

Maths Summer Challenge

How many of the challenges can you complete over the Summer?

Colour in the number of the challenge when you have completed it.

You will need to show your evidence – you could show your working out or take a photograph or video of what you have done.

Please bring all of your work to school with you next term and hand it in to Ms Debs.

You will then be entered in to a lucky draw.

7	2	3	4	
5	6	7	8	
9	10	11	12	
13	14	15	16	



THE BRITISH SCHOOL OF BEIJING, SHUNYI A NORD ANGLIA EDUCATION SCHOOL

Challenge 1

Jumping

You need to jump 3 times.

- •First time pretend to be a bunny when you jump.
- •The second time pretend to be a frog when you jump.
- •The third time be you.

Which was the longest jump? Which was the shortest jump?

Challenge 2

Play a game like basketball, mini golf, football and keep score. Who won and by how many points?

Challenge 3

How long does it take you to put on your shoes? Time yourself.

Challenge 4

Play Adding 10. Roll a die. Add 10 to the number rolled. Record your number sentence. Repeat 10 times.

Dice Addition 4-in-a-Row

You will need: 2 dice 2 different coloured sets of 13 counters

The aim of the game is to get four of your own counters in a row.

Roll the two dice. Add the numbers together and place a counter on that number. Take it in turns until a player wins or the board fills up.



Challenge 5

PMake a 3-D shape using mini marshmallows and toothpicks. How many corners does your shape have? How many edges?

Challenge 6

Think of a special day you are looking forward to. How many days until that special day? How many weeks?

Challenge 7

Play Funky Mummy https://ictgames.com/funkyMummy/index.html

Challenge 8

Play Dice Addition 4 in a Row Write down who won.









Snakes and Ladders

You will need...

- The Snakes and Ladders Board Game board
- A dice
- A counter per player

- How to play...Players take it in turns to roll the dice. The player with the highest number goes first, the person with the second highest goes second and so on.
- 2. The player moves the counter the number of spaces shown on the dice.
- 3. If a player lands on a snake's head, the player's counter slides down to the square at the snake's tail.
- 4. If a player lands on the bottom of a ladder, the player's counter climbs up to the square at the top of the ladder.
- 5. The first player to reach the finish is the winner!



55 + 35 = 76 - 24 = 64 + 15 =89 - 36 = Finish 23 24 25 21 22 18 20 + 66 = 97 – 25 = + 13 = 55 - 33 [°]= 90 - 50 = 87 19 18 20 17 16 71 + 17 = 96 - 80 = 18 + 50 = 49 - 24 = 66 + 14 = 11 12 13 14 15 99 - 29 = 11 + 48 =12 + 46 =34 - 11 = 33 + 22 = 10 9 8 7 6 C Start 14 + 21 =39 - 7 = 14 + 50 = 67 - 51 = 1 2 3 4 5 Λ

Challenge 11

Complete the Stegosaurus Dot to Dot

Stegosaurus



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Crack the Emoji Code

Emoji Code Breaking

		(*		X	1 X X				
o	1	2	3	4	5	6	7	8	9







Space Addition and Subtraction Puzzle

Work out the answers to the calculations in the puzzle, then colour in the area using the colour guide below:





Code Breaking Multiples of 10





Stone Age Counting



Could these drawings represent counting things?

What might 'Stone Age' people count?

Try making up your own way of recording counting.



Challenge 16



mage of Stonehenge: Wessex Archaeology/Flickr Used under Creative Commons licence

Biscuit Decorations Image: Constraint of the second se

Then he put a red cherry on every third biscuit.

Then he put a white chocolate button on every fourth biscuit.

So there was nothing on the first biscuit.

How many other biscuits had no decoration?

Did any biscuits get all three decorations?

To help you to find the answer to this puzzle you can use: <u>Circles</u> as <u>biscuits</u> <u>Green counters</u> for <u>icing</u> <u>Red counters</u> for <u>cherries</u> <u>White counters for chocolate buttons</u>