Maths Transition

Goodbye, Year 4 Hello, Year 5

Name: _____

Place Value Puzzle

Work with a partner or in a group to solve this puzzle.

Use these clues to find the missing number.

The **mystery number** has been ordered with these numbers.

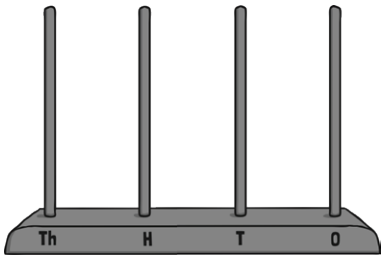
2923	**?**	3129	3160
smallest			**greatest**

The **mystery number**, rounded to the nearest **one hundred** is **3100**.

As a Roman numeral, the **mystery number** has three Xs.

The **mystery number**, rounded to the nearest **ten** is **3090**.

On an abacus, the **mystery number** will use 17 beads.



The mystery number is _____.

Think of your own mystery number. Can you write clues about your mystery number?

How did you feel when solving this puzzle?

Calculation Course

Mariam and Piotr are going to school. They both set off from their homes with a number. Their numbers change as they make their way along the paths. What number will they have when they reach school?

Piotr's number:
9 × 8 =
☐

Mariam's number:
12 × 7 =
☐

Multiply by 6 ☐

Multiply by 3 ☐

Add 4508 ☐

Divide by 1 ☐

Subtract 1748 ☐

Multiply by 9 ☐

Multiply by 4 ☐

Piotr's new number
+ Mariam's new number
☐

How did you feel when solving this puzzle?

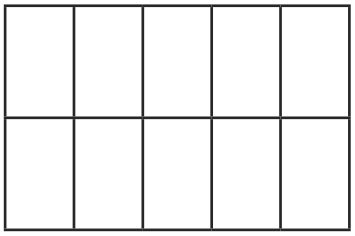
Fraction Flags

Shade each flag using the given fractions.

$\frac{2}{5} + \frac{1}{5}$ = green

$\frac{9}{10} - \frac{6}{10}$ = yellow

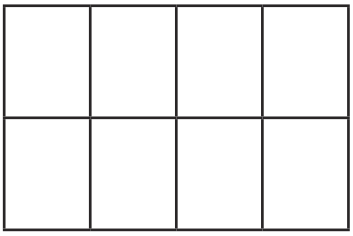
The rest will be blue.



$\frac{1}{2}$ = red

$\frac{6}{8} - \frac{3}{8}$ = yellow

The rest will be white.



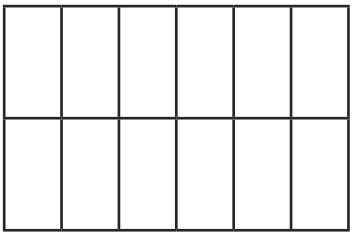
$\frac{1}{3} + \frac{1}{3}$ = red

$\frac{5}{6} - \frac{4}{6}$ = yellow

The rest will be blue.

$\frac{11}{12} - \frac{5}{12}$ = green

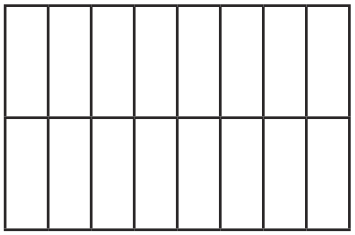
$\frac{1}{6} + \frac{2}{6}$ = red



$\frac{1}{8} + \frac{2}{8}$ = blue

$\frac{3}{4} - \frac{1}{4}$ = yellow

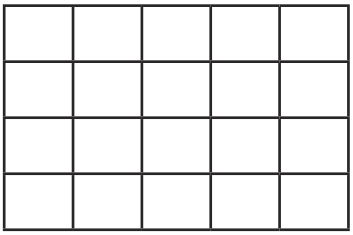
The rest will be green.



