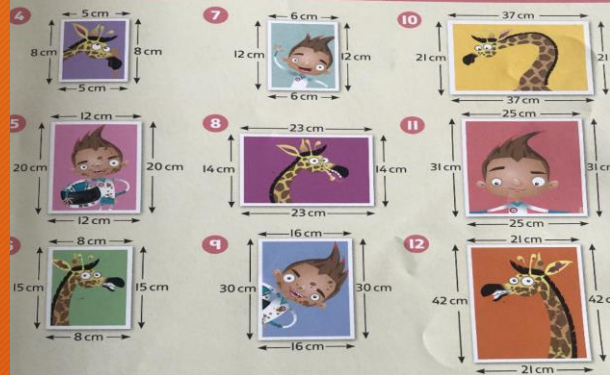


Perimeter

Perimeter

Calculate the perimeter of each photo and write it in centimetres and then in metres.



THINK Draw a rectangle with a perimeter of 28 cm.

I am confident with measuring and finding perimeters and converting centimetres into metres.



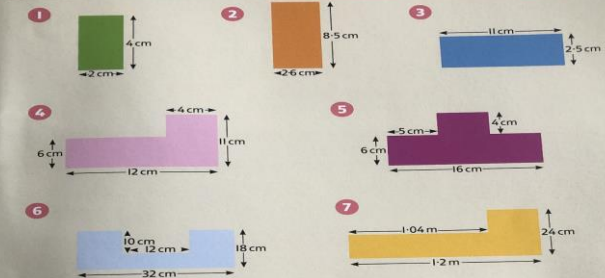
Write, in centimetres, the perimeter of the following.

- 9 A rectangle measuring 7 cm by 6 cm.
- 10 A rectangle measuring 6.5 cm by 3.5 cm.
- 11 A square with a side of 8 cm.
- 12 A square with a side of 4.25 cm.
- 13 An equilateral triangle with a side of 3.6 cm.

THINK The perimeter of a rectangle is 36 cm. Investigate what length sides the rectangle could have.

I am confident with finding perimeters and converting centimetres into metres.

Write the perimeter of each shape in centimetres. Then write it in metres.



Write the perimeter of these regular polygons in centimetres and in metres.



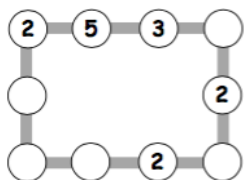
THINK Draw a regular 5-sided polygon where the perimeter is 27.5 cm.

I am confident with measuring perimeters and converting centimetres into metres.

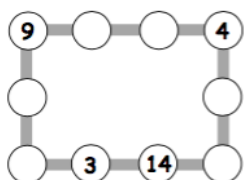
Problem Solving

Number lines

1. Make each line add up to 16.



2. Make each line add up to 20.



3. Make up your own puzzle like this.
Ask a friend to do it.

11

Teaching objectives

Solve mathematical problems or puzzles.
Know addition and subtraction facts up to 20.
Add three small numbers mentally.

Card tricks

Chico's cards are all different.
There is a number from 1 to 8 on each card.



Chico has chosen four cards that add up to 20.
What are they?
There are seven different possibilities.
Try to find them all.

What if Chico has three cards that add up to 16?

32

Teaching objectives

Solve mathematical problems or puzzles.
Know addition and subtraction facts up to 20.
Add three or four small numbers mentally.

Make five numbers

Take ten cards numbered 0 to 9.



Each time use all ten cards.

Arrange the cards to make:

- a. five numbers that are multiples of 3
- b. five numbers that are multiples of 7
- c. five prime numbers

Make up more problems to use all ten cards
to make five special numbers.

61

Teaching objectives

Solve mathematical problems or puzzles.
Know 3 and 7 times tables.
Recognise prime numbers.