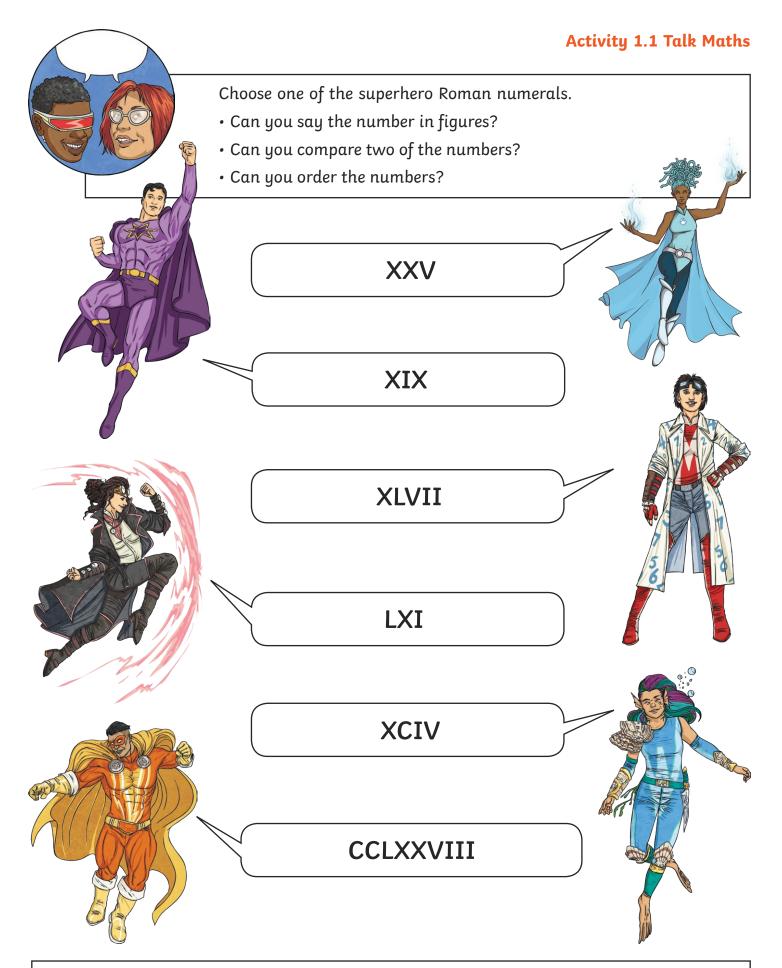
# Working At Activity Booklet 3

Name:

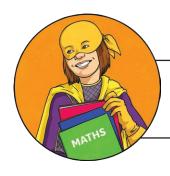




**Extra Challenge:** Create your own superhero Roman numeral and challenge a friend to say the number in figures.

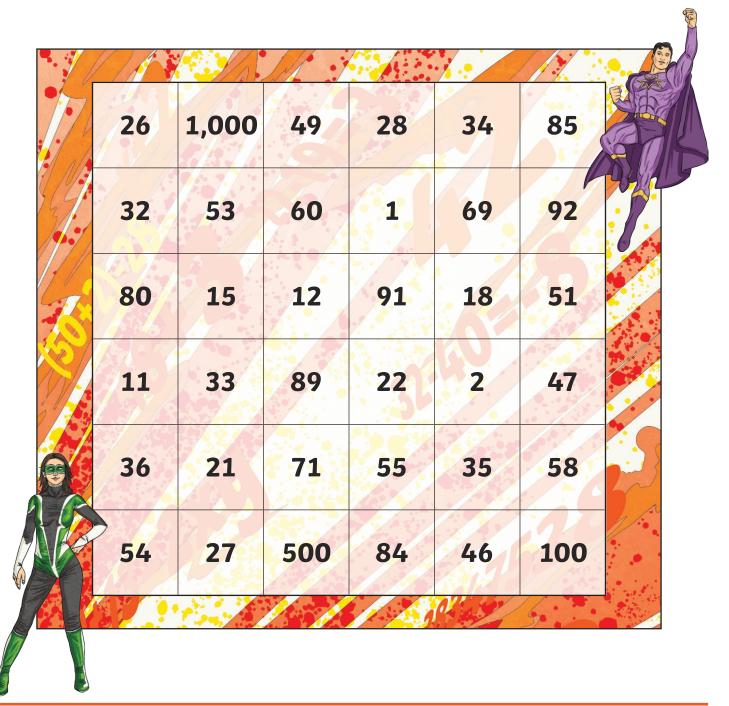






Play this fun, superhero game to practise reading Roman numerals. You will need the **Superhero Roman Numeral Cards**.

