St Francis Primary School

Understanding Number - Online Learning

What I am Learning	Game Link	Guidance
(A) I can solve money problems using strategies involving the four operations	(1) CHANGE MAKER (2) CASH OUT! (3) Piggy Bank (4) Custom Car	(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 $$$! (3) Recognising and Using coins: Select Counting > Any 6 coins (4) Counting Money: Select Level 5 > Customise your car by dragging coins to pay point and click CHECK
(B) (I can use analogue and digital time in 12- and 24-hour notation in everyday life situations (e.g. timetables)	(1) Spinning Clock (2) Adding Time Word Problems - Mathsframe (3) Microsoft Word - LO - To read timetables (primaryresources.co.uk)	(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. (3) Read the timetable and answer the questions.
(C) I can use different types of measure (weight, volume and length) including area ad perimeter	(1) Which measure am I? (2) Mostly Postie (3) Measure it! (4) Archaelogy Area! (5) VOLUME OF OBJECTS - SONG	(1) Select what 'unit of measure' you need to fit the job described (2) 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! (3) Measuring in cm and mm > Select Centimetres Hard (cm & mm) > choose your answer from multiple choice (4) Scroll down > Select Hard or Super Brain > Area and Perimeter > Calculate Area or Perimeter to dig and reveal the archaeological find! (5) Relax Listen and LEARN!

(D) I can describe 3D Shapes (including triangles) and recognise their features (symmetry, angles, vertices etc)	(1) Shape Sort (2) Tangrams	(1) Play Game > Play > Start Game > Select one or two sort conditions> (2) Start > Read Start > Rotate and drag shapes to fill in the tangrams – use your knowledge of shape properties
(E) I can use sequencing and patterns in problem solving	(1) BLAST OFF! (2) Chinese Dragon - Ordering (3) Jump Challenge	(1) Click Play (>) > Select 3, 5 or 10 > Drag the Space rocks to the correct position in the number sequence (2) Select Sequencing > Counting in Steps > Steps up to Nine 0 – 100 > Sequence the numbers and click check to pass level (3) Select from Level 10 – 16 options > Difficulty: YOU DECIDE > Click square with correct next value > click next to move on
(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 2> click on correct coordinates > press next (>>) (2) Play Game > Play > Select any Times Table > All Four Quadrants > 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 information (including probability); gather, collate and display	(1) Bar Chart Investigator (2) DISPLAY CREATOR (3) JELLY BEAN TREE - PIE	(1) Scroll down click play (>) > Select Level Three > Investigate data and answer question (pay attention to the scale used) < click next (2) Create your own bar, dot, pie, line or histogram! (3) Play > Click Switch Graph (for Pie) > drag jellybeans to correct colour square > Watch as you create a Pie Chart

data in different ways	CHART (4) GO FISH - PICTURE GRAPH	(4) 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