

# Maths

Addition, Subtraction,  
Multiplication and Division

# Games Galore

# Aim

- I can select the correct operation/s to use and solve a problem, checking the answer using estimation.

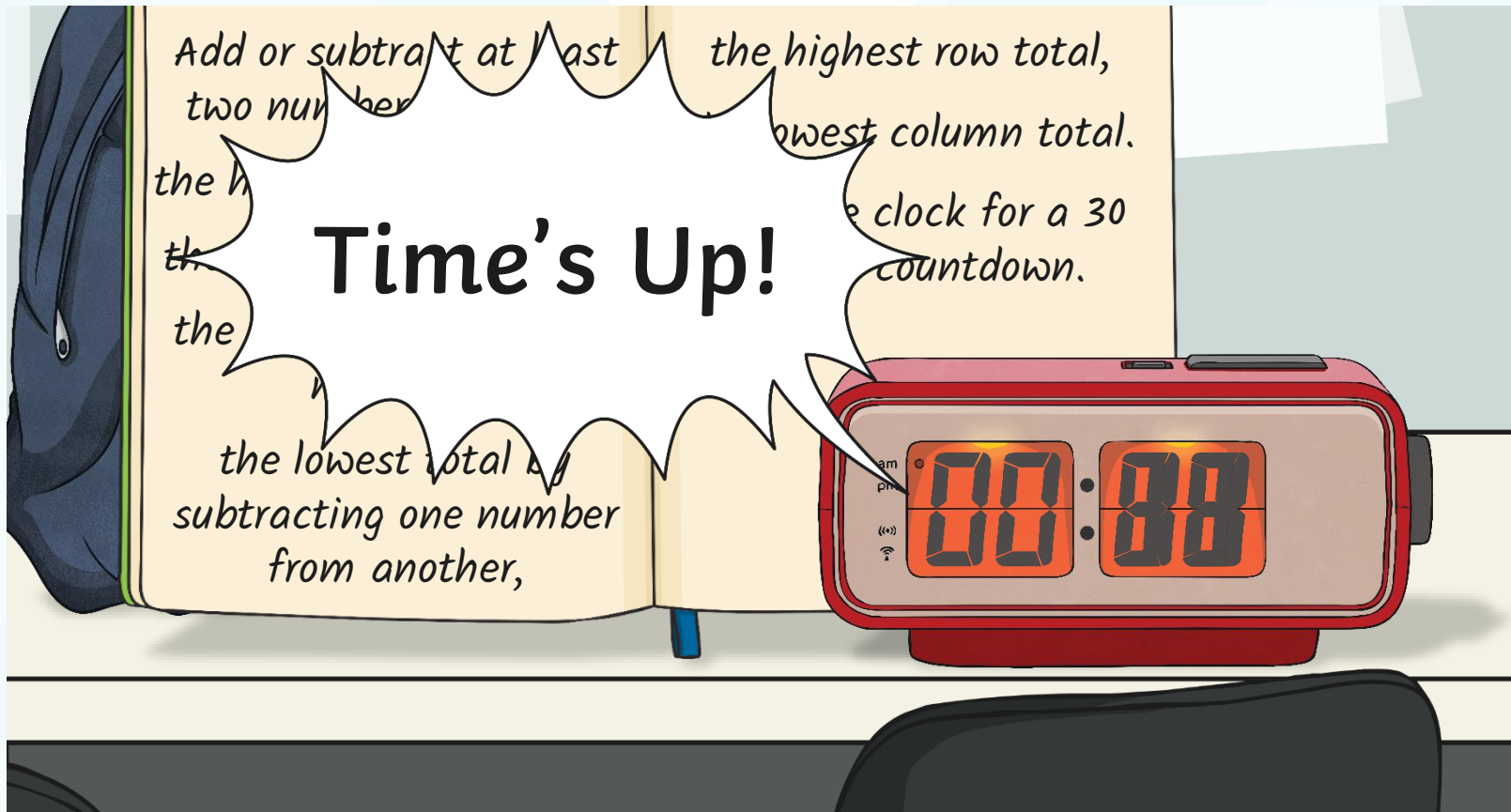
# Success Criteria

- I can decide whether a problem is one, two or multi-step.
- I can decide if I need to use addition, subtraction, multiplication or and/or division.
- I can solve word problems and talk about how I did it.
- I can use estimation to check the answer to the question.

# Under Pressure



Look at your Target Whole Number Board.



# Training Time



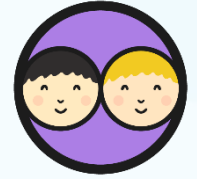
A bag of four apples costs £1.20. A bag of three pears costs £2.70.  
How much more does one pear cost than one apple?



The next step is to check the calculation.  
We can check the answer using estimation.



# Match It



Match the word problems with its corresponding answer.

Dorothy is saving for a new mixer costing £564. If she has already saved £53 and is then given £287 for her birthday, how much more does she need to save?

Bags of sugar cost 78p and I bought five. I paid with a £10 note, how much change did I receive?

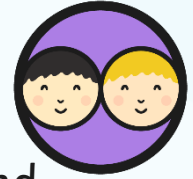
Large chocolate cake £9.75  
Medium lemon cake £8.05  
Four children buy a large chocolate cake and a medium lemon cake, they share the cost equally. How much do they each pay?

£6.10

£4.45

£224

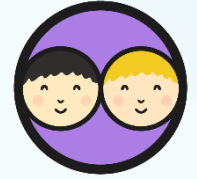
# Games Galore



You will be working in pairs. Taking turns, roll the 1-3 Dice and move your counter the amount of space.

The game board features a grid of purple squares with white question marks. A central vertical strip contains a 'Start' button, a question mark icon, and a math problem:  $1949 + ? = 3952$ . To the right, there are two 'Problem Solving Score Board' sections. Each section includes a text box with the instruction: 'I can select the correct operation/s to use and solve a problem, checking the answer using estimation.' Below this is a tip: 'If you get the question correct, add the question's answer to your score board. The player with the highest score board total at the end of the game wins.' A 'Name:' field is provided for each player. A large white box in the foreground contains the following text: 'If you land on a question, complete the question. The person with the most points on their score board by the end of lesson wins! Remember: Use estimation to help you check the answers to the questions.'

# Game Creator



Talk to your partner about the activity.





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