

Convert it!

In everyday life, one of the most important skills is being able to convert between units of measure.



At home, choose a range of objects to weigh the mass, capacity and length of.
Before you start can you estimate the reading?

Start with things that you can measure in grams, millilitres and centimetres using weighing scales, a measuring jug and a ruler.

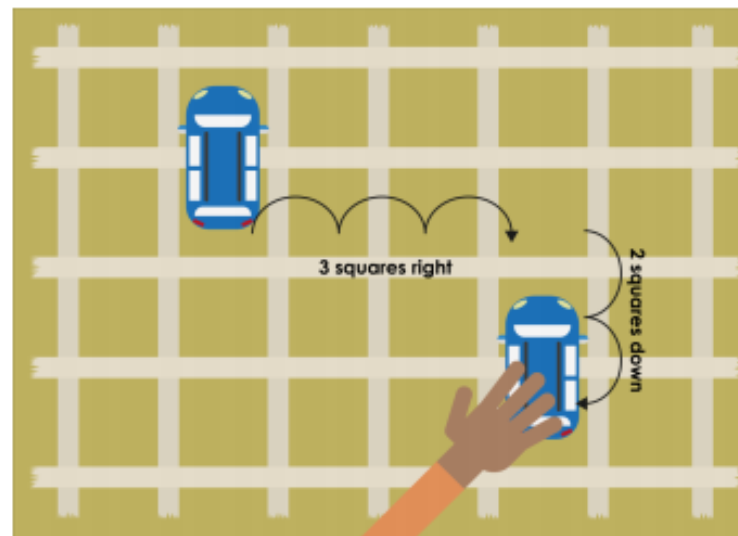
After measuring them, convert the measurements into different equivalent units.

Guide to measurements:

<https://www.bbc.co.uk/bitesize/topics/z4nsgk7/articles/zqf4cwX>

Translate it!

Translation is moving something from one position to another without rotating it or flipping it.



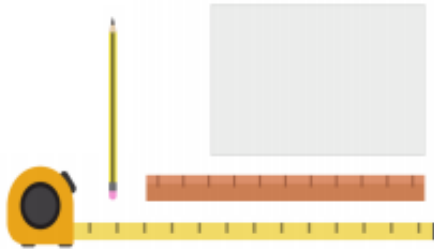
For this activity, make a grid using masking tape on a suitable surface.
Choose an object and decide how you are going to attempt to translate it.
In the example, a car has been translated **3 squares right and 2 squares down**.

Guide to shape movement:

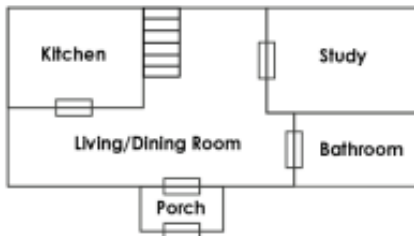
<https://www.bbc.co.uk/bitesize/topics/z2dqrwx/articles/zcj597h>

Floor planner

Measure the perimeter of each room in your home to create a floor plan.
You will need a tape measure, pencil, ruler and paper.
(You may want to recruit a labourer too!)



Carefully and accurately, measure each wall length in all of your home's rooms.
Draw each room to the plan as you go, noting the measurements.
Do a different floor plan for each storey if you do not live in a flat or bungalow.



Guide to perimeter:

<https://www.bbc.co.uk/bitesize/topics/zvmxsbk/articles/zsr4k7h>

Parallel punt

On a piece of A4 paper, draw a number of lines with a ruler and pencil or pen.
Lines should be a variety of lengths and orientations.



Play on your own or with others. Each player looks at the piece of paper and is blindfolded. They attempt to draw a line which is parallel to one of the lines drawn on the paper using a ruler and their allocated coloured pencil.



If the line is exactly parallel, ensure that conventional markings are used.
E.g. The first parallel lines should be marked (>) and the second (>>) and so on.



Keep playing the game for as long as you like.
When you decide for it to end, calculate the scores if playing with others.

Guide to parallel lines:

<https://www.bbc.co.uk/bitesize/topics/zb6tyrd/articles/zp327hv>

Biscuit stack

Stack biscuits to see which numbers are prime (only divisible by themselves and 1)!
Explore the numbers from 2-30.



When considering whether a number is prime or not, build its biscuit tower. See if you can divide the biscuits into an equal number of biscuits other than itself (the full stack) and 1 (equal piles of 1 biscuit) e.g. stacks of 2, 3, 4 5 etc...



If you can, then you will learn that the number is not prime; if you cannot, you will learn that the number is prime. Above, 6 divides by 3 so it is not prime.

Guide to prime numbers:

<https://www.bbc.co.uk/bitesize/topics/zfq7hyc/articles/z2q26fr>

This week's tasks are selection of practical activities related to key learning in Year 5.

Each activity has a link to an online guide to help you remember the topic of the activity.

Don't forget to continue your times tables practice on TT Rockstars. We have set up a class battle between Maple and Oak from Monday 18th to Friday 22nd May. Good luck!