Canonbury Home Learning

**Year 5 Maths**

**Steppingstone activity**

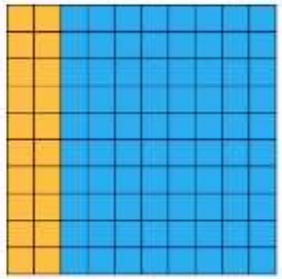
**Summer week 3 Lesson 3 – 06.05.20**

**LO: complements to 1**

**Success Criteria:**

| |
|---|
| 1. Look at your fraction |
| 2. If it is tenths decide how many you need to add to make 10/10 = 1 |
| 3. If it hundredths decide how many you need to ad to make 100/100 =1 |

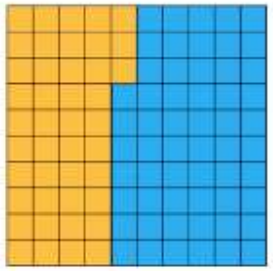
**Model**



= 20 hundredths

$= \frac{20}{100} = \frac{2}{10} = 0.2$

$0.2 + \boxed{0.8} = 1$



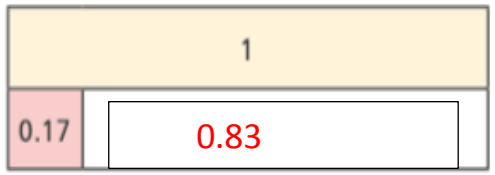
= 43 hundredths

$= \frac{43}{100} = 0.43$

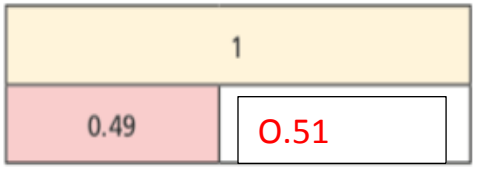
$0.43 + \boxed{0.57} = 1$

## Now complete these bar models:

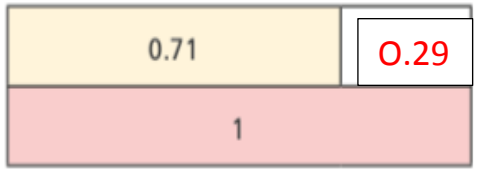
a)



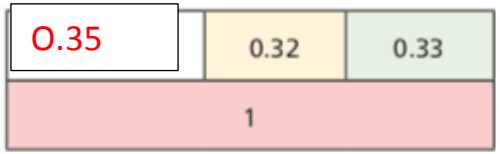

b)




c)




d)




