

MATHS Learn at Home packs: Year 6, Week 16

In these last two Learn at Home packs, we are providing two 'fun' weeks. Read down to see what children will be doing in these playful mathematical activities.

'Your home-learning resources have helped our school immeasurably: they're so clear, and the fact that they are in daily chunks, with plenty of explanation for parents at home, has made them invaluable.'

Nick, a Suffolk primary teacher.

Our small team have been working round the clock to produce these materials and we're really happy that huge numbers of teachers, schools and parents have found them useful – and emailed us to say so!

If you're not a regular user of Hamilton, why not consider becoming a [Friend of the charity](#) to access the teaching materials in English, Maths and Topics for the whole year? Or take a moment to browse our [free resources for schools](#).

The 'timetable' for this week's teaching and learning is as follows

- **Day 1 – Mathematical investigation:** Children use investigative skills to solve problems in probability using knowledge of equivalent fractions. They will need to simplify fractions and to reason logically.
- **Day 2 – Practical Activity:** Children follow instructions to make a Chinese fortune teller and then estimate the probabilities of getting particular humorous instructions. They test their theories with numbers.
- **Day 3 – Puzzles:** Children learn how to tackle 'Sudoku' puzzles. They then experiment with examples involving Roman numerals, decimal numbers and fractions and – hardest – a mixture of the two!
- **Day 4 – Game:** Children investigate and play a mathematical logic game known as 'Red - Amber - Green'. They use logical reasoning skills to defeat an opponent!
- **Day 5 – Mathematical investigation:** Children explore probability further, this time using coins and dice. They should be able to use their acquired knowledge of the probable outcomes to win a game!