate the multiplication question?!



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



Subtraction Shuttles

Objective: Subtract mentally increasingly large numbers.

Starter Activity

Practice your times tables – write, count and march around in 8s to 96 and back down to zero

Game Instructions

1. Make or print a set of 0-9 cards (0, 1, 2, 3, 4, 5, 6, 7, 8, 9)
2. Spread them out face down (about 10 metres away if possible)
3. Collect a card and perform as many jumping jacks or star jumps as it says on the card
4. Repeat with a second card and make a 2-digit number
5. Do the same but collect 3 cards to create a 3-digit number
6. Subtract your 2-digit number from the 3-digit number. Note the number sentence down
7. Can you do this quicker than your partner/helper? Or can you do this quicker a second time?
Choose a different exercise each time you have a go.

Challenge

Collect six cards and make up two 3-digit numbers, subtract the lower one from the higher one, and note it down. Can you do this quicker than your partner/helper? Or can you do this quicker a second time? Choose a different exercise every time you collect a card.

Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



Solve It

Objective: Solve problems using $+$ / $-$ / \times / \div

Starter Activity

Practice your times tables – write, count and march around in 9s to 108

Game Instructions

1. Make a set of 0-9 cards and pick four to make a 4-digit number, e.g. 2571
2. Add the digits together ($2 + 5 + 7 + 1 = 15$)
3. Do that many step ups
4. Repeat by generating another 4-digit number, adding the digits and doing that many step ups
5. Add the two 4-digit numbers together
6. Subtract the lower number from the higher number
7. Multiply and divide each number by 10.

Challenge

Is either number divisible by 6, 7, 8, or 9?



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



Missing Cash

Objective: Solve missing number problems.

Starter Activity

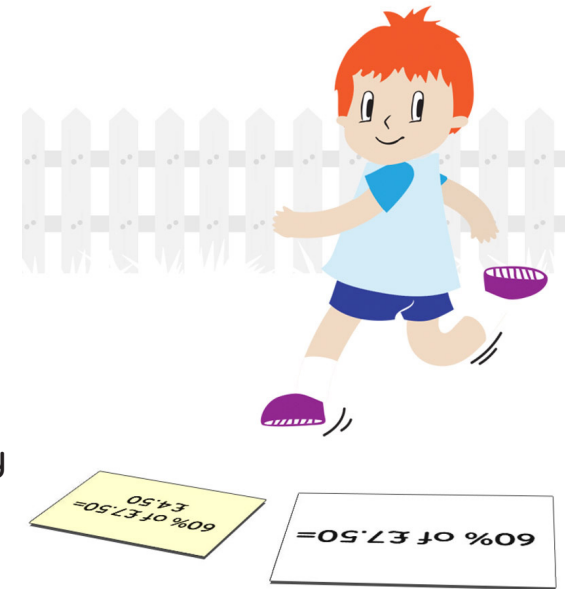
Counting practice – write and count in 1000s from any random 3-digit number 10 times (and back again)

Game Instructions

1. Print out the resource cards
(or alternatively make some similar question cards of your own)
2. Spread the cards out all around your activity area, face down
3. Run and collect one card and bring it back to your starting point. If your activity area is quite small, or indoors, travel on all fours across to a card and back
4. Solve the problem on the card. Whatever the answer is, do a physical exercise that many times, such as bouncing a ball or star jumps
5. Continue until all the cards have been collected and problems solved.

Challenge

With a partner: who is quickest to run, collect and solve 5 questions and do 5 answers-worth of star jumps? If you are on your own, time yourself doing 5 questions and activities, then see if you can beat your time with the next 5.



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



$$38p + ?p = 74p - 9p$$



$$£0.86 - ?p = £0.37 + ?p$$

$$£1.41 - ?p = £1.19 + ?p$$

$$£2.67 + ?p = £3.42$$

$$87p - 19p = ?p + 32p$$

$$£2.52 - 36p = ?p + £1.67$$

$$£4.64 + ?p = £5.21$$

$$£0.72 - ?p = £0.34 + ?$$

$$£2.88 - ?p = £1.36 + £1.19$$

$$£1.92 + ?p = £2.21 - £0.16$$

Order Order

Objective: Read, write and order numbers to at least 1,000,000.