**Make up some of your own.**

Canonbury Home Learning

**Year 5 Maths**

**Summer week 3 Lesson 3 – 06.05.20**

**LO: complements to 1**

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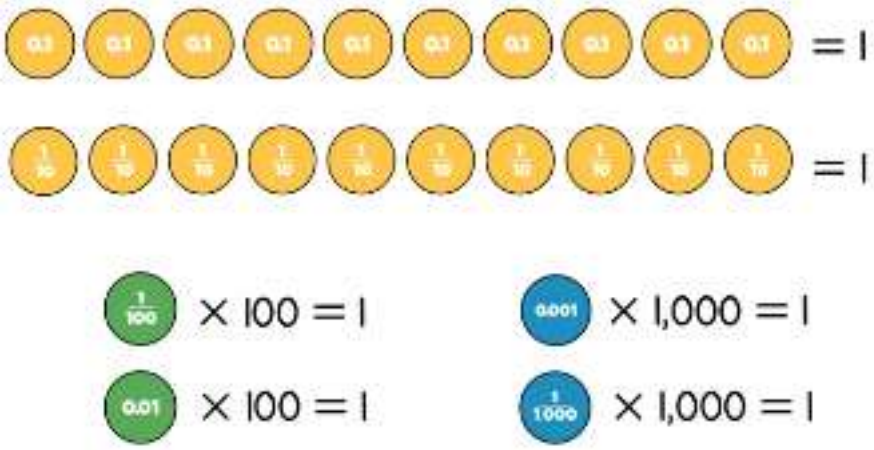
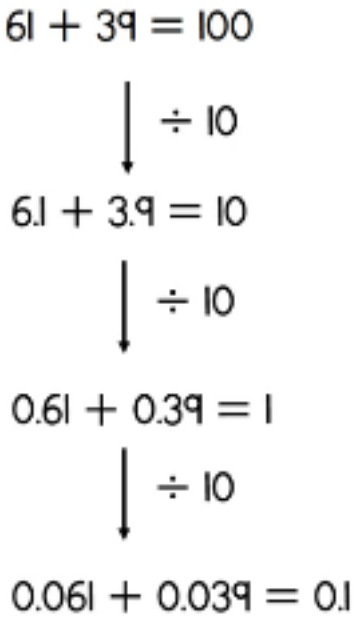
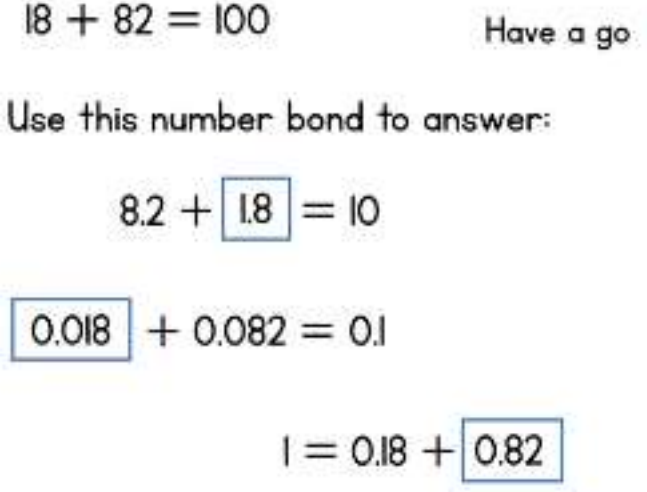
**Model:**



Canonbury Home Learning

**Year 5 Maths**

**Summer week 3 Lesson 2 – 05.05.20**

Mo has completed these calculations.

a) 0.22 + 0.88 = 1
b) 0.39 + 0.71 = 1
c) 0.677 + 0.433 = 1

He has got them all incorrect.

What mistake has Mo made?

He has used number bonds to 10 in every column.

$0.333 + \square = 1$

I think the answer is 0.777 because
0.3 + 0.7 = 1
07 = 0.1
007 = 0.01

Tommy has forgotten that when you have ten in a place value column you need to use your rules of exchanging.

e.g.
10 tenths = 1 one
10 hundredths = 1 tenth
10 thousandths = 1 hundredth

The correct answer is 0.667

n Tommy?
what his mistake was?

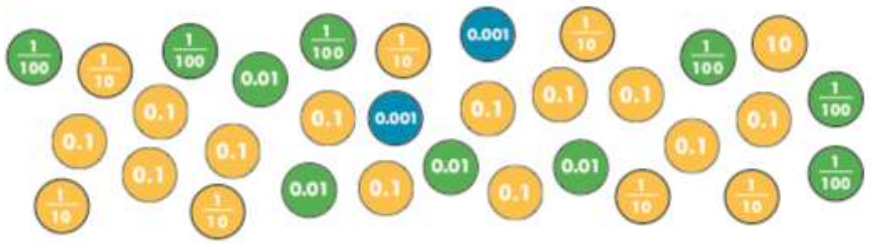
Complete the sentences.

a) 6 tenths + 4 tenths = 1 whole

b) 23 hundredths + 77 hundredths = 1 whole

c) 2 tenths + 0 hundredths + 8 tenths = 1 whole

Teddy has these counters.




He wants to exchange these for as many 1s counters as possible.

How many 1s counters can he collect? 12

## Now Try this Game!

You will need a partner and a six-sided dice for this game.


Take it in turns rolling the dice twice and placing the digits in the blank spaces above. Record the number in a table.

Swap over with your partner.

Roll the dice again and add your new number to the first number. The winner is the person who after adding 4 numbers is the closest to 1.5 **without** going over.