

News

We are pleased to announce a new TTRS competition! This term, in each year group there will be a competition between both classes. The class which earns the most points on TTRS at the end of term will earn **a fun afternoon session of games on the field with Mrs Ball!**

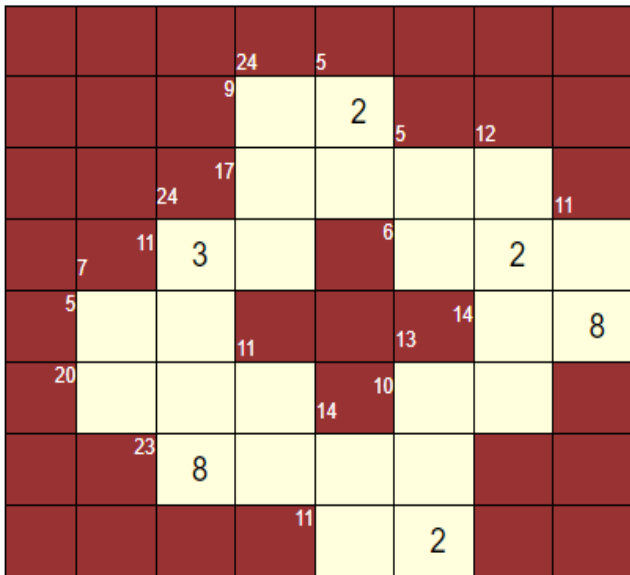


A new term also brings new times tables for some year groups to learn: Year 2s - x5, Year 3s - x3 and x6, Year 4s - x11. A big well done to our TTRS winners for this month: Phoebe, Jenson, Mia, Daisy, Imogen, Oscar, Bodhi, Emilia, Surina, Ajita, Immy, Kanya, Lewis, Alex, Michael, Anais, Jake, Ed, Ethan, Chloe, Charlie, Olivier, Zach and Sofia.

Kakuro

Have a go at a kakuro! Rules below:

- Place numbers in the white squares of the grid.
- You must place the numbers 1-9 only and numbers cannot repeat in any across or down run of squares.
- The numbers in each run of squares must sum to the number given at the start of that run.



Maths Website of the Month

This month's maths website is Monty's Maths Wall! In this game you need to match number sentences to answers to knock the wall down. There's a huge variety of different challenges from adding single digit numbers to converting fractions to percentages!



<https://mathsframe.co.uk/en/resources/resource/292/Montys-Maths-Wall>

Maths in the Workplace!

This month we spoke to Mr Pawlowski to learn about how he uses maths in his job.

Hello Mr Pawlowski! Thank you for speaking with us. What is your job? I work as an IT and Data Engineer.

How do you use maths in your job? In my job I deal with huge amounts of numbers. I teach computers how to see patterns in those numbers so that it can then take even more numbers and find answers to my questions. I can teach computers with images, videos, sounds, and many other things - they can then recognise them and make their own! We call it Machine Learning or Artificial Intelligence. I wouldn't be able to do it without maths!



Did you like maths at school? What do you remember about your maths lessons? Not really! I was quite slow at mental calculations, but still it didn't stop me going to university and studying it - which is when I started to enjoy it!

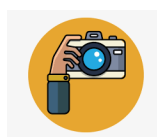
Do you have any advice for someone who is struggling in maths? It takes lots of practice, so don't worry if you make lots of mistakes or you are stuck. Try again and again and the more practice you do, the easier it will become.

What's one thing you wish people (or children!) knew about maths? That maths can also be fun! Do you know that in your classroom there is more than a 50-50 chance two of you share the same birthday? How come, there are only 30 of you in a classroom but 365 days in a year? Maths can solve it! You can check in your own classroom if this is correct.

Thanks for speaking to us, Mr Pawlowski!

Competition Time!

We want to see what maths you get up to at home! Send in pictures of yourself doing maths at home and you could win a prize! It could be that you want to do some maths based on the monthly topic (see below), or you might want to come up with your own ideas. Some suggestions might include: making patterns, drawing pictures, using money, cooking and so on. The world is your oyster! Send your photos into maths@slade.kent.sch.uk by **Friday 17th of March** for your chance to win! Winners will be announced in assembly and in next month's newsletter.



Maths at Home

This month, we are going to be looking at maths games that use dice! These games can be played with a normal dice but are **better with a 0-9 dice, which can be found here: <https://nrich.maths.org/6717>**
We'd love to hear about any adaptations you have made to the games!



Place Value Game

Roll a dice to make a number—biggest number wins!

EYFS

- Player 1 rolls a dice. They make the number with counters or Numicon and then say the number. If they do it correctly, they get 1 point.
- Player 2 does the same. Whoever got the highest number in that round gets an extra point. First player to 20 points, wins!

