

COUNT ME IN 4, 5, 6

Welcome to Count Me In 4, 5, 6

The Dundee City Council and Clydesdale Bank partnership provides bags of books and games to develop mathematical ideas and concepts for primary school age children.

Count Me In – 4 involve children exploring money up to the value of £2.

Book: THE GREAT PET SALE

5p Pets Game

- Match the pets to their names.
- How many pets cost 5p?
- Make 5p in different ways.
- Put 5p in each purse.
- Use all the coins.
- If each animal costs 5p, how much would it cost to buy the penguin, parrot, platypus and pelican?

9p the Pair

- Match the pets with their names.
- Place the koala and anteater on the board.
- Use the money cards to find out how many ways you can make 9p.

How much do we cost?

- After looking at the book, lay out the pets in a row, cheapest to dearest.
- Use the coin fan to show how much each pet cost.

Money Snap

- Find someone to play against.
- Shout SNAP as loudly as you can every time the cards match.

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Count Me In – 5

Book: Horrid HENRY GETS RICH QUICK.

After reading/listening to the stories the children will be able to visualise the characters and how they relate to the practical activities in this bag. The games involve – simple fractions/division, measuring length & time, working with money to £20 and mental maths skills.

Horrid Henry's Pancakes

- Lay out 4 plates.
- Count how many pancakes have been made.
- Use the fraction cards to work out how many pancakes each family member gets.
- What do you notice about Henry's plate?
- What do you notice about Peter's plate?

Fraction action snap

- Find someone to play against.
- Shout SNAP as loudly as you can every time the cards match.

The Egg & Spoon Race

- Sort the 6 length cards into 2 sets - centimetres and metres/centimetres
- Now place the cards on Miss Battle-Axe's results table. Make sure you put the cards in the correct column.
- You will now need a tape ensure, egg and spoon race starting line and 7 name markers. You are going to measure the distance the children travelled before their eggs went SPLAT!!!

- Find a large empty space on the floor and lay down the starting line.
- Perfect Peter's egg fell first. Place his marker on the floor 1m 24cm from the starting line.
- Now do the same for the rest of the children.
- Who travelled the furthest?

Get Rich Quick

- Put the hippo money banks into one bundle, hippo side down.
- Empty the wallet and lay out the notes and coins.
- Turn over the first hippo bank and look at how much has been saved.
- Choose coins and notes to make this amount.
- Do the same for all the hippo money banks, one at a time.
- Who has saved the most?
- Who has saved the least?
- Place the hippo money banks in order, highest to lowest amount.
- Place the hippo money banks in order, lowest to highest amount.
- How much more would each child need to save £20?

Santa's Queue

- Place the 8 digital time cards name side up in a bundle.
- Turn over the first card. Make the hands of the analogue clock show the same time as the digital time card.
- Now, one at a time and using the analogue clock, do the same for all the digital time cards in the bundle.
- Place Santa **to your right**. You will now need the digital time cards to make Santa's queue.
- Arrange Santa's queue in order from the first child who saw Santa to the last. **The cards should be showing the 24 hour time.**
- Who saw Santa first?
- Who was last in the queue?

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Count Me In - 6

Books:

THE DANGER ZONE - AVOID ENTERING THE ANCIENT GREEK OLYMPICS!

ANCIENT GREECE REVEALED FANTASTIC SEE -THROUGH PAGES.

The activities relate to Ancient Greece. Many of the most famous mathematicians came from this civilisation and their findings relate to maths skills taught in schools today. Count Me In 6 activities focus on – multiplying by multiples of 10, using a calculator, multiples of 7, 8, and 9, using a stopwatch and calculating using a timeline.

Trojan Horse Dice Game

Calculate the scores of two Ancient Greek soldiers by following a formula. ***The formula = a) Add the numbers shown on the die.
b) Multiply the answer by 10.***

- Choose your soldier.
- Player 1 - throw the die. If you get a double, throw again.
- Use the formula to work out Thorax's score.
- Player 2 - throw the die. If you get a double throw again.
- Use the formula to work out Aristos' score.
- Write Aristos' score on another piece of paper.

- The winner is the first soldier to get past 200.
- You can either add the scores mentally or use the calculator to keep a running total.

Theseus & the Minotaur

Use division to find multiples of 7, 8, and 9 within 200.

- Your task is to help Theseus find a path through the 3 mazes and escape Minotaur's clutches. You can move horizontally, vertically or diagonally. You can only move one square at a time.
- Start with the multiples of 7 maze. Place your first counter on 35.
- Make a path through the maze using other numbers divisible by 7.
- Continue using your skills to guide Theseus through the multiples of 8 and 9 mazes.

The Olympic Games

- Look at the information table for the men's 800m event. From their times work out who came 1st, 2nd, 3rd, etc. Put the correct flags on the Flag baseboard.
- Now practise with the stopwatch to make sure you know how to use it. Look at the 8 athletes' finishing times. Try to stop the stopwatch exactly at their times.
- Think of some activities in which you and your friends could compete against the clock. Time each other.

Ancient Greek Timeline

- Lay out 12 date magnets in order of earliest to latest.
- Find the yellow KEY FACT CARD. Keep it to one side. You will need it for your calculations.
- Sort the information cards into 2 bundles - EARLIER and LATER.
- Find a space to lay out all the picture magnets.
- Use the EARLIER information cards first.
- One by one read the information cards and work out which date the picture magnet goes.
- Now use the LATER information cards.

- Again read the information and work out where to place the picture magnets to make your time line.