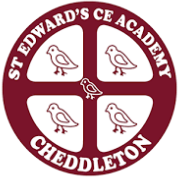


Year 4 SEAC Mental Maths Homework for Spring Term 1







This term your child will be working on this target in their mental maths learning.

9 times table

The minimum expectation of engagement in mental maths homework is the same as reading.

3 times a week for at least 5 minutes each session. KS2 – As a minimum expectation, your child must complete the weekly sessions set for them, by the class teacher on TT-Rockstars. These sessions are monitored by the KS2 team via the online forum. Below are some additional suggestions for activities you could do in a 5-minute session.

Verbal	Physical	Written										
<p>Partner games: Someone says a number E.g 1 and your child says what 9 x 1 is.</p>	 <p>Complete your weekly 15 mins playing in the 'Garage' on TT-Rockstars.</p>	<p>Make a Bingo card.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="padding: 5px;">45</td> <td style="padding: 5px;">90</td> <td style="padding: 5px;">27</td> </tr> <tr> <td style="padding: 5px;">54</td> <td style="padding: 5px;">18</td> <td style="padding: 5px;">36</td> </tr> </table> <p>The bingo caller will read out the equation, eg. 7x9. See who can get a line first. CHEAT Variation of the game – cheat and get your child to check the card. See if they can pick up on the mistakes.</p>	45	90	27	54	18	36				
45	90	27										
54	18	36										
<p>Practice your 9 times table during activities E.g walking, singing or in the car.</p>	<p>Set a timer. Jog on the spot for 60 seconds and see how many 9 times tables you can say.</p>	<p>With a partner create 9 times tables multiplication problems. E.g <input style="width: 30px; height: 20px;" type="text"/> x 7 = 63 5 x <input style="width: 30px; height: 20px;" type="text"/> = 45</p>										
<p>Partner game: Someone says the answer E.g 63 and your child has to say the question E.g 9 x 7 makes 63.</p>	 <p>Use an egg carton and write a number in the bottom of each depression. Put a marble inside. Shake the egg carton, open the top, and whatever number the marble has landed on, you multiply it by 9.</p>	<p>Match the answer to the calculations.</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td>9x1</td> <td>63</td> </tr> <tr> <td>4x9</td> <td>9</td> </tr> <tr> <td>7x9</td> <td>36</td> </tr> <tr> <td>9x10</td> <td>90</td> </tr> <tr> <td>9x6</td> <td>54</td> </tr> </table>	9x1	63	4x9	9	7x9	36	9x10	90	9x6	54
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4x9	9											
7x9	36											
9x10	90											
9x6	54											
<p>DICE GAME The roll a dice and then multiply whatever number you have by 9.</p>	<p>Play on Hit the button, 9 time table.</p> <div style="text-align: center;">  </div> <p>https://www.topmarks.co.uk/maths-games/hit-the-button 6 x tables.</p>	 <p>Go on Purple Mash and complete the 'To Do' set for you on the 9 times table.</p>										

If you have chosen to complete some of these additional activities, you can show this to your child's class teacher and child champion by uploading 1 Dojo post a week, onto your child's portfolio. Thanks, the KS2 Team.

