Numeracy for Week 6 Monday 15th February.

Hi ladies. Here is our work for the coming week. We only have one Zoom on Monday 15th as Friday is mid -term.

PLEASE REMEMBER THAT OUR ZOOM TIMES HAVE CHANGED TO ACCOMMODATE LONGER SESSIONS AND CAN ONLY BE ACCESSED BY ENTERING THE MEETING ID INTO THE ZOOM APP. THIS IS DUE TO INCREASED SECURITY MEASURES. THE PASSWORD WHICH IS ALWAYS THE SAME WILL BE SENT TO YOUR FAMILY EMAIL/PHONE.

Time: Feb 15, 2021 12:30 PM

Meeting ID: 973 1675 6663

1. THE CALENDAR

Answer the following questions using the calendar below.

- Christmas Day is on December 25. Write the day.
- Kwanzaa begins the day after Christmas. (Kwanzaa is celebrated by African Americans and it signifies the first fruits of the harvest).

Write the date.

• Hanukkah begins on December 10 and lasts for eight nights. (This is celebrated by Jewish people in honour of re dedicating the Temple).

Write the last day.

- Mae's winter break begins on the third Monday of December. Write the date.
- Choose any date in the second week of December and write it two different ways.

December 2020

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

2. PLACE VALUE

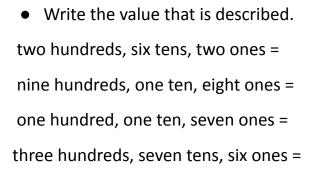
• What value is represented by the underlined digit?

8<u>5</u>3

<u>6</u>74

31<u>2</u>

<u>2</u>98



• Round to the nearest ten

• Round to the nearest hundred

• Compare the numbers by placing >, < or = on the line

543 684

852 852

223 242

158 155



3. GAME OF CHANCE

Help Ella or Mary or Paula learn how to create a "level playing field" while playing a game with cards.

This doesn't mean each player will win, but it does mean that fairness can actually be measured through the concept of probability.

This is an experiment to show what happens when a game of chance starts out unfair, and how to alter it so both players having an equal chance to succeed.

What You Need:

• Deck of cards

What You Do:

• Shuffle the deck and place one card face down on a table.

- Ask Ella to turn the card over. If it's a diamond, she gets to keep it. If it's not a diamond, you get to keep it.
- Continue playing for 10 rounds and see who has the most cards after play has concluded.
- Ask Ella if she thinks the game is fair? Why not? Since a deck of cards has four suits, there's a 25% chance a diamond will come up. This means, there's a 75% chance that the dealer will win. How can the game be made fairer?
- This time, deal two cards at the same time.
 How does this alter the odds of probability? What if she gets to keep diamonds and clubs?
- Ask Ella to come up with other ways to play the game which would also be mathematically fair.

4. CHANCE

Rosalind's best friend Jeremy has a bag of jelly sweets to share with her. They have decided that they are going to close their eyes and draw one sweet at a time randomly.





Answer the following questions below to predict what colours they are most likely to choose.

What is the total number of jelly babies in the bag?

Rosalind goes first. Her favourite is blue. Does she have a good chance of getting blue? (certain chance, unlikely, likely, possible, impossible)

What are her chances?

She draws a yellow jelly baby. Now how many of each colour are left?

5. Unit: Time:

1 hour = 60 minutes	½ hour = 30 minutes	1/4 hour = 15 minutes
± 110 at 00 111111 at 05	72 110 41 30 111114 (63	74 110 41

• Write the following in minutes....

2 hours = minutes	1 ¼ hours = minutes
3 ¼ hours = minutes	1 hour 20 minutes = minutes
4 hours = minutes	4 ½ hours = minutes
2 hours 15 minutes = minutes	3 ¼ hours = minutes
4 ¼ hours = minutes	1 ¾ hours = minutes
6 ¼ hours = minutes	3 hours 35 minutes = minutes

2 ¾ hours =	minutes	2 ½ hours = min	utes
1 ½ hours =	minutes	1 hour 57 minutes =	minutes

• Complete the following

1 hour = 60 minutes.

