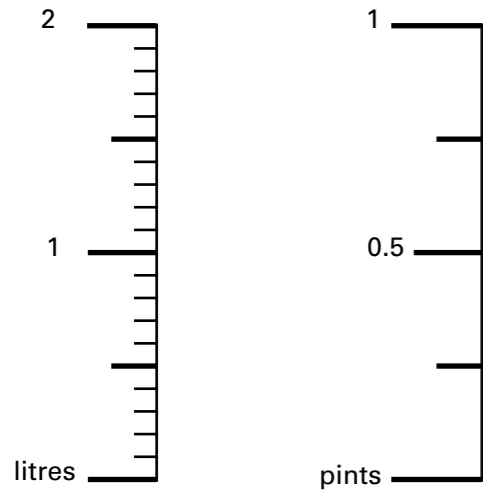


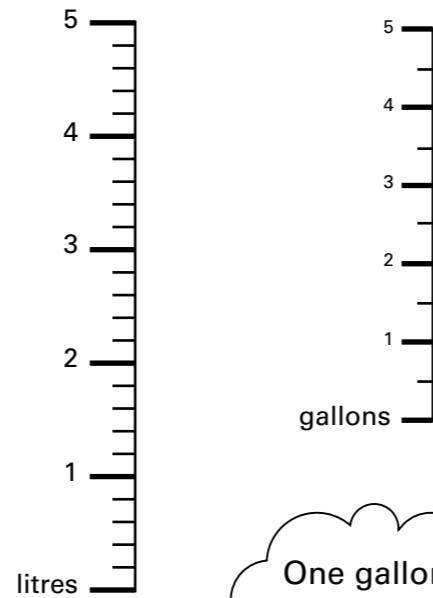
Pints, gallons and litres

Draw arrows on these scales to show **0.6 litres**.



One pint is about the same as 0.6 litres.

Draw an arrow on these scales to show **4.6 litres**.

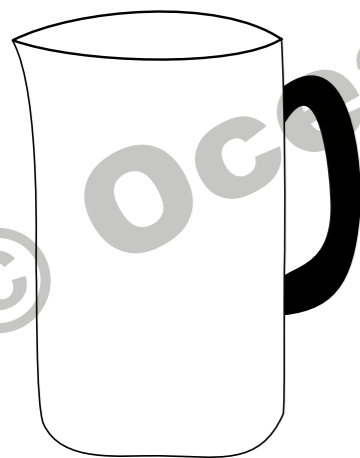


One gallon is about the same as 4.6 litres.

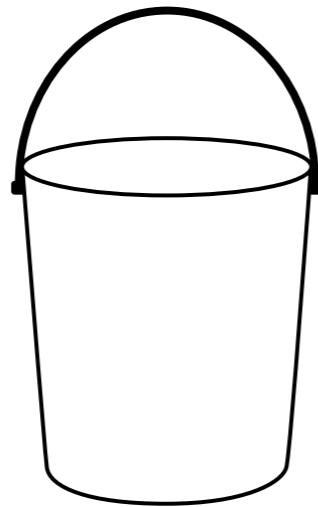
Pints, gallons and litres again

This glass jug holds **one litre** to the top.
Draw **one pint** of water in it.

This bucket holds **10 litres**.
Can it hold **two gallons** of water?



Use the information in the bubbles above to help you



Remember to take your homework to school to show your teacher. Then you can take it home and play the games again.

Measures

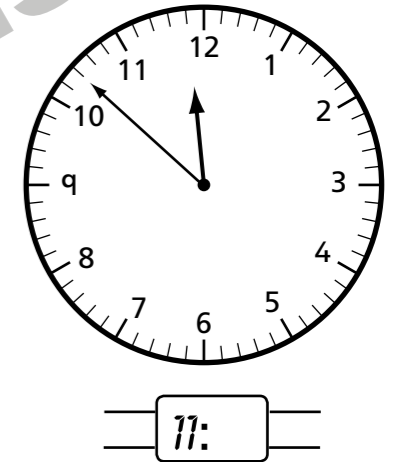
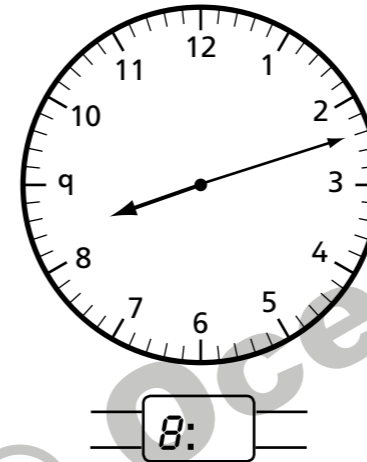
Name

- The games and activities on this homework sheet will help your child to practise:
- relating digital to analogue clocks
 - working with angles
 - using properties of shapes
 - using scales

Learning is far more successful if it's fun, so be enthusiastic and help your child enjoy the maths. The homework sheets always involve mathematical activities, games and puzzles to be shared. The emphasis is on enjoyment, exploration and discovery.