- On your turn, turn over one of the **Superhero Roman Numeral Cards**. Read the Roman numeral and find the same number in figures on the game board.
- Colour in or write your initials on that square to claim it.
- The first player to claim four squares in a row or column wins.









Have a go at solving these problems.

1. Look at these numbers written in Roman numerals.

LX XLV CII XCIX

- a) Circle the greatest number.
- b) What is the value of the smallest number?



2. Write a number in Roman numerals that completes this mathematical statement:









3. At the end of a film, the year is given in Roman numerals.



Write the year of the film in figures:







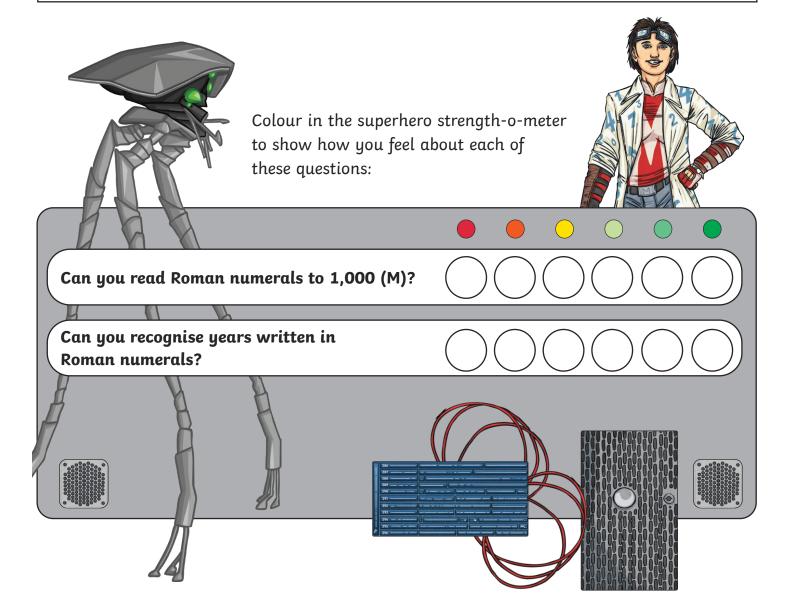
Look at this **incorrectly** completed SATs question.

- What is the important information to identify?
- How is it best to work out the answer?
- What advice would you give to the child who completed this question?



1. Write the number 179 in Roman numerals.

## **CLXXVIIII**









Calculate how much money each superhero spends on new gadgets.

- What method will you use to solve the problem?
- How will you check you have the correct answer?





£58 shrink laser



£15 x-ray specs



£17 walkie-talkie

£11
spy drone



£61
night-vision
camera



£49
super-speed
boots

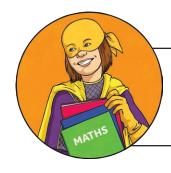


## Extra Challenge:

Write your own superhero word problem for a friend to solve.







Play this fun, superhero board game to practise answering multiplication and division questions. You will need the **Superhero Challenge Cards**, dice and counters.



#### **Instructions:**

- Take it in turns to roll the dice and move around the board.
- If you land on a 'POW' space, take a challenge card and solve the word problem.
- If you get it right, score a point.
- You also score a point each time you pass 'Start'.

• Finish the game when all the challenge cards have been used.

• The person with the most points is the winner!







Start	1	2	POWL	4
15 POWE				5
14 POWE	Place th	6		
13				7 POWE
12	11 POWE			8



## **Activity 2.3 Using and Applying**



Look carefully at these SATs questions involving multiplication and division.

- What do we have to do to answer the question?
- What important information do we have to identify?



1.	Chloe has 265 fireballs. She uses 35. She shares the remaining fireballs into ten equal groups. How many fireballs are in each group?
2.	Every day during target practice, Ugo uses 38 fireballs and Ellie uses 29 fireballs.  After one week, how many fireballs have they shot in total?
3.	The superheroes rescue 270 bags of stolen gems. They return 42 bags to the bank. The remaining bags are equally shared between six different charities. How many bags of money does each charity receive?







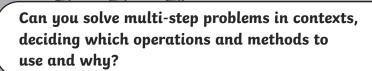
Look at this **incorrectly** completed SATs question.

