

F-2: REMOTE MATHS

EDITION 8

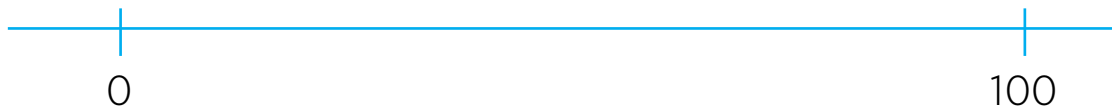
PLACE VALUE - ESTIMATION AND NUMBER LINES

Mathematical language: Locate, hundreds, tens, ones, estimate, number, number line, quantity, count, collate, estimate, more, less, same, label.

TASK 1: NUMBERS TO 100

Using a number line and your knowledge of the numbers 0 – 100, provide as many solutions as you can to these tasks.

- I am thinking of a number between 0 and 100 with a 7 in the tens place what might it be?
- What are some possibilities for a number between 0 and 100 with a 7 in the tens place, can you think of some different possibilities?
- Draw these numbers on a number line.



TASK 2: LEGO ESTIMATION *Source Estimation 180*

Estimate how many LEGO blocks were used to create the blue LEGO in this image.

Bonus question: How long will it take to assemble the truck?

Once you have estimated (for either the first or both tasks) watch Estimation 180 to see how close your estimation was!

<http://www.esteemation180.com/day-194.html>



Extending prompt: Record the difference between your estimation and the actual amount

EDITION 8: PLACE VALUE (CONT.)

TASK 3: NUMBER CREATOR

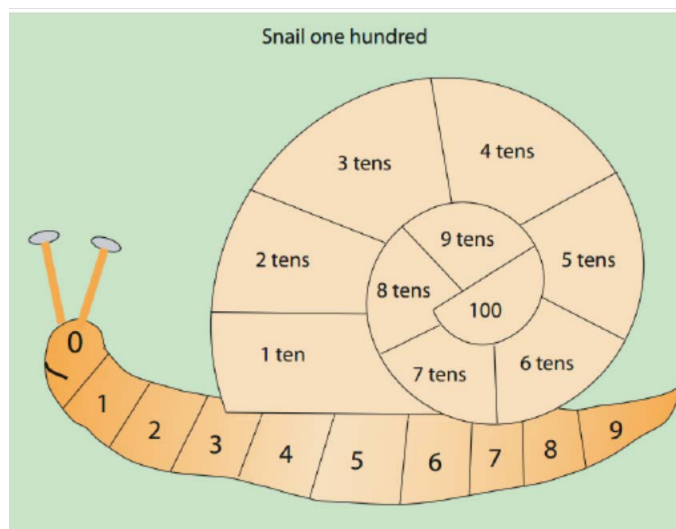
- Make at least five numbers using the digit 3, 5 and 7 in which ever order you like.
- Place them on an open number line.



TASK 4: FIRST TO 100 *Source Nrich*

This game is about counting up to 100. You will need the board which you can [download](#), a six sided dice and a pair of matching counters for each player.

To start put both your counters on '0' - which is the snail's eye! The first player throws the dice and moves one of their counters that number along the snail's body. Take turns at throwing the dice. After you get to '9' the first counter goes back to '0' and the second counter goes onto '1 ten'. Go on moving the first counter along the snail's body and moving the second counter to the next 'ten' every time you get to the end and go from 9 to 0. The winner is the first to reach '100'.



TASK 5: DOUBLE HAT TRICK *Source James Russo, Prime Number journal*

This is a game for two players. You will need two 10 sided dice, if you don't have dice use the simulator <http://toytheater.com/dice>.

Create an open number line from 0 – 100 (like the number line in Task 1). Each player rolls the dice and makes a two-digit number and places it on the number line, for example if I roll a 2 and a 5 I could make 25 or 52. To avoid confusion, one player should place their numbers above the number-line, and the other player below the number-line.

The goal is to place four of their numbers in a row on a number-line without their opponent interrupting the sequence.

Watch the video Double Hat Trick https://youtu.be/30ird_abq-w by Michael Minas.

LENGTH: CREATING GRAPHS AND SURVEYS

Mathematical language: Favourite, most, same, sort, stack, count, data, display, group, graph.

TASK 1: CREATE A SURVEY

<https://education.abc.net.au/home#!/media/29610/>

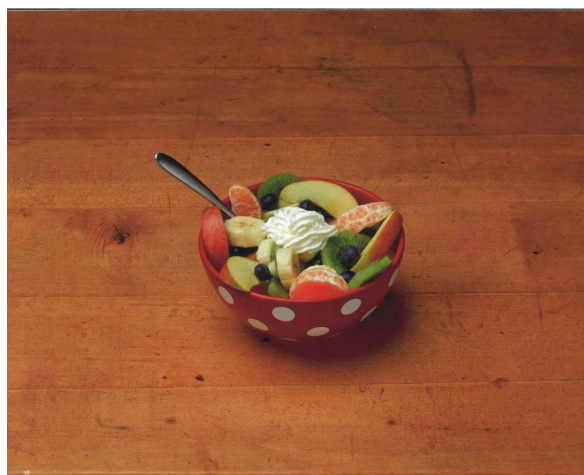
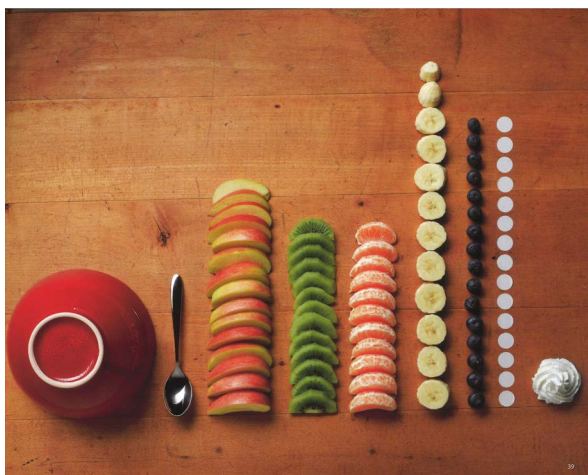
Create a simple survey that asks 10 people which meal they prefer. Breakfast, lunch or dinner. Think about:

- What is a good question to ask?
- How will you share the information you have collected?

TASK 2: LOOK AT THE PICTURES

- What do you notice? What do you see? Create a graph to represent the picture?

The Art of Clean Up: Life Made Neat and Tidy by Ursus Wehrli is available from the [MAVshop](#).



TASK 3: CLASSIFYING SHOPPING

After playing a matching game, help Felix Fusspot, Tiny Tina and Polly Put-Away put their grocery shopping away. Each person has a different way of classifying their items.

<http://www.scootle.edu.au/ec/viewing/L2348/index.html>

MAV would love your feedback on these resources. Click on the link or scan the QR code.














<https://www.surveymonkey.com/r/MAHhomelearning>



EDITION 8: GRAPHS AND SURVEYS (CONT.)

TASK 4: LADYBIRD COUNT

Some children were playing a game. They collected cards with ladybirds on them. Here are the cards they had at the end of the game, make a graph or picture to show how many ladybirds each child had.

Aisha		Ben		Carmel		Danny	
							
							

MATHS APP OF THE WEEK: SUDOKU



Embark on an exciting journey with Abi and her fruit buddies as they travel through a beautifully crafted world and solve addictive puzzles!

iOS

<https://apps.apple.com/au/app/harvest-season-sudoku-puzzle/id1059961350>

Android

<https://play.google.com/store/apps/details?id=net.eligraphics.harvestseason>

Look out for more tasks next week!