

Maths Booster lessons – Links to ICT games to reinforce learning (pupils)

Lesson topic	Games and activities
Lesson 1 Place value	<p>Order a set of decimals</p> <p><u>Awards Ceremony</u> http://mathsonline.actis.co.uk/nonmembers/gamesroom/awards/index.html</p> <p><u>Counting Stick</u> http://mathsonline.actis.co.uk/nonmembers/gamesroom/stick/index.html</p> <p><u>http://www.bbc.co.uk/education/mathsfile/gameswheel.html</u> Builder Ted, Rounding off</p>
Lesson 2 Multiplication and division 1	<p>Write down the family of facts when given one fact.</p> <p><u>Ghost Blasters III</u> http://www.primarygames.co.uk Select sample primary games Vol. 1 online. Scroll down to Ghost Blasters III - multiplication and division</p> <p><u>Sum Sense - http://www.primarygames.co.uk</u> Scroll down to primary games Vol. 2, Sum Sense. Select multiplication or division.</p>
Lesson 3 Multiplication and division 2	<p>Represent the remainder as a fraction, using the divisor as the denominator</p> <p><u>http://www.bbc.co.uk/education/mathsfile/gameswheel.html</u> Saloon snap</p>
Lesson 4 Multiplication and division 3	<p>Use the grid method for multiplying three-digit numbers by two-digit numbers or by numbers to one decimal place</p> <p><u>Table trees</u> http://ambleweb.digitalbrain.com/ambleweb/web/Games/?verb=view Select table trees</p> <p><u>Ghost Blasters</u> http://www.primarygames.co.uk Select sample primary games Vol. 1 online. Scroll down to Ghostblasters - multiples</p>

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	<p><u>www.teachingtables.co.uk</u> Select a variety of games</p>
Lesson 5 Problem solving 1	<p>I identify the key words and select the appropriate calculation</p> <p><u>Alien Calc</u> <u>http://mathsonline.actis.co.uk/nonmembers/gamesroom/algebra/aliencalc.html</u></p>
Lesson 5 (contd)	<p><u>Pick and Mix</u> <u>www.teachingmoney.co.uk/games/</u> Select pick and mix.</p>
Lesson 6 Problem solving 2	<p>Solve problems in context using a calculator Interpret a calculator display</p> <p><u>Tiles</u> <u>http://www.primarygames.co.uk</u> Select sample primary games Vol. 1 online. Scroll down to Tiles – children use a calculator to help answer questions</p> <p><u>Pick and Mix</u> <u>www.teachingmoney.co.uk/games/</u> Select pick and mix.</p>
Lesson 7 Fractions decimals and percentages 1	<p>State the decimal equivalents for tenths and fifths Convert a set of fractions into a set of equivalent fractions with a common denominator</p> <p><u>Fraction Flags</u> <u>http://www.primarygames.co.uk</u> Select sample primary games Vol. 1 online. Scroll down to Fraction Flags</p> <p><u>http://www.funbrain.com/cgi-bin/fob.cgi</u> equivalent fractions</p>
Lesson 8 Fractions decimals and percentages 2	<p>Represent 43% as 0.43 and $\frac{43}{100}$ Convert $\frac{1}{2}, \frac{1}{4}, \frac{1}{8}, \frac{1}{5}, \frac{1}{10}$ into percentages</p> <p><u>http://www.geocities.com/misskrongold/math/fractions.htm</u> Six links to games on equivalent fractions</p>
Lesson 9 Fractions decimals and percentages 3	<p>Find a percentage of a quantity by halving and quartering and finding multiples of 10% Find a percentage of a quantity by first finding 1%, then multiplying</p>