- What is the important information to identify?
- How is it best to work out the answer?
- What advice would you give to the child who completed this question?
- 1. Daisy buys 12 packs of superhero stickers. There are 4 stickers in each pack. Each page of Daisy's sticker book has space for 9 stickers. How many complete pages do the stickers fill?

Show		12	×	<u> </u>	_ =	-	48								
your											2 a		<b></b> .		
method		48	_	. 9	=	-	39			39 pages					



Colour in the superhero strength-o-meter to show how you feel about each of these questions:





Can you multiply numbers up to 4 digits by a one- or two-digit number using a formal written method?



Can you use the formal written method of short division where appropriate?

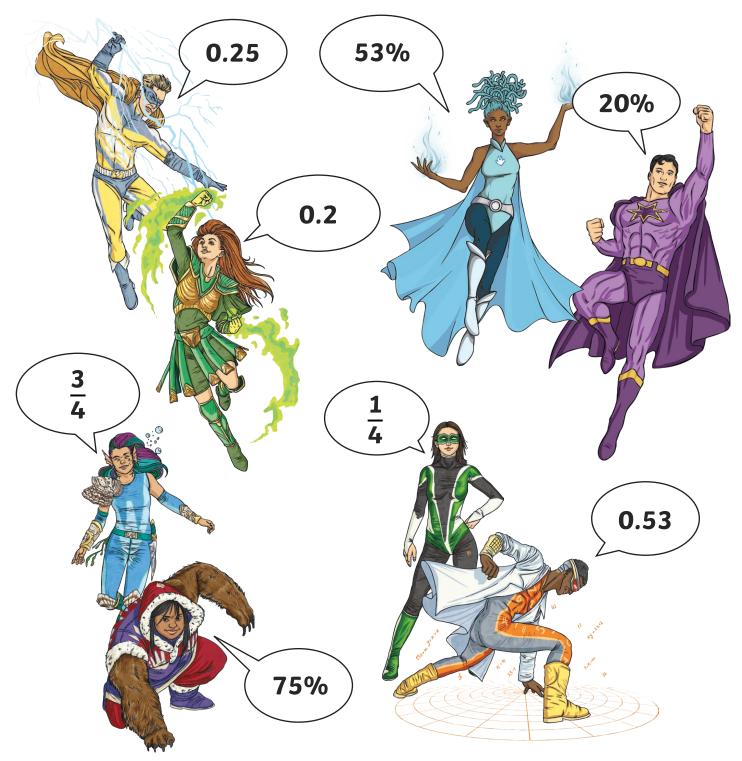






Look at these superhero fractions, decimals and percentages.

- Can you find the four matching pairs?
- For each matching pair, can you give the missing equivalent?

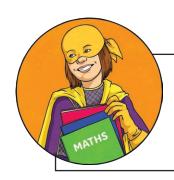


## Extra Challenge:

Can you put the fractions, decimals and percentages in order from smallest to greatest?



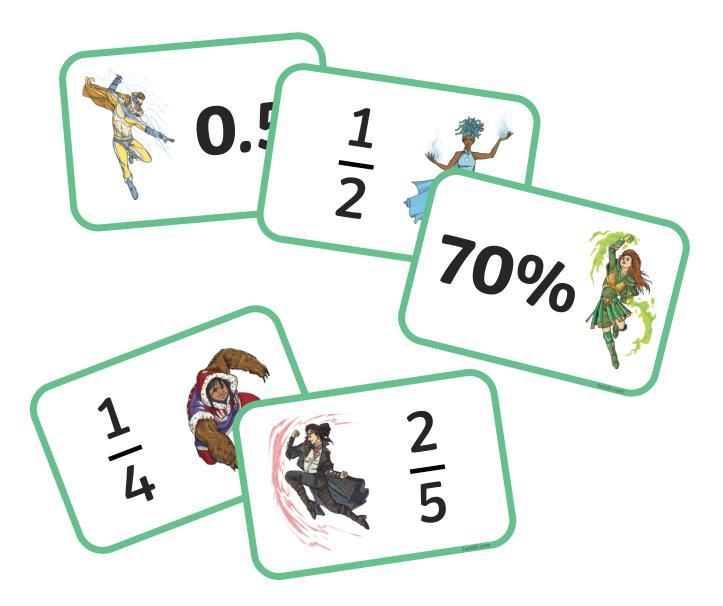




Play this fun, superhero card game to practise identifying fraction, decimal and percentage equivalents. You will need the **Superhero Fraction, Decimal and Percentage Cards.** 



- Spread the Superhero Fraction, Decimal and Percentage Cards face down on the table.
- On your go, turn over two cards. If they are equivalents, you keep the cards. If they aren't, you turn them back over.
- The player who collects the most cards wins!







