# Maths Transition

# Goodbye, Year 4 Hello, Year 5





### Place Value Puzzle

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.

2923 **?** 3129 3160

smallest

greatest

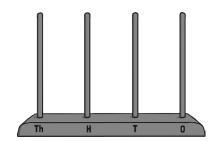
As a Roman numeral, the **mystery number** has three Xs.

The **mystery number**, rounded to the nearest **ten** is **3090**.

The **mystery number**, rounded to the nearest **one hundred** is **3100**.

On an abacus, the **mystery number** will use 17 beads.





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

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







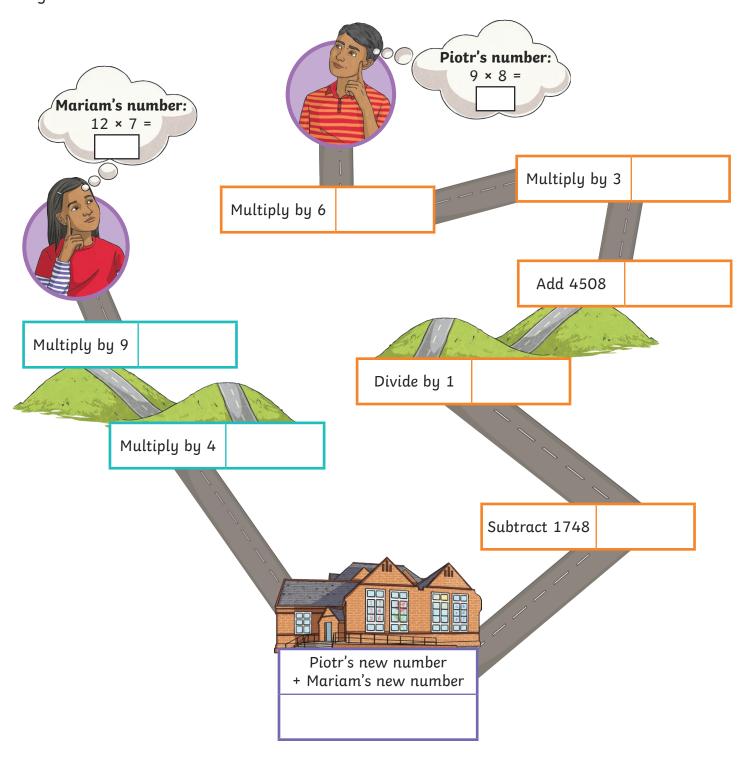






## **Calculation Course**

Mariam and Piotr 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.

$$\frac{2}{5} + \frac{1}{5} = \text{green}$$

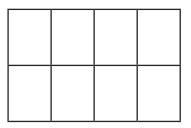
$$\frac{9}{10} - \frac{6}{10} = \text{yellow}$$

The rest will be blue.

$$\frac{1}{2}$$
 = red

$$\frac{6}{8} - \frac{3}{8} = \text{yellow}$$

The rest will be white.



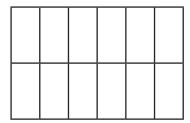
$$\frac{1}{3} + \frac{1}{3} = \text{red}$$

$$\frac{5}{6} - \frac{4}{6} = \text{yellow}$$

The rest will be blue.

$$\frac{11}{12} - \frac{5}{12} = \text{green}$$

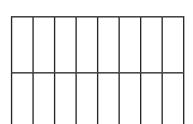
$$\frac{1}{6} + \frac{2}{6} = \text{red}$$



$$\frac{1}{8} + \frac{2}{8} = blue$$

$$\frac{3}{4} - \frac{1}{4} = \text{yellow}$$

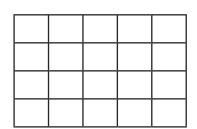
The rest will be green.



$$\frac{1}{10} + \frac{2}{10} = \text{green}$$

$$\frac{4}{5} - \frac{1}{5} = \text{yellow}$$

The rest will be red.



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











### Place Value Game

### Each player will need:

0 - 9 digit cards

### **Instructions:**

Shuffle your set of cards and place them face down.

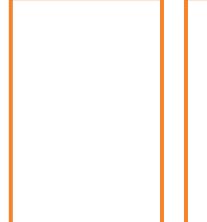
The first player must turn over a digit card and place it on their grid. The second player will take their turn.

