



UKS2 Magical Maths Activities

Decimal number plates

Choose 2 digits from a car registration plate.

Make the smallest and largest numbers you can, each with 1 decimal place, e.g. 5.6 and 6.5. Now find the difference between the two decimal numbers, e.g. $6.5 - 5.6 = 0.9$. Whoever makes the biggest difference scores 10 points. The person with the most points wins. Play the game again, but this time score 10 points for the smallest difference, or 10 points for the biggest total. (If you add the numbers).

FD56 UPN

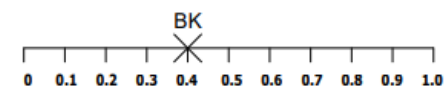
Target 1000

Roll a dice 6 times. Use the six digits to make two three-digit numbers. Add the two numbers together. How close to 1000 can you get?



Three in a row

For this game you need a calculator. Draw a line like this:



Take it in turns to choose a fraction, say $\frac{2}{5}$. Use the calculator to convert it to a decimal (i.e. $2 \div 5 = 0.4$) and mark your initials at this point on the line. The aim of the game is to get 3 crosses in a row without any of the other player's marks in between. Some fractions are harder to place than others, e.g. ninths.

How much?

While shopping, point out an item costing less than £1. Can you work out in their head the cost of 3 items. Guess first. How close will you come. If you see any items labelled, for example, '2 for £3.50', can you work out the cost of 1 item for you, and explain how you got the answer.



Animals

Take turns to think of an animal. Use an alphabet code, A = 1, B = 2, C = 3... up to Z = 26. Find the numbers for the first and last letters of your animal, e.g. for a TIGER, T = 20, and R = 18. Multiply the two numbers together, e.g. $20 \times 18 = 360$. The person with the biggest answer scores a point. ♦ The winner is the first to get 5 points. When you play again you could think of names, food, countries etc.