$\frac{1}{10} + \frac{2}{10}$ = green

$\frac{4}{5} - \frac{1}{5}$ = yellow

The rest will be red.



Can you give a fraction for each of the 'remaining' colours?

How did you feel when solving this puzzle?

Place Value Game

Each player will need:
0 – 9 digit cards

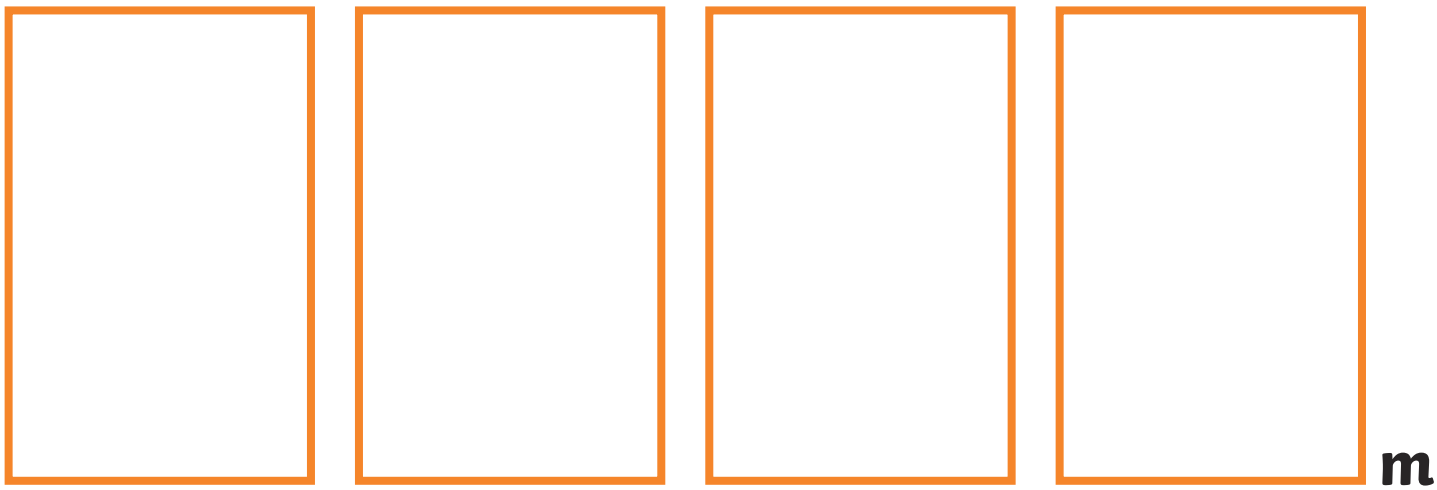
Instructions:
Shuffle your set of cards and place them face down.

The first player must turn over a digit card and place it on their grid. The second player will take their turn.

Repeat this until both players have a distance.

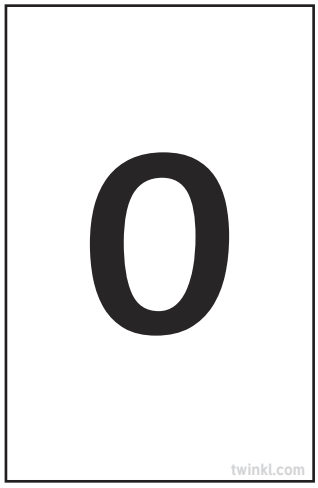
The aim of the game is to make the greatest distance. The player with the greatest distance scores one point.

The winner is the first player to score five points.



Want to try something different? Why not decide on a target distance in kilometres and the winner is the person who gets closest to the number. For example, try to make a distance closest to 2km.