## **Activity 3.3 Using and Applying**



Look carefully at these SATs questions involving fraction, decimal and percentage equivalents.

- What do we have to do to answer the question?
- · What important information do we have to identify?



1. Sort the fractions, decimals and percentages into the correct place on the sorting diagram.

Less than ½	Greater than ½

0.9

 $\frac{11}{20}$ 

0.06

32%

0.21

75%

2. In each row, circle the value that is greater.

1	2
T	<u>5</u>

1.35

 $1\frac{3}{4}$ 

1.7

 $1\tfrac{7}{100}$ 

1.7

 $1\frac{8}{10}$ 

1.08

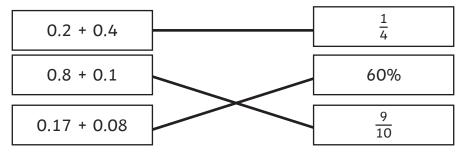




Look at this **incorrectly** completed SATs question.

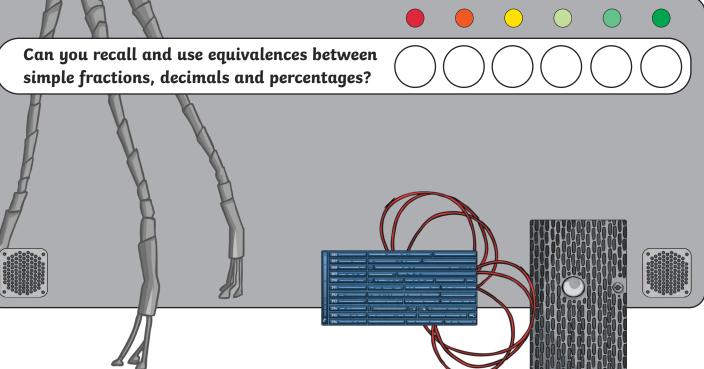
- What is the important information to identify?
- How is it best to work out the answer?
- What advice would you give to the child who completed this question?

Match the calculation to the correct fraction or percentage equivalent.





Colour in the superhero strength-o-meter to show how you feel about each of these questions:





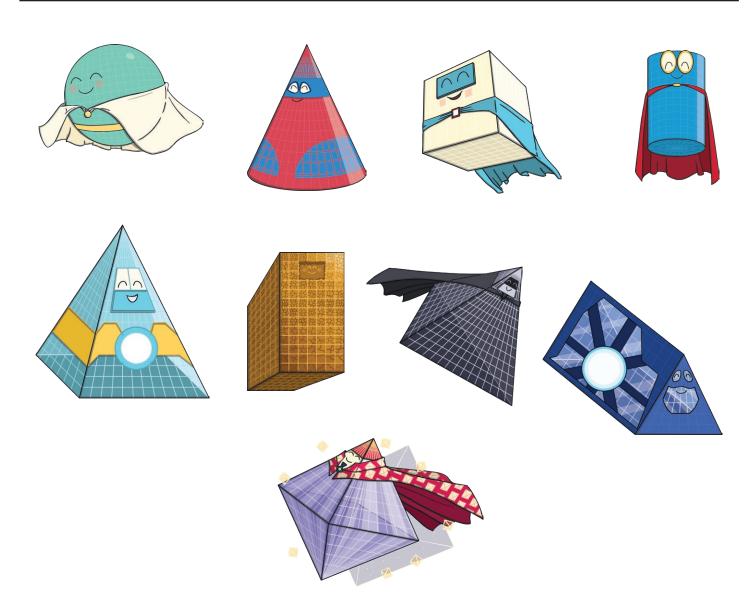


Look carefully at the superhero shapes.

- Can you name the 3D shapes?
- Can you describe the 3D shapes using the following vocabulary?



surface	vertices	curved	vertex	prism
edge	straight	face	polyhedron	pyramid

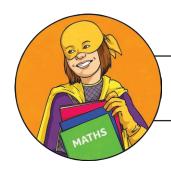


## Extra Challenge

Choose a 3D shape. Your partner can ask yes/no questions about its properties. How many questions will it take for them to guess it?