KS1 – KS2

- Create a place value chart.
Year 1/2 – Tens and Ones
Year 3/4 – Thousands, Hundreds, Tens and Ones
Year 5/6 – Millions to Ones
- Player 1 rolls the dice and decides which place value column to put the digit in. Once you've placed a digit in a place value column, you can't move it later!
- Player 2 then does the same.
- Repeat the process (taking turns each round) until you have both filled your place value grids. When you have, make your number using the resources (see links above) and say the number aloud.
- The person with the biggest number gets a point. First person to 5 points, wins!

EYFS/KS1— use Numicon <https://mathsbot.com/manipulatives/numberFrames>.

Year 3 /4— use Dienes <https://mathsbot.com/manipulatives/blocks>.

Year 5/6— use place value counters: <https://mathsbot.com/manipulatives/placeValueCounters>

PLACE VALUE CHART
MILLIONS TO ONES

Millions	Hundred Thousands	Ten Thousands	Thousands	Hundreds	Tens	Ones

As you play the game, discuss who you think is more likely to win, and why! Is there ever a time when you could stop a round early because it is certain who would win?

Challenge: think of different ways to play the game. Who can make the smallest number? Who can make the number closest to a target number (i.e. 5000)? In Year 4, Year 5 and Year 6, can you include decimals? Can you come up with any extra twists to the game? If you do, we'd love to hear them!

Pig (KS1—KS2)

In this game, first player to score 100 points wins.

Player 1 rolls 2 dice and adds the numbers together to record points. Player 1 can continue rolling and adding points for as long as they want. However, if they roll a 1, they score 0 for that round! Even worse, if the player rolls a double 1, their points total so far goes right back to 0!

Make it easier: change the points needed to a lower number.

Make it harder: change the winning total to 200. Can you include multiplication in the game? For example, if you roll a 2, you get to double your points for that round!



Target 20 (KS1—KS2)

Start with a total of 10. Roll a dice and decide whether to add or subtract that number. First to make exactly 20 wins.

Make it harder: change the winning total to a bigger number and use a 10 sided dice. What are the best winning totals to play with?



Maths at Home Competition Winners

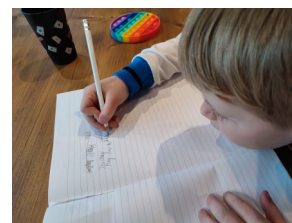
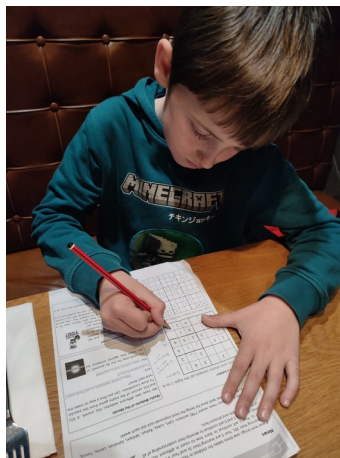
A big well done to Charlotte, Scyld and Heidi for winning this month. We were really impressed at the range of activities they completed, from baking, to measuring heights to creating symmetrical patterns. Well done to you three!



Finnley made his own clock to help him tell the time.



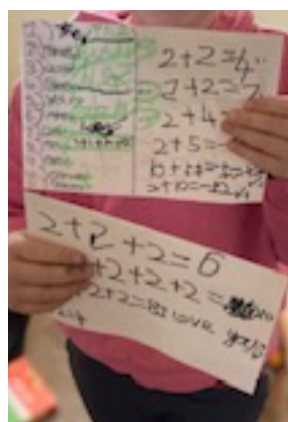
Rhaele has been busy measuring and learning the days & months.



Otis and William getting stuck into the Sudoku!



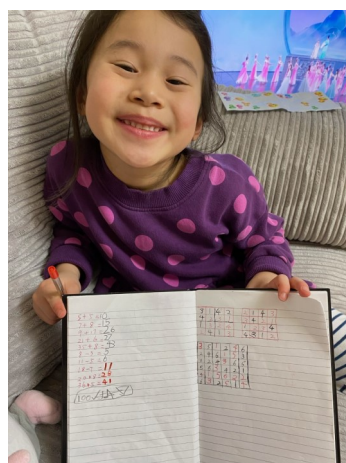
Charlotte, Scyld and Heidi were busy in lots of different ways. Here they are measuring and making symmetrical models!



Lily busy with lots of number sentences!



Venika has been measuring and weighing herself and has learnt all about the origin of the days and months and the different weighing systems.



Erin worked hard at the Sudoku and worked through lots of number sentences.



Poppy has been busy doing lots of different measuring!



Freya has been busy doing lots of different maths activities in Rye! From weighing sweets and fruit to measuring shells. She did lots of measuring at home, too!





Class vs Class competition

This term you will do battle against each other to see who has the greatest Rock Stars! Whichever class gains the most points in Term 4 will earn a session of activities and games on the field with Mrs Ball!

Gnome vs Sprite

Hippogriff vs Pegasus

Phoenix vs Sphinx

Dragon vs Wyvern

Griffin vs Hydra

May the best classes win!