Starter Activity

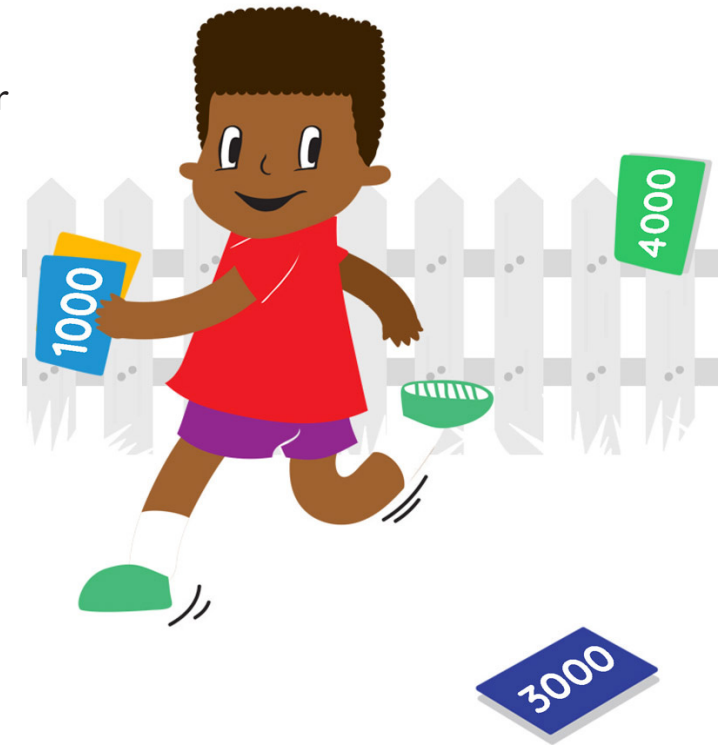
Counting practice – write and count in 100s from any given 4-digit number ten times (and back again)

Game Instructions

1. Make a set of 0-9 number cards
2. Write down a 4-digit number using the cards
3. Repeat the process until you have five 4-digit numbers written down
4. Rewrite the list of numbers in order from smallest to largest
5. Can you complete this whole task quicker than your partner?

Challenge

Vary the exercise you do when collecting the cards – and make five 5-digit numbers and order them!



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



Roundings

Objective: Round any whole number.

Starter Activity

Counting practice – write and count on in 1000s from any random 4-digit number 10 times (and back again)

Game Instructions

1. You need some space at home or outside to move around in
2. Using a pack of playing cards, remove the picture cards (Jack, Queen, King & Joker) and then spread the others around the area face down
3. Collect four cards at random, one at a time, from different parts of the area
4. Use the four cards to make four 4-digit numbers (eg 2345, 3452, 4523, 5234)
5. Round each figure to the nearest 10, 100, 1000 and 10,000 keeping a note of all your work

Challenge

Make five 5-digit numbers instead and round those to the nearest 10, 100, 1000, 10,000 and 100,000.



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



The Value of Dice

Objective: Determine the value of each digit in numbers to at least 1,000,000.

Starter Activity

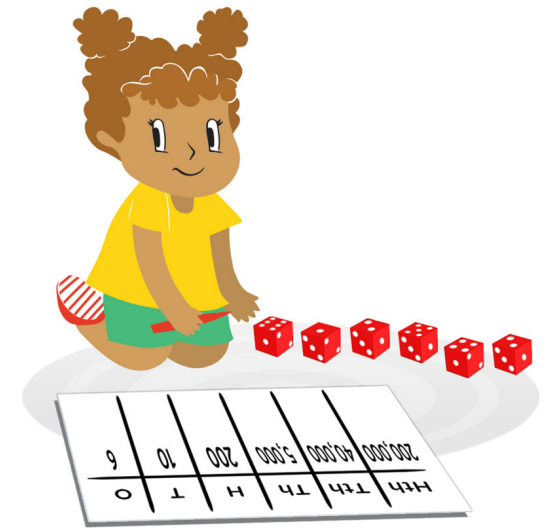
Counting practice – write and count on in 11s to 132

Game Instructions

1. You need six dice if possible
2. Roll the dice. If you only have 2 dice for example, throw the three times, recording the numbers each time. You might roll a 2, 4, 5, 2, 1 and a 6 for instance
3. Add the digits together
4. Use the numbers to make ten 6-digit numbers (such as 245216, 254261, etc)
5. Write down the value of each digit on a chart divided into hundred thousand, ten thousand, thousand, hundred, tens and ones columns. Do this for each number you created
6. Read the numbers out loud in words.

Challenge

Ask someone to think of a number between 100,001 and 999,999. Tell them as quickly as you can how many hundred thousands, ten thousands, thousands, hundreds, tens and ones are in their number.



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



Pasta Count

Objective: Identify factors, and multiply and divide by 10 and 100.

Starter Activity

Counting practice – write and count on in 12s to 144

Game Instructions

1. Get 100g of dried pasta and estimate how many pieces are in the bag
2. Make 6, 7, 8, 9, 11 & 12 number cards
3. Pick a card – this is how many pieces of pasta you can pick up each time
4. Count that many pieces of pasta into a container back at the start.
Count in multiples of the number you chose
5. Continue until all the pasta pieces have been counted
6. Write down all the factors of the total number of pasta pieces.