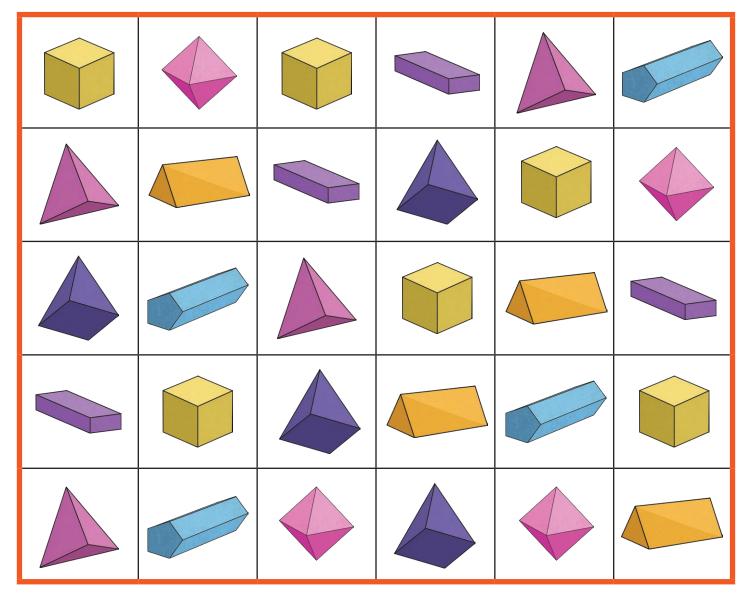




Play this game to practise matching 2D nets to their 3D solid. You will need the **Shape Net Cards**.

- Spread the **Shape Net Cards** face down on the table.
- On your go, turn over one card.
- Find the 3D shape that the 2D shape net folds into on the grid and claim it.
- The first player to claim four 3D shapes in a row wins!









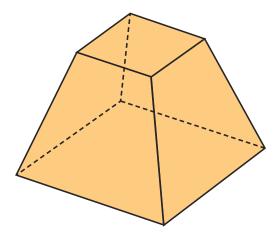


Look carefully at these SATs questions involving describing the properties of 3D shapes and shape nets.

- What do we have to do to answer the question?
- · What important information do we have to identify?

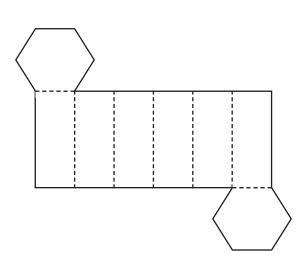


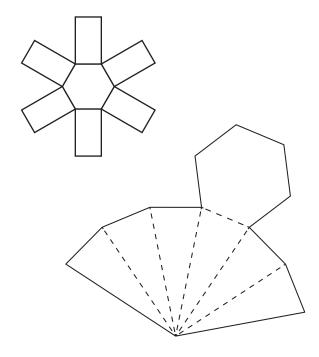
1. Describe the properties of this 3D shape:



Number of Faces	
Number of Edges	
Number of Vertices	

2. Tick ( $\checkmark$ ) the 2D shape net which will correctly fold to make a hexagonal prism.









### Activity 4.4 Assess and Review



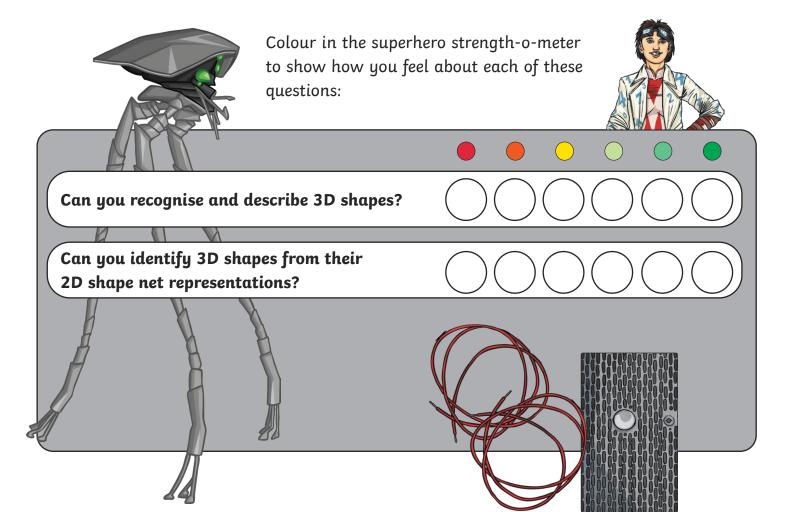
Look at this **incorrectly** completed SATs question.