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<p>Lesson 10 Fractions decimals and percentages 4</p>	<p>Convert fractions to decimals Calculate a fraction of a number or quantity</p> <p><u>Fracto</u> <u>http://ambleweb.digitalbrain.com/ambleweb/ambleweb/ambleweb/mentalmaths/fracto.html</u></p> <p>Converting fractions to their decimal equivalence</p> <p>Hi-Lo fractions <u>http://www.primarygames.co.uk</u></p> <p>Scroll down to primary games Vol. 2, Hi-Lo fractions. Select game 1 or 2.</p>
<p>Lesson 11 Transforming shapes</p>	<p>Reflect a shape in a mirror line that is not parallel to a side of the shape</p> <p><u>Golf transformation</u> <u>http://mathsonline.actis.co.uk/nonmembers/gamesroom/transform/golftrans.html</u></p> <p>Coordinates, rotation, reflection, translation Individual challenge and teaching</p> <p><u>http://www.bbc.co.uk/education/mathsfile/gameswheel.html</u></p> <p>Bathroom Tiles</p> <p><u>Post a shape</u> <u>http://mathsonline.actis.co.uk/nonmembers/gamesroom/transform/postshape.html</u></p>
<p>Lesson 12 Addition and subtraction 1</p>	<p>Associate key words such as 'more than', 'altogether', and 'how many', with the correct operation needed to solve real life problems</p> <p><u>Bug races</u> <u>http://mathsonline.actis.co.uk/nonmembers/gamesroom/bugs/bugraces.html</u></p> <p><u>Game show</u> <u>http://ambleweb.digitalbrain.com/ambleweb/web/Games/?verb=view</u></p> <p>This takes you to a list of games select gameshow</p>

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	<p><u>Number Pryamids</u> http://ambleweb.digitalbrain.com/ambleweb/web/Games/?verb=view Select Number Pyramids – addition – mental strategies – two-digit and 3-digit calculations</p> <p><u>Ghost Blasters II</u> http://www.primarygames.co.uk Select sample primary games Vol. 1 online. Scroll down to Ghostblasters II – number bonds to 99</p> <p><u>http://www.primarygames.co.uk</u> Select sample primary games Vol. 1 online. Scroll down to <u>Ghost Blasters III</u></p> <p>Developing Number - Complements</p>
<p>Lesson 13 Addition and subtraction 2</p>	<p>Find intervals for 24-hour times and use a timetable to work out the length of a journey and departure and arrival times</p> <p><u>www.teachingtime.co.uk</u> select digital/analogue clock</p>
<p>Lesson 14 Shape and space</p>	<p>Find the missing angles in a triangle and around a point</p> <p><u>What's my angle</u> www.standards.dfes.gov.uk/numeracy/publications Scroll down to ICT resources Select What's my angle</p> <p>banana hunt http://www.primarygames.co.uk Select sample primary games Vol. 2. Scroll down to banana hunt</p> <p><u>http://www.mymaths.co.uk/lessonplans/angles/game.asp</u> drawing angles</p> <p><u>http://www.mymaths.co.uk/samples/bearings.swf</u> angles/bearings snooker game</p>
<p>Lesson 15 Measures 1</p>	<p>I identify imperial and metric units. Order a set of imperial and metric units. Know that 1 kg is just over 2 lb, that 1 litre is less than 2 pints and that 8 km is about 5 miles</p>

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	<p>http://www.bbc.co.uk/education/mathsfile/gameswheel.html Animal weigh in</p>
Lesson 16 Measures 2	<p>Read scales and identify on the scale the interval that contains a given value</p> <p>Distance between 2 points http://www.teachingmeasures.co.uk/menu.html Select length, then decide the distance (any).</p>
Lesson 17 Measures 3	<p>Find the perimeter and area of a rectangle Find the area of other shapes and compare the areas of these shapes</p> <p>http://www.funbrain.com/poly/index.html work out the perimeter/area of rectangles</p>
Lesson 18 Problem solving 3	<p>Read scales from graphs and understand how data is represented on bar charts and pie charts</p> <p>Archimedes http://mathsonline.actis.co.uk/nonmembers/gamesroom/sims/archi/data.html</p> <p>http://www.bbc.co.uk/education/mathsfile/gameswheel.html Data picking</p>
Lesson 19 Problem solving 4	<p>Solve simple problems involving ratio and proportion by scaling up and down, and work out the fractional part from a given ratio</p> <p>Robot Chef www.gridclub.com/have_a_go/maths/robot_chef problems involving ratio and proportion through the use of a game.</p> <p>http://www.bbc.co.uk/education/mathsfile/gameswheel.html Fish Tank</p>
Lesson 20 Properties of and reasoning about numbers 1	<p>Decide whether a number is divisible by 2, 3, 4 or 5 and by multiples of 2, 3, 4 and 5</p> <p>http://www.bbc.co.uk/education/mathsfile/gameswheel.html Grid game</p>
Lesson 21 Properties of and reasoning about	<p>Use a given rule to generate a sequence Describe a sequence in words and decide if a given number is in the sequence</p> <p>Spooky Sequences</p>

