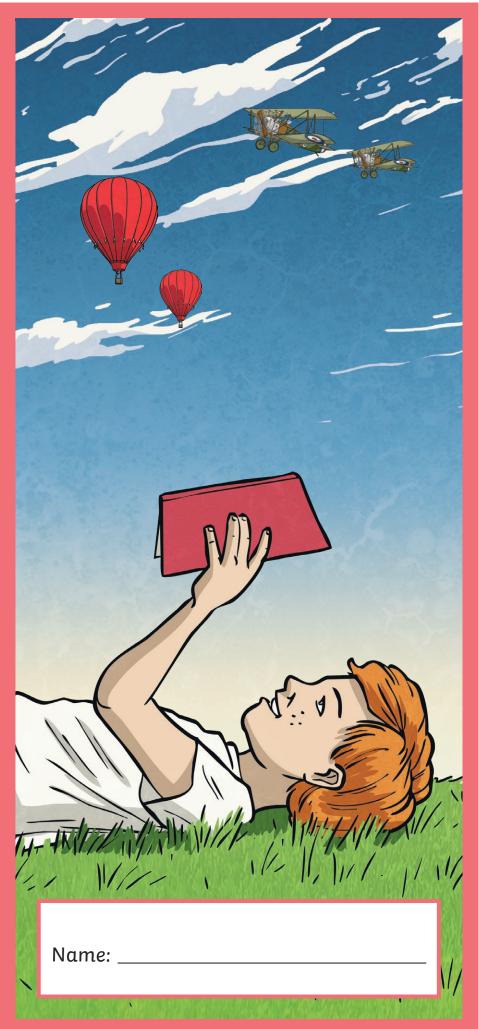


# 9 Goodbye, Year 5 Hello, Year





# **Place Value Mystery Number**

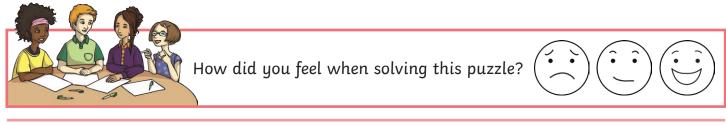
Work with a partner or in a group to solve this puzzle.

Use these clues to find the missing number.

The <b>mystery number</b> has been ordered with these numbers.				If you count back from the <b>mystery</b> <b>number</b> in <b>thousands</b> , you will come to the number <b>84</b> .
263 872	264 302	?	279 187	
smallest			greatest	
Rounded to the nearest <b>ten thousand</b> , the mystery number is <b>270 000</b> .				The digit sum of the <b>mystery number</b> is <b>27</b> .

The mystery number is \_\_\_\_\_

Think of your own mystery number. Can you write clues about your mystery number?