- What is the important information to identify?
- · How is it best to work out the answers?
- What advice would you give to the child who completed this question?
- 1. How many fewer vertices does an octahedron have than an octagonal prism?

Octahedron = 8 vertices

Octagonal prism = 16 vertices

An octahedron has 8 fewer vertices







Play this fun, superhero game to practise solving problems involving reading and writing digital 24-hour time. You will need a dice.

- On your turn, roll the dice twice to select data from both columns of the superhero's timetable. Roll 1 will let you know which lesson your hero will be attending and the time that it starts. Roll 2 will let you know what time the lesson ends.
- Calculate the time duration of the lesson in minutes and find the same answer on the game board.
- Colour in or write your initials on that square to claim it.
- The first player to claim three squares in a row or column wins.

Roll 1	Superhero Lesson	Start Time	Roll 2	Finish Time
•	Flying	13:10		15:05
	Running	13:20	•	15:15
•••	Gadgets	13:30	•••	15:25
• •	Stealth	13:40		15:35
	Target	13:50		15:45
	Jumping	14:00		15:55





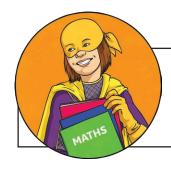
115					0 9 7
1113	125	135	145	155	165
minutes		minutes	minutes	minutes	minutes
1/3					
105 minutes	95 minutes	85 minutes	75 minutes	65 minutes	115 minutes
			100		4 3 %
125	145	165	95	75	135
minutes	minutes	minutes	minutes	minutes	minutes
115	85	155	105	115	125
minutes		minutes	minutes	minutes	minutes
		2.5			1-70
65	115 minutes	145 minutes	135 minutes	95 minutes	75 minutes

## Extra Challenge

Choose your own start time and finish time in the 24-hour clock for a superhero lesson and challenge a friend to calculate the time duration in minutes.







Play this fun game to practise reading and interpreting information in a timetable. You will need the **Timetable Cards**.



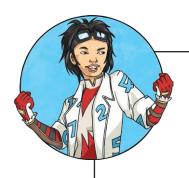
- Spread the **Timetable Cards** face down on the table.
- On your go, turn over a card. Work out if the statement on the card about the bus timetable is true or false.
- The first player to collect five true cards wins!

Greengate Lane » Hilltop Road							
	Bus 24	Bus 29	Bus 33	Bus 38			
Greengate Lane	11:45	12:10	12:35	13:00			
Pizza Restaurant	12:25	12:50	13:15	13:40			
DIY Store	12:32	12:57	13:22	13:47			
Supermarket	12:40	13:05	13:30	13:55			
Police Station	12:44	13:09	13:34	13:59			
Cinema	12:58	13:23	13:48	14:13			
Car Park	13:03	13:28	13:53	14:18			
Hilltop Road	13:25	13:50	14:15	14:40			





## **Activity 5.3 Using and Applying**



Look carefully at these SATs questions involving reading and interpreting information in a timetable.

- · What do we have to do to answer the question?
- · What important information do we have to identify?
- 1. Ugo is trying to capture a jewel thief.

He knows that the jewel thief caught the train to Sea View Cove at 13:31.

Ugo caught the jewel thief half an hour after the thief's train arrived in Sea View Cove. What time did Ugo catch the thief?

Leaves Sunny Town	Arrives Sea View Cove
12:01	15:22
12:25	15:56
13:31	16:53
14:01	17:26
14:31	17:53

2. Here is a timetable for the superheroes which shows when they practise different skills.

Time	Mon	Tue	Wed	Thu	Fri
13:30 - 14:15	Flying	Running	Gadgets	Stealth	Target
14:20 - 15:00	Running	Gadgets	Stealth	Target	Flying
15:10 - 15:45	Gadgets	Stealth	Target	Flying	Running

What is the **total** time in hours and minutes for **flying**?







Look at this **incorrectly** completed SATs question.

- What is the important information to identify?
- · How is it best to work out the answers?
- What advice would you give to the child who completed this question?
- 1. Here is part of a timetable.

River Bridge	16:09	16:29
Kings Dale	16:17	16:37
Ford Haven	16:31	16:51
Queens Place	16:40	17:00
Sea View	16:52	16:12

How many minutes does it take the 16:29 bus from River Bridge to reach Queens Place?

29 minutes

Colour in the superhero strength-o-meter to show how you feel about each of these questions:

