

In Term 1, students focus on extending their understanding of number and place value. This includes reading, writing, ordering, and representing larger numbers, including numbers beyond one million, as well as understanding the value of digits in different positions including decimals. Students will work with partitioning numbers, rounding and estimating to appropriate levels of accuracy, and comparing and ordering large numbers. They will apply these skills when solving increasingly complex problems, including those drawn from real-life contexts. Learning will be supported through hands-on materials, visual representations, games, and rich problem-solving tasks.

Families can support learning at home by:

- Encouraging your child to read, write, and discuss large numbers they encounter in everyday life, such as population figures, distances, prices, or statistics seen in the media.
- Talking about place value by breaking numbers into parts and explaining the value of each digit (for example, discussing what each digit represents in 4 356 812 or \$2.75).
- Asking your child to estimate totals before calculating, such as estimating shopping costs or quantities, then checking how close their estimate was and discussing strategies used.
- Practising rounding numbers to different place values and discussing when rounding is useful in real-life situations.
- Encouraging your child to compare numbers and justify their thinking, for example, explaining which number is larger and why.
- Using real-life activities such as shopping, budgeting, cooking, or travel planning to discuss totals, change, distances, and time.
- Playing board games or card games that involve scoring, adding, subtracting, or strategic thinking. Playing **Card games like 21, Uno or War** – comparing numbers, addition, mental maths and using dice-based games all support number fluency. Activities such as **Scoring backyard sports** (cricket, basketball, soccer) – adding, subtracting, keeping tallies. Using **Timers and stopwatches** during play – reading numbers-especially decimal numbers and understanding time.
- Encouraging mental maths by asking questions such as “What is 100 more or 100 less than this number?” or “How could you solve this in your head?”

Regular, short opportunities to talk about numbers, explain thinking, and apply Maths in everyday situations help students build confidence, reasoning skills, and a positive attitude towards Maths.

### Maths Masters

Practice your child's maths masters skills with them.



Skill Sheets available at:

<https://eps.vic.edu.au/Learning/students/>

### TTRS

Use your log on to play Times Tables Rock Stars



<https://play.trockstars.com/auth/school/student/192372>

### Card/Board Games

Play any card/ board games you have at home that require your child to count, add, compare numbers. You can also pick these up cheap from the op-shops in town or make your own.

\*Encourage children to read numbers aloud, add scores themselves, estimate before calculating, and explain their thinking using phrases like “I know this because...” or “I worked it out by...”



### Battle

Battle is a classic game sometimes called ‘War’. Split a deck of cards between players. They stack their cards face down, then each player turns over one card at a time. The player with the largest number gets both cards.

**Variation #1**-Turn over two/three/four cards and place them side by side to create a number. The player who created the largest number gets the cards.

**Variation #2**-Turn over two/three cards at at time and add the numbers. Compare the sum (total) to decide who gets the cards.

### Round Up

Players take turns picking two cards each from the deck. They lay their two cards down, side by side, with the first card in the tens place and the second card in the ones place. So if you picked a 3 and a 9, your number is 39. Now you round to the nearest 10, which gives you a score of 40. Your partner pulls a 7 and then a 2. Their number is 72. They round down to 70, but they still have a higher score than you so they win the round. Keep score until the deck is completed, and then compare.

\*Remove picture cards and 10s from deck.

\*Extend this game by picking three or four cards at a time.

NOTE This letter will also be available on your child's Google Classroom so they can click the video links.

NRICH:<https://nrich.maths.org/mathematics-for-7-11>

### Video instructions of Games to play:

- ▶ [Tumbling Towers](#)
- ▶ [Maths Grid](#)
- ▶ [Mathematical Unicorns](#)
- ▶ [Place Value Knockout 2 0](#)
- ▶ [In The Club](#)
- ▶ [From Here to There \(PV version\)](#)
- ▶ [How To Play 10,000 Dice Game - Fas...](#)