How did you feel when solving this puzzle?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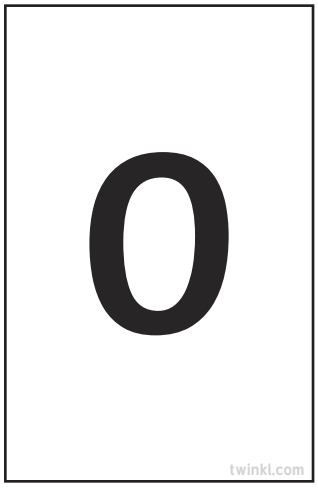
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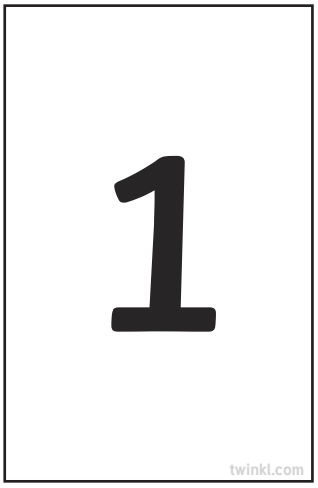
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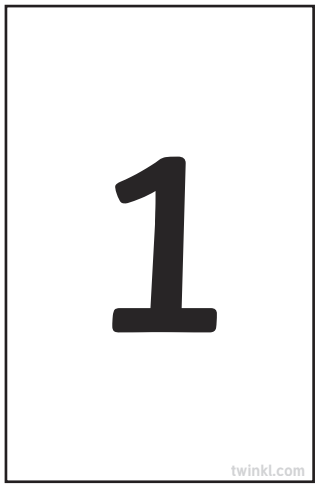
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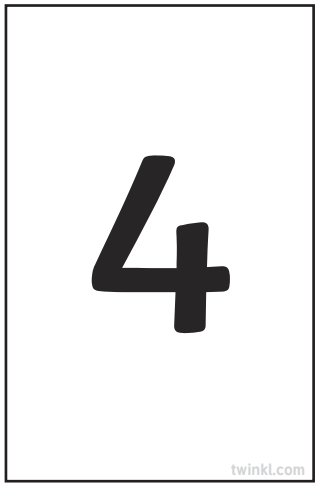
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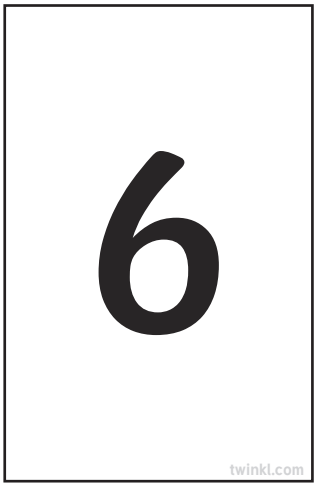
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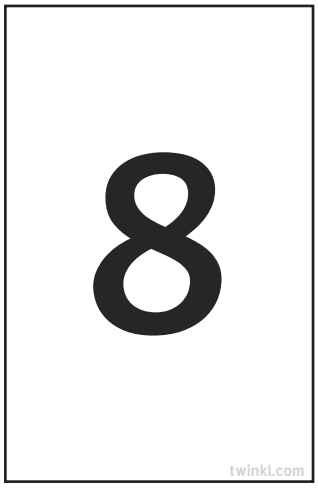