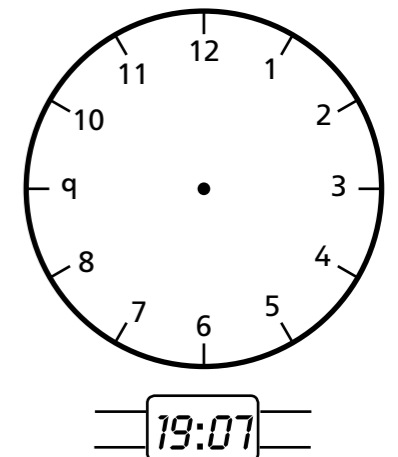
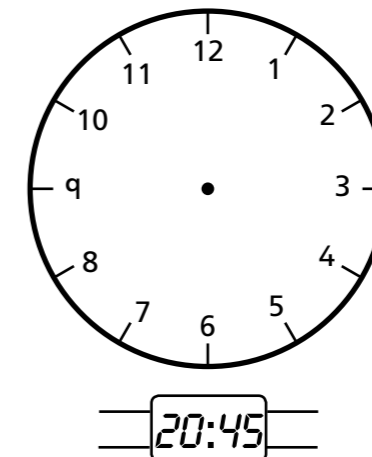
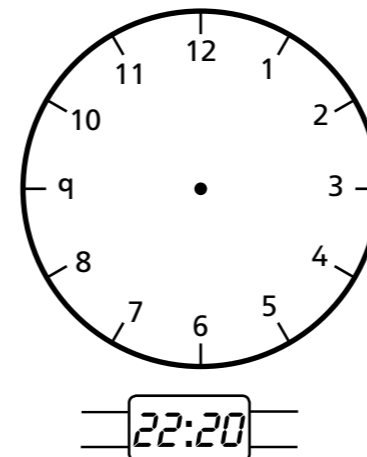
Morning time

Make each digital watch show the same time as the analogue clock above it.



More clocks

Draw the clock hands to show the time on the digital watches below.

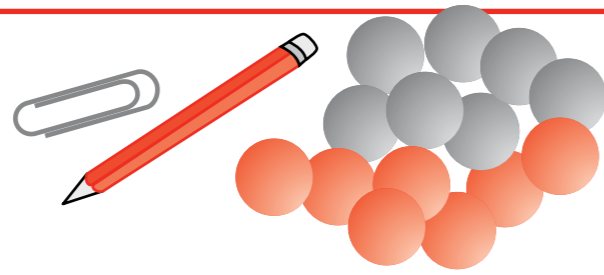


The shapes game

for 2 players

You need

- counters in two colours
- pencil and a paper clip



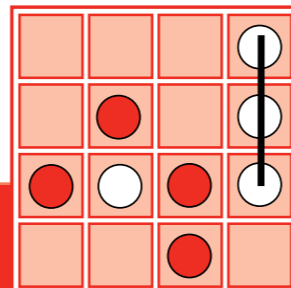
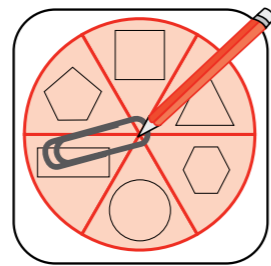
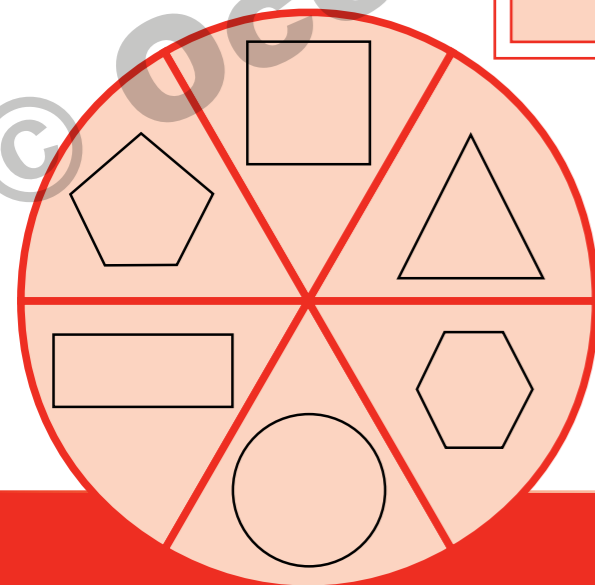
Remember to read the instructions before you play the game

Take turns to

- spin the spinner and say the shape you get
- choose a box on the grid where the words describe that shape
- put one of your counters there

The first person to get three counters in a line is the winner.

