Numeracy Challenge Grid 1

Select one challenge below. You can send it to your teacher by email Mr Gullen (rgullen953@c2kni.net), Mrs McDougall (gmcdougall357@c2kni.net) or by Seesaw.

Use a collection of 2D shapes to create a shape picture. Remember to label each shape.	Go on a symmetry hunt round your house. Make a list of all of the objects that you find that have at least one line of symmetry. Make a note of how many lines of symmetry each object has.	Hide something and make a treasure map to find it.	What time did you get up? What time did you have your lunch? How long is it from the first time to the second time?	Draw around your hand and foot on pieces of paper. Measure the difference between the two areas.
Write down the age of everyone in your family. Estimate the total of their ages if you add them up. Then calculate it and see how close you were.	Use Lego to build a model of a Viking Ship or Titanic.	Roll 2 dice. Add the numbers together. Add up your answers. Stop when you reach 75.	Create a maze. Write an algorithm to get an item from the start of the maze to the end.	Write out a timetable for your day with at least four time slots and activities included. Record the time slots using analogue or digital time.
Practise your times tables by reciting them as you hop or skip.	Create a questionnaire and gather data about your family's favourite drinks and snacks. Present your data in a graph.	Roll 2 dice. Multiply the two numbers. Add up your answers. Stop when you reach 200.	Make a paper plate clock.	Draw four cards from a pack of cards. Create the biggest and smallest possible number by arranging the four digits.
With someone in your family, find a timer and set it to 30 seconds. Take turns to time each other doing different activities, e.g. star jumps. Record your results. Create a table to display your results.	Play with water. How many cups does it take to fill a saucepan?	Score a goal. Move the goal posts closer together each time. How close can they be for you to score?	Use a ruler or measuring stick to measure the area and perimeter of an object or room in your house.	Draw four cards from a pack of cards. Use multiplication, addition, subtraction and division to create the closest possible total to 24. You may only use each card's number once.