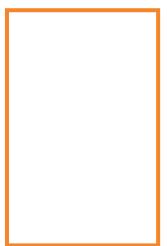
Repeat this until both players have a distance.

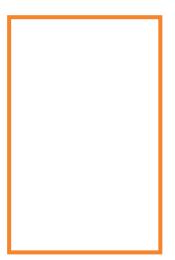
The aim of the game is to make the greatest distance. The player with the greatest distance scores one point.

The winner is the first player to score five points.











m

Want to try something different? Why not decide on a target distance in kilometres and the winner is the person who gets closest to the number. For example, try to make a distance closest to 2km.



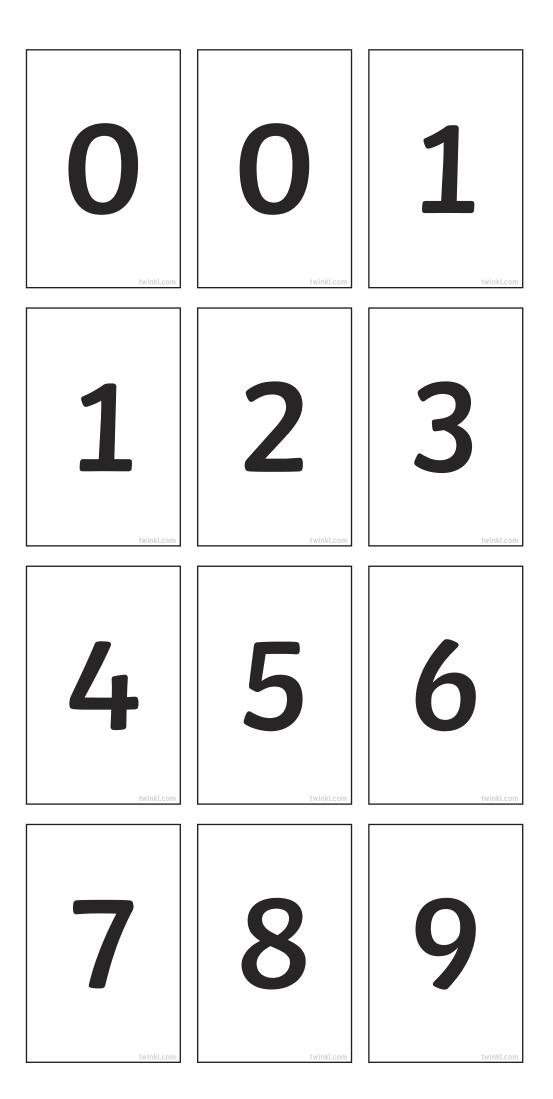








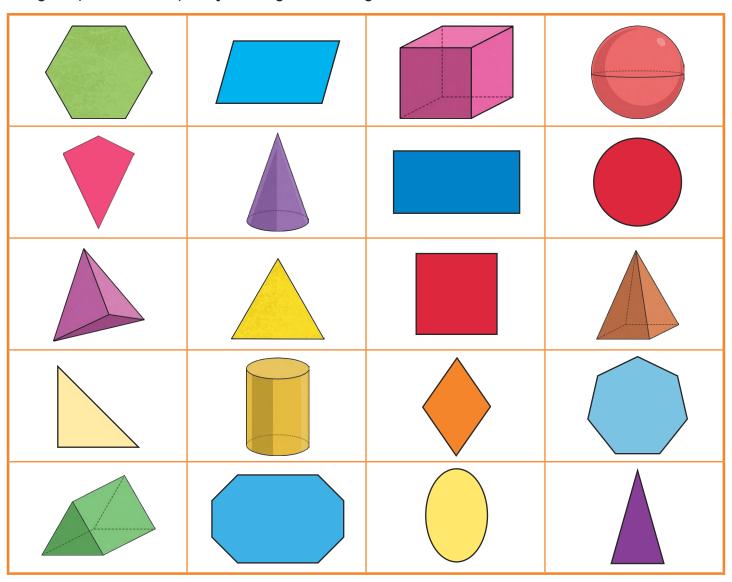




# Which Shape Am I Thinking Of?

Look at the shapes in the grid and pick one. Your partner will also pick a shape.

Take it in turns to ask your partner 'yes' and 'no' questions about their shape. Can you work out your partner's shape before they work out yours?



### Key Vocabulary

two-dimensional edge obtuse
three-dimensional face right angle
sides surface symmetry
vertices acute regular











