## **KS2 Fluency Weekly Plan**

Game/activity/challenge

## **Lucky multiples**

Roll the die and move forward by the number rolled. If you land on a multiple of 3, move forward another two places. If you land on a multiple of 7, move forward another three places. If you land on a multiple of 3 and 7, move forward another five places.

Start-	<b>4</b> 9	63	18	6	35	77	9	36
84	7	42	14	18	48	84	12 +	- 30
3 -	<del>)</del> 90	21	33	15	60	133	105	6
Finish	140	21	70	45	42	39	66 +	- 24

Representation:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Abstract:
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Multiples of 3 \_\_\_\_\_\_\_

<b>Objective</b> : to know multiples of 3 and multiples of 7 without need for calculation/thinking	<b>Key Learning Point</b> : to practise working with multiples of 3 and 7 so that children know instantly whether a number is a multiple of 3/7 or not.	Key equipment: 100 squares, game grid, counters
	Representation – 3 minutes	Application Task – 7 minutes
Monday  Vocabulary development  & Familiarisation	Introduce the following maths words of the week:  multiple factor divisible  (Orange = word to be carried to following week)  Use the 100 square to count and identify the multiples of 3. Now do the same with multiples of 7. What do you notice?	Use the following stem sentence (using key words): A number is a multiple of 3 when A number is a multiple of 7 when  Play 'wiggle/jiggle' as a class. Count verbally around the room. If your number is a multiple of 3, say 'wiggle', for a multiple of 7, say 'jiggle' and for a multiple of both, say 'wiggle jiggle'.
Tuesday Representation & Practice	Highlight and address the tricky points: Where does the game become tricky? Remembering 21 etc are multiples of both,	Use the following stem sentence (using key words): Multiples of 3 are numbers in the 3 times table. They can be divided equally into 3 groups, therefore, they are divisible by 3.  Play Game Lucky Multiples
Wednesday Talk for Maths	Model a maths story: Jon buys pineapples in boxes of 7. He can fit up to 30 boxes in his van. How many pineapples can he take?	In pairs make up a maths story OR represent it OR outside challenge Go outdoors and work in pairs to find a way to recap multiples of 3 and 7: write in chalk, chant loudly, play wiggle jiggle again etc

Thursday Application & Variation	What do you notice? http://ntimages.weebly.com/photos.html  How could we quickly find out how many white counters there are? Can you think of another way? How many different ways can you think of?	Play lucky multiples again
Friday Application & Talk for Maths	Game extension or alternative (ie work with another partner) or championship or sharing  Work with another partner. Can you find a way to win every time?	Use the following stem sentence (using key words): The multiples of 3/7 are.  These are divisible by because they can be divided into equal groups.  Discussion of Key Point OR Review of game strategy -  • Can you explain how to win every time?  • Did you find a strategy which helped you?  • How do you know that you have found all the possible solutions?

Representations / Talk	Games –Online links
<u>Mathsbot.com</u>	https://www.transum.org/Software/Game/
Nrich number talks	Maths Hub
http://ntimages.weebly.com/photos.html	<u>Nrich</u>
	<u>Love maths</u>
	<u>I See Maths</u>
	I See Maths – Early number