

## News

A big well done to our individual TTRS winners for this term. Well done to: Jacob, Finnley, Aleksander, Oscar, Emily, Catherine, Evelyn, Arjun, Charlie and Jennifer!

A special mention to Robert in Y6. He has started 2025 in such a positive manner, as he joins his Griffin classmates Ajita and Milo in completing the Y5/6 times tables challenge. We're hoping it won't be too long before someone in Dragon Class can be added to the list of our times table champions!



Well done to Arjun in Year 4. He got up to lots of maths over the holidays, including a Christmas countdown (in hours!), number sentences involving presents and being the banker in Monopoly!

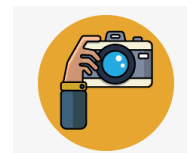
## Maths website of the month

There's lots of great games involving maths that can be found on the Maths Frame website. Which topic will you focus on? Which game will you become the master of? Let us know which games you like the most.

<https://mathsframe.co.uk/en/resources/category/22/most-popular>



We want to see what maths you get up to at home! Send in pictures of yourself doing maths at home. 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](mailto:maths@slade.kent.sch.uk) by Monday 24th February.



This month, we have some different board game style activities for you to try! Look on the next pages to see the instructions for each game and the game boards. Are there any other board games that you like to play that use your maths skills?

## Race to the Moon

2-3 players

20 counters in different colours (1 colour per player), calculator and the game board

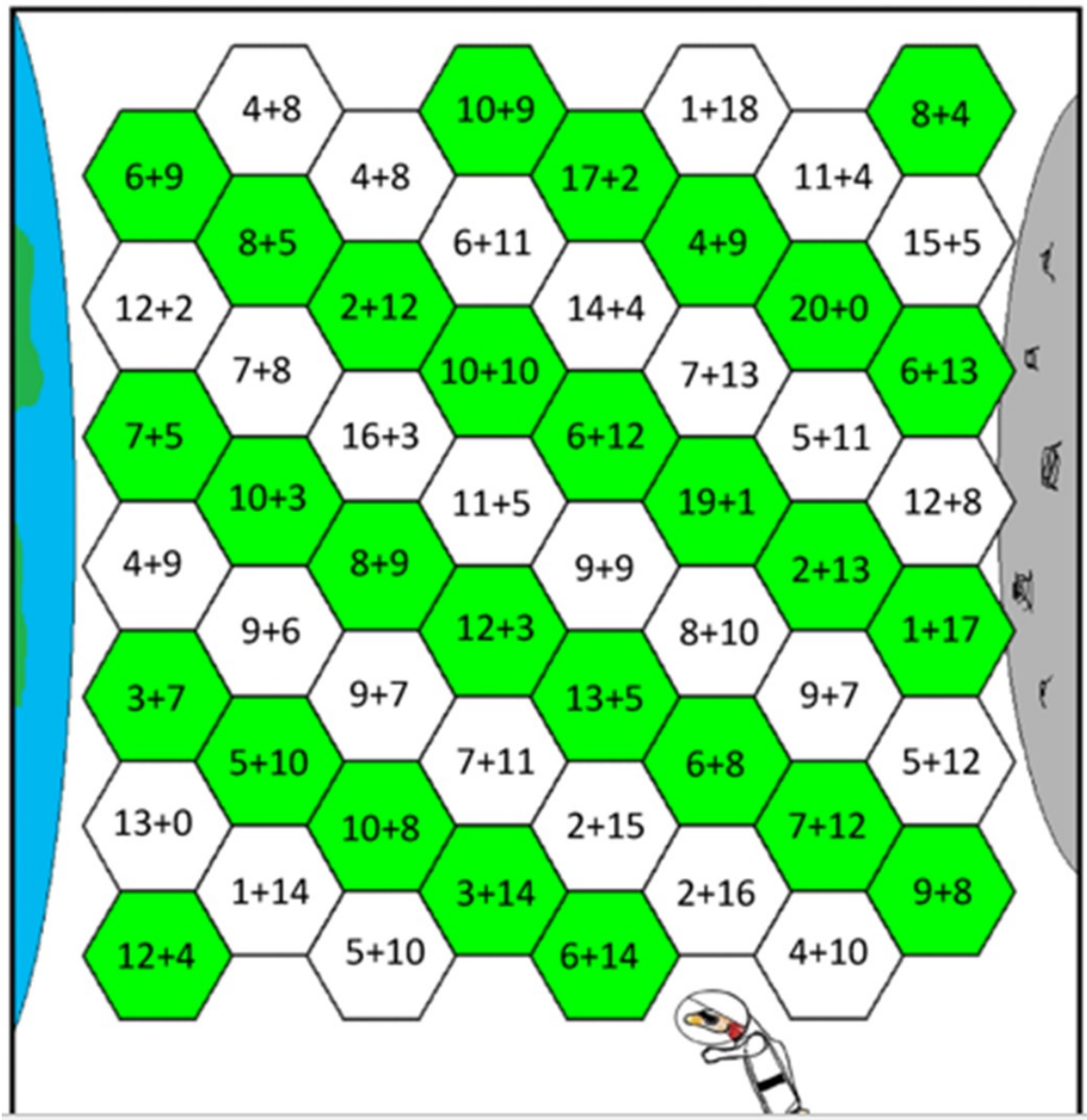
Player 1 chooses a number sentence. They work out the answer in their head (or using a number line) and say it aloud. Player 2 checks the answer on a calculator. If Player 1 is correct, they put down a counter over the calculation. If they are wrong, they don't place a counter. Player 2 now plays. The winner is the first person to make an unbroken path of counters from the Earth to the Moon (paths can go across, down and diagonally).

