St Francis Primary School

Maths - Online Learning

What i am Learning	Game Link	Guidance
(A) I can solve money problems using strategies involving the four operations and understand financial language	(1) CHANGE MAKER (2) CASH OUT! (3) Piggy Bank (4) MATHMAN	(1) Work out the amount of change: Select Hard > Union Jack Flag > Enter how many of each note or coin you need to make the correct change (2) Calculate the change (in $): Select HARD level > Click on the notes and coins to give the customer the correct change > Click GIVE CHANGE to earn some $$$! **(100 cents in 1 dollar - same as pounds and pence)** (3) Recognising and Using coins: Select Counting > Any 6 coins (4) Rounding to nearest whole **dollar (same rules apply as with pounds)**: Pacman inspired game – Eat the Ghost showing the correct answer (in Dollars $)
(B) I can use different types of measure (weight, volume and length) including area ad perimeter	(1) Which measure am I? (2) ZOO DESIGNER (3) Mostly Postie (4) Measure it! (5) Archaelogy Area!	(1) Select what 'unit of measure' you need to fit the job described (2) Use your knowledge of AREA to create a zoo by clicking and dragging the highlighted squares (3) Measuring in kgs and ½ kgs > Select kgs and ½ kgs **and/or** answers in steps of 10g> drag parcel onto scale > enter weight > click check and get delivering! (4) Measuring in cm and mm > Select Centimetres Medium (cm & mm) > choose your answer from multiple choice (5) Scroll down > Select Hard or Super Brain > Area and Perimeter > Calculate Area or Perimeter to dig and reveal the archaeological find!
(C) I can use my knowledge of time to solve problems and use analogue and digital time in 12- and 24-hour notation in every day life situations (e.g. timetables)	(1) Spinning Clock (2) Adding Time Word Problems - Mathsframe	(1) Multple choice Time Game: Click play > 4. Read time to the nearest 5 minutes > 12 hour clock Timed Game > Enter your name on the scoreboard! (2) Read the time on either an analogue or digital clock and then answer a word problem involving adding a given time. Find the correct time on an analogue or digital clock. Lots of choice of level, including adding 1 hour, multiples of 5, or 10 minutes or adding multiples of a quarter of an hour.
(D) I can use sequencing and patterns in problem solving	(1) BLAST OFF! (2) Clear it! (3) Chinese Dragon - Ordering (4) Jump Challenge	(1) Click Play (>) > Select 3, 5 or 10 > Drag the Space rocks to the correct position in the number sequence (2) Against the timer!> click play (>) > Look at the target number > clear the screen before the timer runs out by creating n umber sequences using neighbouring blocks that equal the target (3) Select Sequencing > Counting in Steps > Steps up to Nine 0 – 100 > Sequence the numbers and click check to pass level (4) Select Level 10 > Difficulty: Easy > Click square with correct next value > click next to move on
(E) I can describe 2D and 3D Shapes and recognise their features (symmetry, angles, vertices etc)	(1) Shape Invasion (2) Tangrams	(1) Matching Game > Match the invading shapes with the correct 'face' shape > click on two 'faces' to swap positions > have all 'faces' underneath matching invader before they hit the ground (2) Start > Read Start > Rotate and drag shapes to fill in the tangrams – use your knowledge of shape properties

(F) I can use directions (including maps and coordinates) to find a specific point	(1) [Coordinate Challenge](#) (2) [Alien Attack!](#) (3) [CODE BUILDER](#) (4) [TREASURE HUNT](#) (5) [BLOCK TURNS](#)	(1) Scroll down click play> Level 1> click on correct coordinates > press next (>>) (2) Play Game > Play > Select any Times Table > First Quadrant > Select numbers of coordinates of Alien Ship with correct answer (Tip: Remember – Along the corridor (x – axis) THEN up the stairs (y – axis) > Rocket Launch to stop aliens attacking Earth! (3) Directions Game: click orange arrow > look at location of target and position of robot > create direction code by dragging arrows in order of moves to get the robot to the target > click RUN to see if your code is correct (4) Compass Points Game: Read directions and follow route from your emoji >click where you land > did you find the treasure? (5) Play (>) > Level 1 > Use the direction and angle to click and drag the rotation to the arrow so they face the same way > if you go wrong, you can 'undo' moves
(G) I can interpret different graphs and gather, collate and display data in a variety of ways using appropriate voabulary	(1) [Bar Chart Investigator](#) (2) [DISPLAY CREATOR](#) (3) [FUZZ BUGS - GRAPHNG](#) (4) [JELLY BEAN TREE - PIE CHART](#) (5) [GO FISH - PICTURE GRAPH](#)	(1) Scroll down click play (>) > Select Level Two > Investigate data and answer question (pay attention to the scale used) < click next (2) Create your own bar, dot, pie, line or histogram! (3) Start > Drag the Fuzz bugs to the correct tube > create a bar graph (4) Play > Click Switch GRaph (for Pie) > drag jelly beans to correct colour square > Watch as you create a Pie Chart (5) Click the fish to catch them (avoiding the jelly fish!)> Catch all and answer questions about the Picture GRaph you have created to get to next level (6) Go > Read the question carefully > select your answer from IMPOSSIBLE< UNLIKELY< EQUAL<<LIKELY<CERTAIN > once correct red light will flash > CLICK red light to move on