St Francis Primary School

Maths - Online Learning

What I am Learning	Game Link	Guidance
(A) I can solve money problems (involving large amounts) using strategies involving the four operations	(1) CHANGE MAKER (2) CASH OUT! (3) Piggy Bank (4) Custom Car (5) COIN SPINNER	(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) Select Notes> £s> Next>Click the items you wish to purchase > checkout > click notes in wallet you need > done > have another go! (5) Click the lever> Let it SPIN!> Count the cash!
(B) I understand budgets and money terms and the risks involved with banking online and card payments	(1) HERO OR ZERO (2) THE BUDGET GAME (3) I Want It! (4) SPEND AND SAVE (5) WAYS TO PAY - VIDEO (6) Credit V.s Debit Card - Video	(1) Select HERO OR ZERO > Type your name > Read and select your answer (2) Manage your money for 3 months> New > Easy > £ > Pick 3 things that describe you > Next> Pick 3 things you l enjoy doing > Next> Read the help boxes > Keep your wellbeing high over 12 weeks to win (3) Select 'I want it' > Enter name > Read and select answer > click NEXT to move on (4) Click Spend and Save > Help Tara Save > Select item > Help plan Tara's budget (5) Making payments – Information video (6) Relax > Watch > Listen > Learn
(C) (I can 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 (3) Microsoft Word - LO - To read timetables (primaryresources.co.uk)	(1) Multple choice Time Game: Click play > 5. Read time to the minute > 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.
(D) 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) Measure Up - Beat the Timer game (5) MISSING PERIMETER! (6) 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 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) Beat the timer! In preferences box keep timer on > Select Quarters (cm and mm) > Start new and GO! careful three strikes and it is Game Over!! (5) Scroll down > Click Perimeter: Missing Side Lengths > Click correct length that is missing (6) Relax, Listen, LEARN!
(E) I can use	(1) BLAST OFF!	(1) Click Play (>) > Select 3, 5 or 10 > Drag the Space rocks to the correct position in the number sequence

sequencing and patterns in problem solving	(2) Chinese Dragon - Ordering (3) Jump Challenge	(2) Select from Level 10 – 16 options > Difficulty: YOU DECIDE > Click square with correct next value > click next to move on (3) Click Start Game > Read and click continue> watch the dots keeping count of how many remain in the house add them up
(F) I can describe 3D Shapes (including triangles) and recognise their features (symmetry, angles, vertices etc)	(1) TRIANGLE (ANGLES / TYPE) SPLAT (2) Shape Sort (3) Tangrams	(1) Choose Angles or Equilateral, Isosceles, Scalene > Timed mode SLOW > shoot the shapes of the correct type (2) Play Game > Play > Start Game > Select one or two sort conditions> (3) Start > Read Start > Rotate and drag shapes to fill in the tangrams – use your knowledge of shape properties
(G) I can interpret information (including probability); gather, collate and display data in different ways	(1) Bar Chart Investigator (2) DISPLAY CREATOR (3) JELLY BEAN TREE - PIE CHART (4) GO FISH - PICTURE GRAPH	(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 (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
(H) 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