**Make it more interesting** – if a player gets an answer wrong, the other player can remove a counter.

**Make it harder** – make your own number sentences on the grid. This game could be adapted to work out answers using column addition. You could even use subtraction, multiplication or division questions.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**Who will be first to get from Earth to the Moon?**



Race to the moon (board 2)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50

Who will be first to get from Earth to the Moon?

The board game board consists of a path of yellow hexagons leading from Earth (represented by a blue and green area on the left) to the Moon (represented by a grey sphere on the right). Each hexagon contains a simple addition problem. A cartoon rocket is positioned at the start of the path.

Math problems on the board:

- Row 1:  $24+11$ ,  $31+9$ ,  $21+18$ ,  $18+24$
- Row 2:  $30+12$ ,  $8+14$ ,  $34+8$ ,  $20+26$ ,  $16+32$ ,  $25+18$
- Row 3:  $20+7$ ,  $22+14$ ,  $16+30$ ,  $14+29$ ,  $20+16$
- Row 4:  $17+13$ ,  $20+13$ ,  $26+23$ ,  $37+11$ ,  $15+27$
- Row 5:  $13+11$ ,  $6+33$ ,  $30+19$ ,  $16+19$
- Row 6:  $40+3$ ,  $31+15$ ,  $19+14$ ,  $32+18$
- Row 7:  $22+9$ ,  $18+22$ ,  $21+22$ ,  $22+26$ ,  $16+29$
- Row 8:  $19+16$ ,  $32+9$ ,  $28+16$
- Row 9:  $24+10$ ,  $39+7$ ,  $23+15$ ,  $19+30$ ,  $35+15$
- Row 10:  $15+10$ ,  $27+16$ ,  $16+32$
- Row 11:  $7+30$ ,  $30+18$ ,  $13+22$ ,  $17+25$
- Row 12:  $21+14$ ,  $13+14$ ,  $28+16$ ,  $15+32$
- Row 13:  $12+20$ ,  $27+10$ ,  $40+9$ ,  $21+19$

### Shoot out

**2 players**

**9 counters per player, dice, pencil, paper**

Player 1 rolls the dice 3 times and writes down the numbers rolled. Player 1 uses the numbers they have rolled to create number sentences using +, -, x, or ÷ to make a number that is on their grid.

Example: if you roll 1, 3 and 4, you could make:  $4 \times 3 - 1 = 11$ ,  $4 \times (1 + 3) = 16$ ,  $4 + 3 + 1 = 8$ ,  $4 \div (3 + 1) = 1$

Player 1 uses an answer (11, 16, 8 or 1) to cover a number on their grid. Player 2 then plays.

Players can only cover one number for each turn. If a player can't go or they make a mistake, then it is the other player's turn. The winner is the player who completes their grid first.

**Make it easier** – Play so the winner is the first player to get three numbers in a row (diagonal, vertical or horizontal).

**Make it harder** – Make your own grid with your own numbers. Use a 0 – 9 sided dice.

Who will be first to shoot out their opponent's numbers?

3    11    8    5    22    14    30    24    15 

14	1	6
9	21	11
28	4	24

**PLAYER 1**

2	30	11
14	8	25
5	22	9

**PLAYER 2**

### Four Digit Target Number

**3 minute timer, pencil and paper, playing grid.**

Each player has the digits 0-9 to use twice and is trying to get as close to the targets below. Set a three minute timer. Each player decides how to arrange their digits to make 5 lots of 4-digit numbers. When the 3 minute timer is up, each player writes their numbers beside each target. Decide together who is closest to each target. Each player scores one point for each target they win. Whoever has the most points, wins!

**Top tip: if you add together the digits in a number and the total in a number is in the 3 times table, then it is a multiple of 3!**

Example:

4012 →  $4 + 0 + 1 + 2 = 6$  → 6 is in the 3 times table, so 4012 is a multiple of 3!

4111 →  $4 + 1 + 1 + 1 = 7$  → 7 is not in the 3 times table, so 4111 is not a multiple of 3.

A		Targets		B	
0	0	<input type="text"/>	largest odd number	<input type="text"/>	0
1	1	<input type="text"/>	largest even number	<input type="text"/>	1
2	2	<input type="text"/>	largest multiple of 3	<input type="text"/>	2
3	3	<input type="text"/>	smallest multiple of 5	<input type="text"/>	3
4	4	<input type="text"/>	number closest to 5000	<input type="text"/>	4
5	5				5
6	6				6
7	7				7
8	8				8
9	9				9