Challenge

Can you multiply and divide the final number of pasta pieces by 10, 100 and 1000?



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



Shopping Problems

Objective: Solve problems.

Starter Activity

Practice your times tables – write and count on and back in 10000s from any random 5-digit number

Game Instructions

1. You need a till receipt from a supermarket trip
2. Choose three random items from the receipt and round these prices to the nearest whole number
3. Then round three different items to one decimal place
4. Write all the items on the receipt in order, from cheapest to most expensive

Challenge

Multiply the lowest priced item on the receipt by 9.

Multiply the most expensive item on the receipt by 11.



Extra Activity

Have a go at making up your own game to meet this objective, and then teach someone at home to play it with you.



English Plans

See and Share #TeachActive in Action!



Cycling – Reading

Read the information leaflet. How does it make you feel? Write down any questions you have about, and any vocabulary you don't understand. See if you can find the answers to your questions using the internet, and the meanings of words from a dictionary.

Reading – comprehension

Read the Cycling leaflet again and then answer the following questions:

1. Why has the air quality improved in recent months?
2. What does temporarily mean?
3. What are 'habits and behaviours'?
4. Explain what this sentence means: 'It's time to ditch old ways and embrace the positives.'
5. What are the health benefits of cycling?
6. Give three benefits of cycling more besides improving health.
7. If something is 'extremely rewarding', what does that mean?
8. Can you find three examples of persuasive writing in this leaflet?
9. Why is the main section of the leaflet titled 'Be A Hero'?
10. Do you own a bike? Describe your bike. If you don't have a bike, does this leaflet make you want one? Why? Do you enjoy cycling? What is it you like (or dislike) about it?

You will need

The Cycling Leaflet can be found on the next two pages.



Be a hero

Introduction

During the spring of 2020, the UK alongside the rest of the world, experienced an event which temporarily changed the behaviour and habits of everyone. A pandemic in the form of the Coronavirus saw whole countries going into lockdown. Schools, factories, leisure facilities and many other places of work were closed while people stayed at home to protect themselves and each other. During this time the Earth was given time to heal from pollution and mistreatment; less transport on the roads meant fewer toxic emissions resulting in better air quality.

Many people began walking and cycling more for exercise and as an alternative form of transport. As the lockdown eased and society began to go back to normal, the Prime Minister (Boris Johnson) and the Transport Secretary (Grant Shapps) asked as many people as possible to continue to walk and cycle to avoid gridlock on roads and maintain better air quality.

There has never been a better time to make the change; new habits and behaviours can and should become the normal.

It's time to ditch old ways and embrace the positives

Ride a bike

Riding a bike or walking instead of taking the car on short trips has many health benefits; taking daily exercise has been proven to increase a person's life chances. The health benefits of riding a bike are unquestionable but there are other reasons to make the change too.

It encourages independence

You are in control of getting to school yourself. It will also teach you the importance of time management as well as building your self-confidence and sense of independence. You will also feel an enormous sense of achievement getting to school by yourself.

It will save money for your parents

Reducing the amount of driving will decrease the amount that your parent will spend on fuel. With the rising price of fuel these days that is definitely a bonus!

Cycling reduces congestion

In addition to cleaner air, which is great for the planet, the reduction of cars will make the roads quieter and safer, especially at the school gates.

Save the planet

Saving the planet has never been so much fun. Cycling is an amazing hobby or sport to take up. There are so many different ways to enjoy cycling such as mountain biking, BMX, road racing and indoor track cycling in a velodrome.

These activities can be extremely rewarding and could even lead to participation in high level competitions and awards.

Do you want to be a future Olympian or Tour de France winner?

Start training on your bike now and you never know where the future might lead you

There are so many different styles of bikes to choose from meaning there is definitely something out there for everyone.

Amaze your friends with stunts on a BMX.



Go on a cool adventure on a Mountain Bike.



Win the race on a road bike.



Be a hero

Ride a bike

Save the planet

Persuasion - Poster Design

Design a poster that will encourage everyone to cycle more. We need to know why this is important!

Poetry - It's a Rap!

Make up a rhyming rap about cycling.

- Start by noting down the key words you want to include, and the key facts.
- What message do you want to give your audience? You want to persuade them to use their bikes and get out and about. Why do they need to do this?
- Make up a beat and rhythm – think of We Will Rock You as a starting point. Use that beat, or develop your own, which repeats over and over.
- Write 2 lines which rhyme and fit over the rhythm and build it up from there! Speak the lines, like poetry, with rhythm and expression.
- Finally practice, and then perform your Bicycle (or Cycling) Rap to someone else!

Researching Facts: Bikes - Or Famous Cyclists

Find out about several different types of bikes or five famous cyclists. Create an attractive-looking factfile

Do you need an instrument to help keep the rhythm? If you don't have anything, make something - improvise with a stick or pencil and an empty container or can, for example.



