

3-6: REMOTE MATHS

EDITION 4

NUMBER FLUENCY - MULTIPLICATIVE THINKING

Mathematical language: Language doubling, halving, calculate, strategy, multiples of, multiplication fact, product, factor.

TASK 1: WHICH NUMBER DOESN'T BELONG?

Which number doesn't belong in this group?

588, 7, 88, 49, 70

- Record at least 3 different reasons why a number doesn't belong.
- Can you write your own list of numbers where one number doesn't belong?

TASK 2: MISSING NUMBERS

Choose one of the problems below. What might the missing numbers be?

- $\square \times \square \times \square = 96$
- $5 \times \square = \square \square 5$
- $2 \square \times 3 \square = \square 0$
- How many possibilities are there?

TASK 3: 20 CARD DASH

Choose a number you would like to improve on your multiplication facts.

Go to <https://thinksquare.com.au/20-card-dash/>. Select the number you would like to focus on. The computer will generate 20 questions. Answer each as quickly as you can.

- Record your score
- Without changing focus numbers, repeat two more times and record your time.
- What did you notice about your time?

Extending task: Next time can you choose a more challenging number?

EDITION 4: NUMBER FLUENCY (CONT.)

TASK 4: MULTIPLICATION MADNESS

There are many different strategies for solving multiplication problems. This resource explores eight different methods and strategies. Watch all the strategies: <https://nrich.maths.org/5612>

- Were there any strategies you had not used before? Which ones?
- Which of the strategies do you think are most effective for you to use? Why?

TASK 5: THE PRODUCT GAME

The Product Game is a fun, interactive game that exercises your skill with factors and multiples.

You can play the interactive version online:

www.nctm.org/Classroom-Resources/Illuminations/Interactives/Product-Game/

Once you have played the online version you may like to print the game teach a family member the rules and play it! Download the PDF here: <https://illuminations.nctm.org/uploadedFiles/Content/Lessons/Resources/6-8/Product-OH-GameBoard.pdf>

- What strategies did you use to play the game?
- What mathematic concepts did you use?

1	2	3	4	5	6
7	8	9	10	12	14
15	16	18	20	21	24
25	27	28	30	32	35
36	40	42	45	48	49
54	56	63	64	72	81

Factors:

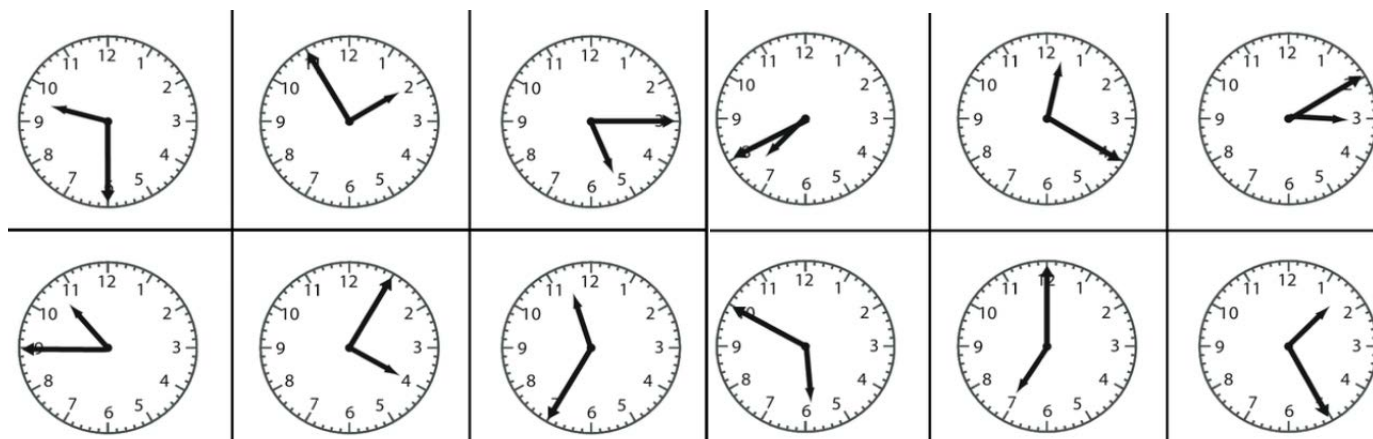
1	2	3	4	5	6	7	8	9
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USING CLOCKS TO TELL THE TIME

Mathematical language: Clock, faces, hands, o'clock, half past the hour, minutes, analogue, digital, watch, timer.

TASK 1: ORDERING TIME *Source: <https://nrich.maths.org/7377>*

Arrange these clocks in order of time.



TASK 2: DRAW A CLOCK

A game of AFL footy generally takes 2 hours and 15 minutes. Write down some start and finish times for at least 3 games. Write the start and finish time using both 12 and 24 hour time?

Extending task: Write a list of things you could do in 2 hours and 15 minutes?



TASK 3: WHAT DO YOU DO? *Adapted from Sullivan 2017*

The hour and minute hands of a clock are less than a quarter turn (90 degrees apart). What might the time be?



EDITION 4: USING CLOCKS TO TELL THE TIME(CONT.)

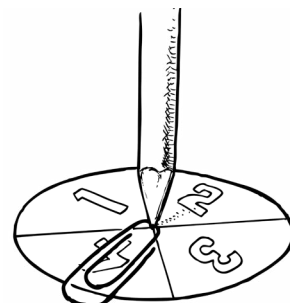
TASK 4: MATCHING DIGITAL AND ANALOGUE TIME

Download and play one or more of these Paul Swan board games:

- Time Match (Hour)
- Time Match (Half Hour)
- Time Match (Quarter Hour)

To create a handy spinner, use a paper clip and a pen/pencil

<https://drpaulswan.com.au/games/>



TASK 5: USING TIMETABLES TO PLAN A ROUTE

Use this interactive online resource to help two children travel around town. Look at a map, then check bus and train timetables. Choose the fastest route. Notice that you may need to change between train or bus lines to achieve the best result.

<http://www.scootle.edu.au/ec/viewing/L1111/index.html>

Extension: Can you think of the fastest way to get to Federation Square using a range of public transport options?

MATHS APP OF THE WEEK: HUMAN HEROES EINSTEIN ON TIME



Move hour and minute hands across eight different levels and learn how to tell the time in different configurations: o'clock, quarter and half, and past and to. Tutorials and on-screen guidance allow for children of all abilities to enjoy this educational adventure of a lifetime!

Google Play

<https://play.google.com/store/apps/details?id=kalam.tech.einsteindemo>

iOS

<https://apps.apple.com/us/app/human-heroes-einstein-on-time/id1442853427>

Look out for more tasks next week!