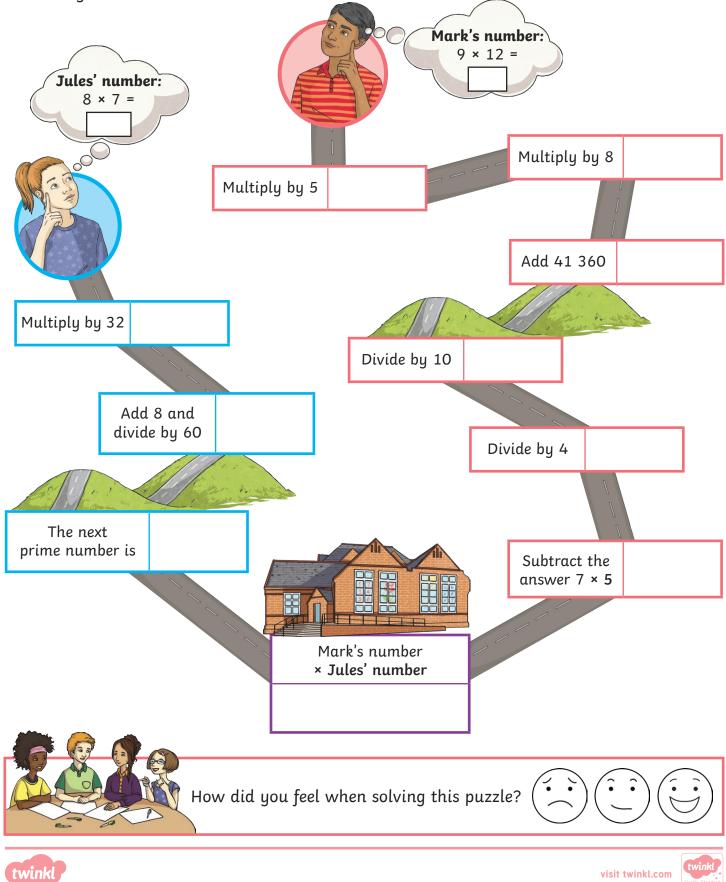






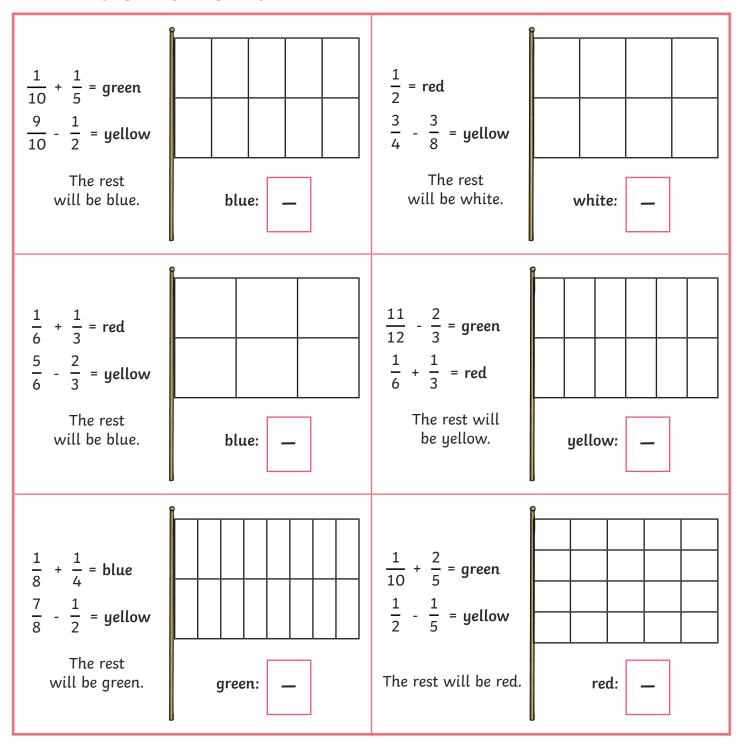
### **Calculation Course**

Mark and Jules are going to school. They both set off from their homes with a number. Their numbers change as they make their way along the paths. What number will they have when they reach school?

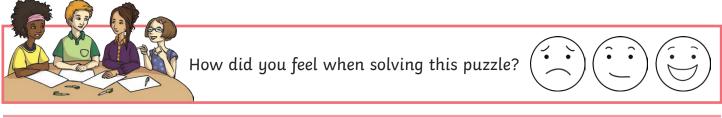


### **Fraction Flags**

Shade each flag using the given fractions.



Can you give a fraction for each of the 'remaining' colours?







## **Decimal Place Value Game**

### Each player will need:

0 – 9 digit cards

### Instructions:

Shuffle your set of cards and place them face down.

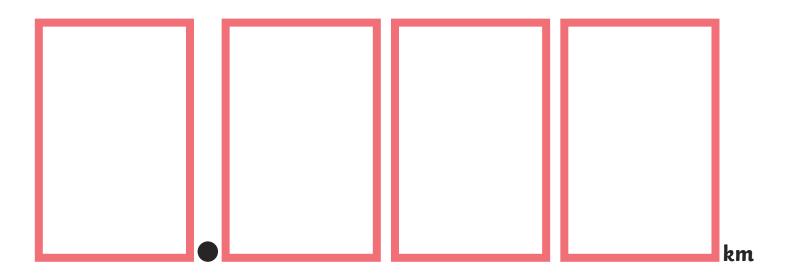
The first player must turn over a digit card and place it on their grid. The second player will take their turn.

Repeat this until both players have a distance.

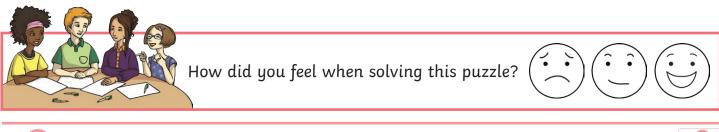


The aim of the game is to make the greatest distance. The player with the greatest distance scores one point.

The winner is the first player to score five points.



Want to try something different? Why not decide on a target distance in metres and the winner is the person who gets closest to the number. For example, try to make a distance closest to 2800m.







# **Matching Times**

Roll two dice and find the time on the grid. If you can say an equivalent time, you can claim the square. For example, if you land on 540 seconds, you could say this is also 9 minutes. If not, your turn passes to the other player. The winner is the first player to connect four in a row, horizontally, diagonally or vertically.

360	660	24	60	2	21
seconds	seconds	hours	seconds	weeks	days
120	72	2	480	720	35
seconds	hours	minutes	minutes	seconds	days
240	30	300	1	35	5
minutes	seconds	minutes	hour	days	minutes
3	1	600	3600	600	96
minutes	minute	seconds	seconds	minutes	hours
420	48	360	1	1	240
seconds	hours	minutes	week	year	seconds
62	6	14	180	1	720
minutes	minutes	days	seconds	day	minutes
•					



How did you feel when solving this puzzle?