Writing - a letter to the Prime Minister

Write a letter to the Prime Minister explaining what laws they should make in order to increase the number of cycle lanes around the UK. Tell them why this is so important, and include emotive and persuasive language.

Motty's Top Tips for persuasive writing

- First explain why you are writing
- Give three reasons why things need to change
- Finish by asking for a response, such as 'Will you help?'
- Use facts and data to prove your point - asking 'Did you know that....?'
- Write in the present tense
- Ask the reader questions like 'How would you like it if....?'
 - Use a formal voice
 - Use 'Firstly', 'Furthermore' or 'Added to this' to start your sentences and to connect your ideas
 - Use 'because' to explain why



Important Note!

You will need The Cycling Leaflet found within this booklet.



Discussion

Imagine an alien has arrived at your home and they have never seen a bicycle before. Imagine a toy or teddy is the alien and that they have said to you: “What is this contraption?”

- Tell them what bikes are
- Explain how they work
- Describe how useful they are
- Explain the problems facing the world because of cars
- Tell them what we are hoping to do to reduce pollution and improve both the health of the planet and our own health

Imagine it as a conversation, where they keep asking questions. Write down the questions the ‘alien’ has asked and practice explaining it all to them.

Design Brief

Design, label and describe your own new bicycle:

Focus on the wheels, handlebars and saddle: what will they look like?

Why are they like that? What colour will be it be? Where can this bike be used?

Then: design your own cycling helmet, adding colour and descriptive captions.

Important Note!

You will need The Cycling Leaflet found within this booklet.



Acrostic Poem

Make up an acrostic poem describing cycling and bicycles, where each line begins with the next letter of the word:

C

Y

C

L

I

N

G

Important Note!

You will need The Cycling Leaflet found within this booklet.



Spelling Practice

Write out 20 of the words from the word list onto post-its. Another handwriting and correctly-copying opportunity! Stick them all around the house, inside cupboard doors, on the back of doors etc. Every time you see one, read it, turn away and spell it out loud.

As the days go by remove the easy ones, the ones you can spell easily, and replace them with more words from the list. Leave the harder ones up to practice whenever you see them.





You will need
The Word List can be
found on the next
page.



Word List

| | | | | |
|-------------|-------------|-------------|------------|-----------|
| according | community | explanation | neighbour | shoulder |
| achieve | competition | familiar | occupy | signature |
| aggressive | convenience | forty | occur | soldier |
| apparent | criticise | identity | persuade | stomach |
| attached | definite | Immediate | profession | suggest |
| average | desperate | Individual | programme | symbol |
| bargain | determined | language | recognise | system |
| bruise | develop | lightning | recommend | variety |
| category | especially | marvellous | relevant | vegetable |
| communicate | excellant | muscle | restaurant | vehicle |

Handwriting Practice - A Few Ideas From Motty

1. Practice five of the trickiest spellings on the Y3 word list by writing them out in your best handwriting.
2. Exercise the fingers on your writing hand by playing with a lump of blutac or plasticine – keep squishing it and turning it, with your thumb and first two fingers. Try it while you're watching something on TV or a tablet.
3. Practice writing your name in the air with big hand strokes, as if you are writing onto an invisible whiteboard.
4. Make up some continuous patterns using a pencil and paper. They need to include curves or straight lines, perhaps like this:  or 
5. Try copying the name from a cereal packet, drinks can or a tin from the cupboard (ask a parent first to help you find one). Write it in your neatest handwriting – then try copying the style it is actually written in.

Why don't you try one each day this week?



Fun activities to do at home

- ☐ Write and record a blog about a computer game, app or you tube channel you really enjoy - what makes it so good?
- ☐ Make up and present a weather report
- ☐ Help prepare the dinner
- ☐ Bake some cupcakes
- ☐ Use an atlas or google earth to see what a place you'd like to visit looks like, and note 5 geographical facts about where it is and what it's like there
- ☐ Draw and label a map of an imaginary island: it could be where adventures could happen, or the dream holiday destination; it could be in space, or your perfect hideaway. The more detail the better. Remember to give your island a name and explain where it is.
- ☐ Research an aspect of your class topic this term and have it ready to present to your class when you are back in school
- ☐ Practice a musical instrument, singing, or dancing for 20 minutes every day
- ☐ How many books can you read in two weeks?
- ☐ Help keep the house clean and tidy every day
- ☐ Plant and look after some flowers or vegetables
- ☐ Help look after your pet if you have one
- ☐ Sit still, watch out for and note down all the wildlife you see through the window for 10 minutes every day - keep a nature log or diary
- ☐ Keep a diary for the two weeks you have to stay at home, recording what you did each day, and how you felt - it could be a video diary, or written down