4 sides	all straight sides	hexagon	6 sides
pentagon	all right angles	parallel sides	3 sides
5 sides or more	4 equal sides	angles less than 90°	all angles the same
triangle	circle	fewer than 6 sides	no straight sides



Sample game
White wins

Other things to try

- Don't spin the spinner. Just choose a box on the grid to put your counter, and name a shape that fits the description written there.

Compass

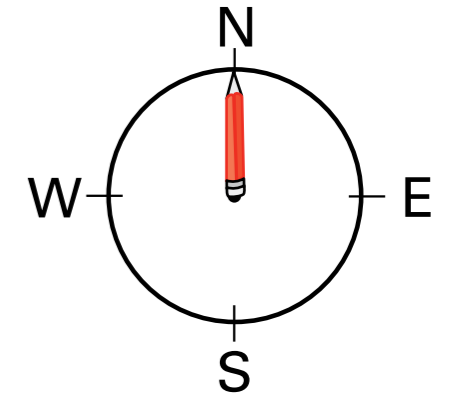
for 2 players

You need

- a short pencil

Before you start

Use the short pencil as a compass needle. Make the compass show North.



Person A

Don't look.

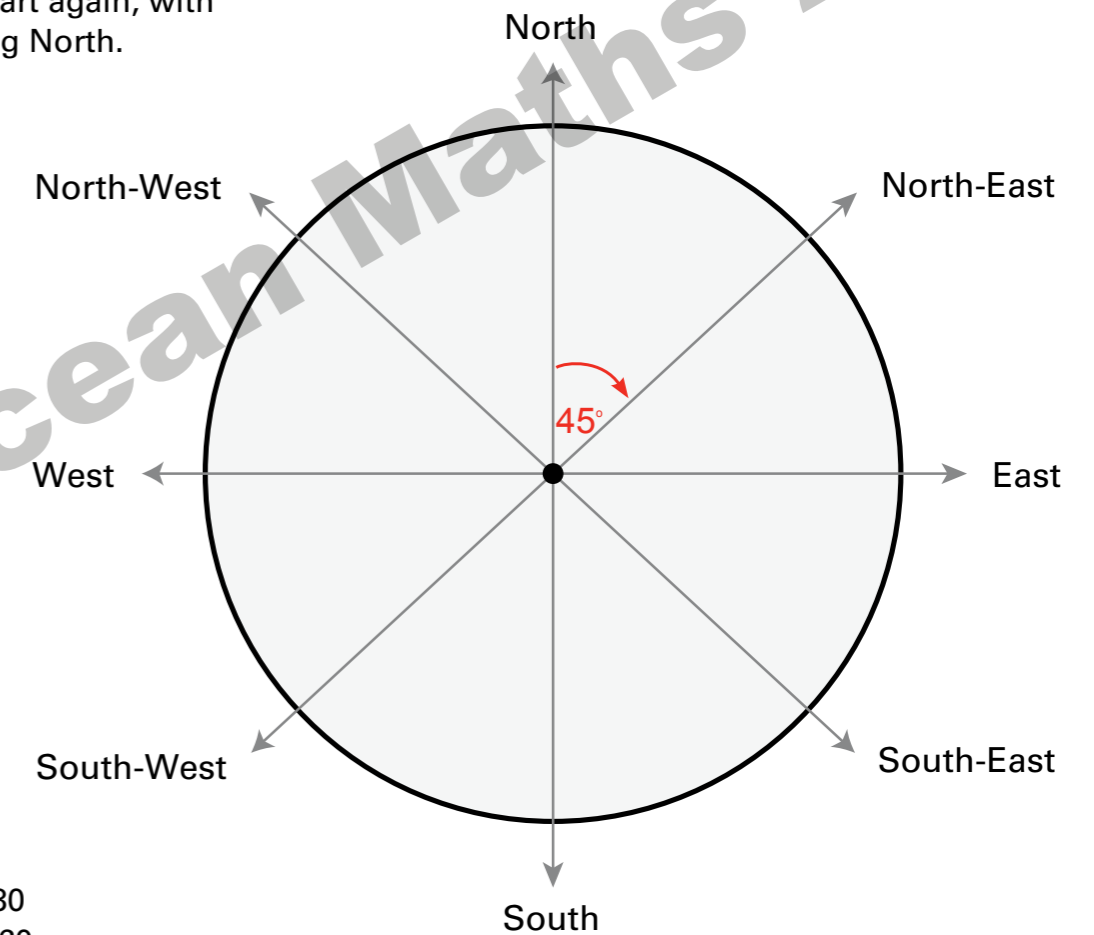
Person B

Turn the pencil clockwise until it points to another direction, and say how many degrees it has turned through.

Person A

Without looking, Say what direction the needle is pointing to now.

Swap over and start again, with the pencil pointing North.



This might help

Counting in 45s:

45	90	135	180
125	270	315	360

Other things to try

- Start with the needle pointing to any direction.

I played the games

with _____

Signed _____