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<p>reasoning about numbers 2</p>	<p>http://www.primarygames.co.uk Select sample primary games Vol. 1 online. Scroll down to Spooky Sequences</p> <p><u>Multi Sequencer</u> http://ambleweb.digitalbrain.com/ambleweb/ambleweb/amentmaths/multisequencer.html</p>
<p>Lesson 22 Properties of and reasoning about numbers 3</p>	<p>Use a calculator and known number facts to solve simple number problems</p> <p><u>Button Beach Challenge</u> http://ambleweb.digitalbrain.com/ambleweb/web/Games/?verb=view Select button beach challenge</p> <p><u>http://www.funbrain.com/fractop/index.html</u> practice 4 operations, whole numbers and fractions, use calculator/knowledge of number facts to solve problems</p>

<p>Lesson 23 Using a calculator to solve problems 1</p>	<p>Explain the solution to a problem, identify and record the sequence of operations, and use a calculator to find and check their solution</p> <p><u>Tiles</u> http://www.primarygames.co.uk Select sample primary games Vol. 1 online. Scroll down to Tiles – children use a calculator to help answer question</p>
<p>Lesson 24 Using a calculator to solve problems 2</p>	<p>I identify the information needed to solve a multi-step problem and the calculations required at each stage Record calculations when using a calculator</p> <p>http://www.gridclub.com/games/maths/dosh/dosh Game where players use keypad of mobile phone as a calculator to solve problems.</p>

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<p>Lesson 25 Using a calculator to solve problems 3</p>	<p>Select the required sequence of operations when using a calculator to solve a problem Interpret the calculator display correctly in the context of the problem</p> <p>http://www.bbc.co.uk/education/mathsfile/gameswheel.html Late Delivery</p>
<p>Lesson 26 Problem solving 5</p>	<p>Interpret and use symbols that represent missing numbers Begin to recognise why some methods are more efficient and use them to solve problems Know what to write in the ` Show your working box</p> <p>http://www.bbc.co.uk/education/mathsfile/gameswheel.html Equation Match</p>
<p>Lesson 27 Problem solving 6</p>	<p>Generate and extend sequences, identify and describe patterns Begin to recognise why some methods are more efficient and use them to solve problems Know what to write in the ` Show your method box</p> <p><u>Play Train</u> www.standards.dfes.gov.uk/numeracy/publications Scroll down to ICT resources Select Play Train</p> <p>http://www.mape.org.uk/startower/menu.html duck's digits, number sequences,start at level 1</p>

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Lesson 28 Problem solving 7	Calculate the perimeters of compound shapes and explain the strategies they have used.
Lesson 29 Problem solving 8	Divide a length in a given ratio Use their knowledge and understanding of equality and place value to solve problems involving missing numbers and missing digits <u>Late delivery</u> http://www.bbc.co.uk/education/mathsfile/shockwave/games/postie.html Start with level 1
Lesson 30 Problem solving 9	Interpret the axes on bar charts and line graphs Select appropriate scales and extract the information needed to solve problems http://www.bbc.co.uk/education/mathsfile/gameswheel.html Planet Hop

General sites worth visiting that have a selection of games

www.mathszone.co.uk, click on KS1/KS2 and select games as appropriate

www.mape.org.uk/kids scroll down to find Maths treasure trails (KS2)

www.gridclub.com click on games, shape up and choose an activity

<http://www.mathsyear2000.org/> click on games, try 'Who wants to be a Mathionaire', 'Shape invaders'.

www.leicester.gov.uk/education/learninglibrary/keystage2.htm try mental gym as a general activity for number.

<http://www.mathsphere.co.uk/welcome.htm> Click on fun with Maths, various activities including pentominoes, tangrams, number squares

<http://www.bbc.co.uk/education/mathsfile/gameswheel.html> various games all with 3 levels.