2 hours = minutes 5 hours = minutes etc

3 hours = minutes

4 hours = minutes

• Write the following as hours and minutes.

130 minutes = hours minutes.

330 minutes = hours minutes

76 minutes = hours minutes

160 minutes = hours minutes

250 minutes - hours minutes etc.

6. MULTIPLY IT!

• An octopus has 8 legs.

Kyle counted 5 octopi in the tank. How many legs are there in the tank?



- Vera owns 17 pairs of socks.
 How many socks does she have In all?
- Eric owns 12 pairs of sunglasses.
 Alan owns 3 times more than Eric owns.

How many pairs of sunglasses does Alan own?



• Peter Planter has 7 rows of pineapple plants with 8 plants in each row. How many pineapple plants does he have?



• Uri and his family eat 2 loaves of bread a day. Each loaf has 6 slices.

How many slices of bread do Uri and his family eat in 4 days?



• Yolanda makes 3 sweaters a day.



She sews 6 buttons onto each sweater she makes. How many buttons will she sew in 3 days?

OPTIONAL WORK FOR THURSDAY AND FRIDAY

1. DICE GAMES:

You need a partner and 2 dice for this:

Roll the 2 die, to add, whoever gets the answer right first gets a point.

Whoever gets to 10 first, wins.

Roll the 2 die, multiply the 2 numbers together. Whoever gets the answer right first gets a point.

Whoever gets to 10 first, wins.

2. LUDO BOARD GAMES:

This is a 2 - 4 player game. Opponents compete to move their counter around the board and back to their coloured home area in the centre. Each player needs a corresponding coloured counter on their start square.

There are several boards covering the following objectives: reading numbers up to 1000; comparing numbers using <, > and =; recognising the place value of a digit; counting forwards and backwards in steps of 10; and a blank board for children to create a game of their own choice!

How to play Ludo:

- 1. Player one rolls a 1-6 dice and moves forward the correct number of spaces. If they can answer the question correctly they can stay on the space but if not, they must move back to where they were i.e. they do not move forward.
- 2. Take it in turns to roll the dice and move.
- 3. The first to return to the home area is the winner.

Reading numbers up to 1000 – remember to say each number aloud when you land on it!

675	745	679	28	1000	87	START	463	286	982	20	1	15
1000												390
999												102
99												160
START						Hom e						START
20												905
57												700
506												450

560	56	717	701	80	47	START	56	509	978	576	238	270

Comparing numbers using <, > and = - remember to say or write which symbol is needed to go between the numbers.

7 6	80 43	245 267	12 8	67 67	32 34	START	78 87	101 110	65 43	17 17	64 64	83 82
68 68												60 59
39 40												50 50
743 362												187 178
START						Hom e						START
764 872												432 430
140 14												700 700

999 999												601 602
18 18	48 248	589 89	645 345	198 145	96 43	START	45 45	374 870	735 467	761 758	17 71	86 87

Recognising the place value of a digit – say the value the underlined digit represents.

67 <u>5</u>	7 <u>4</u> 5	<u>6</u> 79	2 <u>8</u>	<u>1</u> 000	8 <u>7</u>	START	4 <u>6</u> 3	<u>2</u> 86	98 <u>2</u>	2 <u>0</u>	1	<u>1</u> 5
1 <u>0</u> 00												3 <u>9</u> 0
9 <u>9</u> 9												<u>1</u> 02
9 <u>9</u>												<u>1</u> 60
START						Hom e						START
<u>2</u> 0												9 <u>0</u> 5

5 <u>7</u>												<u>7</u> 00
<u>5</u> 06												4 <u>5</u> 0
5 <u>6</u> 0	<u>5</u> 6	71 <u>7</u>	<u>7</u> 01	<u>8</u> 0	<u>4</u> 7	START	5 <u>6</u>	<u>5</u> 09	9 <u>7</u> 8	57 <u>6</u>	<u>2</u> 38	2 <u>7</u> 0