

Target

(an activity for one or more players)

What you need

- 20 number cards (2 each of 0–9)
- One set of operation cards (+, −, ×, ÷) per player
- Two decimal point cards per player

What to do

- Each player is randomly given six number cards facedown. They are also allocated one set of operation cards and two decimal point cards.
- Give instructions for the players to reach a target number. For example:
 - Using only the + and − operation cards, arrange all six number cards to give a total as close as possible to 5388.
 - Using three of your six number cards and the ÷ card, arrange the cards so that a two-digit number is the dividend and a one-digit number is the divisor. Find the quotient/answer so that it is as close as possible to 7.
 - Using only the × operation card, arrange all six number cards to make an answer that is as close as possible to 93.

Everyday maths

In **Everyday maths**, students can be asked any practical mathematical questions that will help them in everyday life.

Time

Have the students use timetables to:

- calculate duration
- plan a trip involving public transport
- develop a timetable of daily activities.

Length

Have the students:

- convert between the metric units (millimetres, centimetres, metres, kilometres)
 - recognise the links between the prefixes.
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Capacity

Have the students:

- convert between the metric units (millilitres, litres, kilolitres, megalitres)
 - recognise the links between the prefixes
 - make connections to volume.
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Location

Have the students use transformations to:

- explore examples of translations, reflections and rotations in the environment (flips, slides, turns).
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Shape

Have the students:

- identify types of prisms
 - identify types of pyramids
 - explore the construction from a variety of materials (for example: nets, skeletal models).
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Angles

Have the students:

- compare the size of angles and identify:
 - angles on a straight line
 - angles at a point
 - vertically opposite angles.
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Mass

Have the students:

- convert between the metric units (milligrams, grams, kilograms, tonnes)
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Money

Have the students use authentic information to:

- calculate prices on sale goods
 - calculate percentage discounts (10%, 25%, 50%).
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