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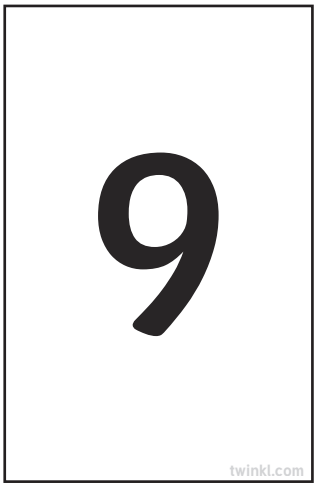
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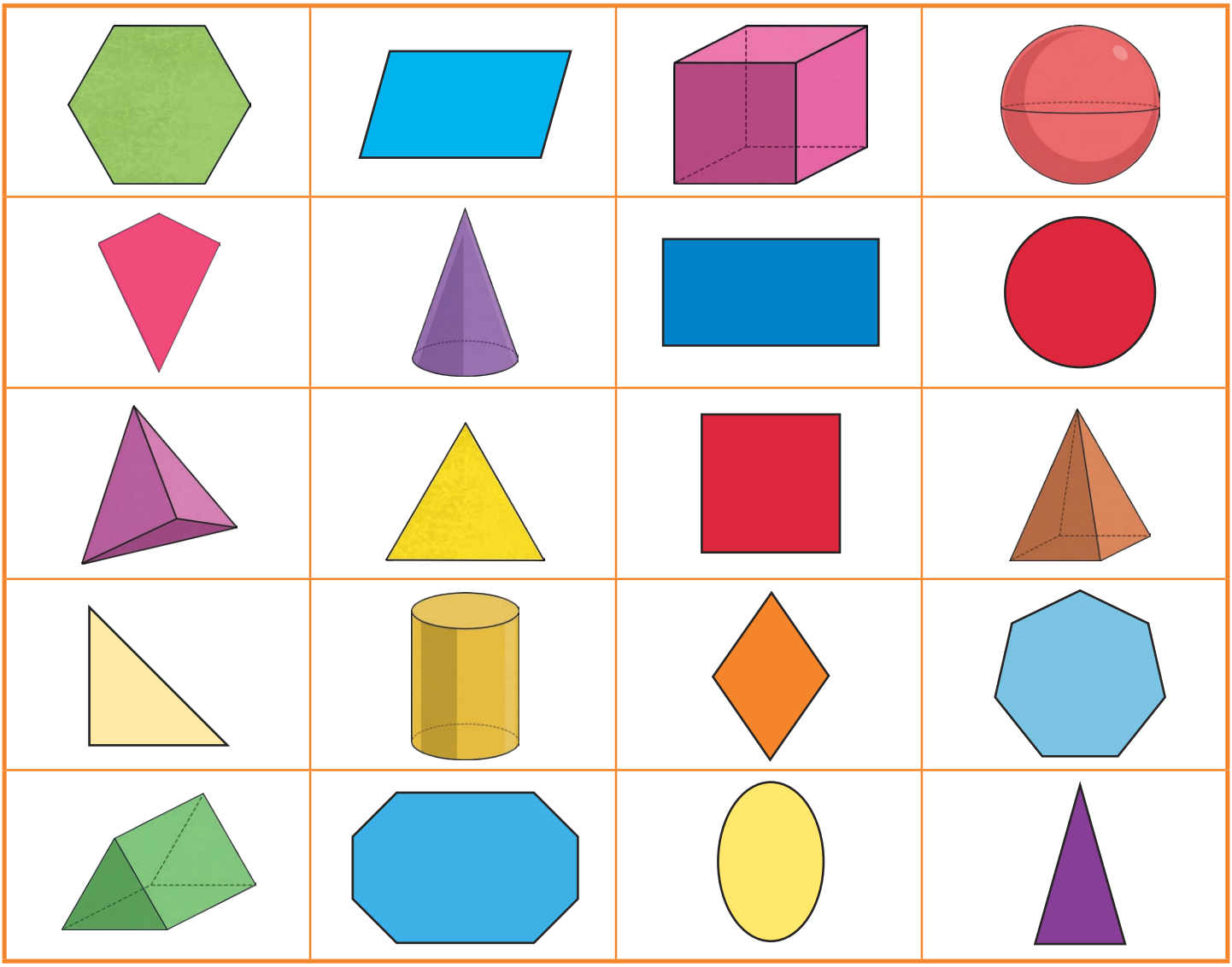
Which Shape Am I Thinking Of?

Look at the shapes in the grid and pick one. Your partner will also pick a shape.

Take it in turns to ask your partner 'yes' and 'no' questions about their shape. Can you work out your partner's shape before they work out yours?



Key Vocabulary

two-dimensional	edge	obtuse
three-dimensional	face	right angle
sides	surface	symmetry
vertices	acute	regular

How did you feel when solving this puzzle?