

SECTION 4: LEARNING THE 5 TIMES TABLE

4.1 Learning the five times tables up to 30, (later up to 60)

This may prove quite demanding and all of the previous activities should continue. The aim is to eventually be able to say and order the five times table up to 30.

Resources:

Six Numicon 5 shapes, or 6 Numicon 5 rods.

Spinner or die with stop/go options from sheet 4.1i

5 track made from drawing round six 5 shapes in a row, see picture 5, or if using rods, the Numicon rod track.

Magic bag.

Bean bags.

Toy character.

Train/toy car.

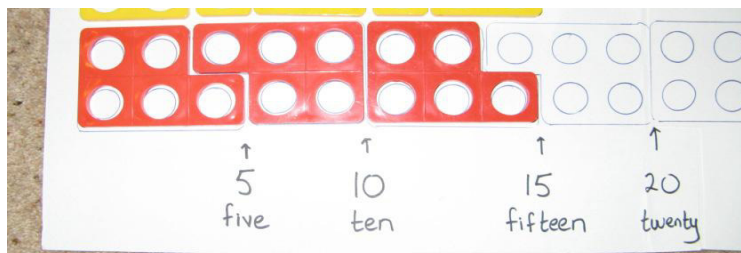
Turn taking game such as Pop Up Pirate, Buckaroo, Jenga.

Cards with numbers 5, 10, 15, ..30

card with 05

cards with five, ten, fifteen,...thirty.

} sheet 4.1ii



Picture 5

ACTIVITIES 4.1

1. Take turns to spin the spinner, if it lands on "go" place a five shape on the track, if it lands on "stop" you miss a go. First to 30 is the winner.
 2. Once finished run a train or toy character down the line saying the numbers.
 3. Use die for game 1 instead of spinner.
 4. Match number cards to track 5, 10, 15, 20 etc. Have cards in a deck face down in correct order first, progress to a random order.
 5. Pick shapes out of a magic bag for game 1 (could put in some different shapes, eg some two shapes and they have to feel for the five shape).
 6. Put numbers 5, 10, 15, 20, 25, 30 up the stairs along with a five Numicon shape on each step. Going up stairs count up to 30, coming down stairs count down from 30.
 7. Using your hands clap out "high five" counting to 30 in fives.
 8. Make some hand prints of five fingers and label them with the 5 times table.
 9. Match written words "five, ten, etc" to Numicon track once you have finished game 1.
 10. Practise ordering the numbers 5, 10, 15, .. with cards only. Match a second set including a new card 05 and discuss how this is the same as 5, (it is not 50!)
 11. Make 10 more interesting by covering the cards with bean bags first, lift off bean bag, place card in correct position, then toss bean bag into a basket/bucket. Or pick card out of a magic bag, etc.
 12. Play a quick turn taking game such as Pop Up Pirate. Turn over a card, place in correct position and reward with a turn, eg pushing a sword in Pop Up Pirate, stacking a brick, etc.
- In 11 and 12 above play games first by matching like to like, later by placing the card in the required order without matching.