

MATHS Learn at Home packs: Year 6, Week 15

These notes are intended for teachers who are using these materials to continue to teach their class using any form of online file sharing.

'Your home-learning resources have helped our school immeasurably: they're so clear, and the fact that they are in daily chunks, with plenty of explanation for parents at home, has made them invaluable.'

Nick, a Suffolk primary teacher.

Our small team have been working round the clock to produce these materials and we're really happy that huge numbers of teachers, schools and parents have found them useful – and emailed us to say so!

If you're not a regular user of Hamilton, why not consider becoming a [Friend of the charity](#) to access the teaching materials in English, Maths and Topics for the whole year? Or take a moment to browse our [free resources for schools](#).

The 'timetable' for this week's teaching and learning is as follows

- **Day 1** – In *Learning Reminders*, children are taken through how to solve a logic puzzle. There are similar puzzles in the practice sheet, and an investigation for further challenge.
- **Day 2** – In a game-play context, children are given numbers and asked to use orders of operations and brackets to reach target numbers.
- **Day 3** – Children use sampling and reasoning to estimate large numbers.
- **Day 4** – Use *Learning Reminders* to introduce 'domino problems' - the first of two days on mathematical puzzle solving. Attempt the investigation, then some questions to check understanding.
- **Day 5** – Use the *Learning Reminders* to revise reflection and rotation of 2-D shapes. Apply skills with a selection of 'pentomino'-based puzzles/ investigations. Tackle questions to check understanding of reflection.

Structure of materials

	Learning Reminders	Practice Sheet(s)	Problem solving task	A bit Stuck?	Check your understanding
Day 1	✓	✓	✓		
Day 2	✓	✓	✓ (games)		✓
Day 3	✓	✓	✓		✓
Day 4	✓		✓		✓
Day 5	✓		✓		✓

Summary of Learning

Day 1 – Solve logic puzzles.

Day 2 – Use orders of operations and brackets to reach target numbers.

Day 3 – Estimate large numbers.

Day 4 – Solving mathematical puzzles: domino problems.

Day 5 – Transformations: reflection and rotation; pentomino puzzles.