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## Introduction

The aim of the 'Sum Fun' series is to enable teachers to gather evidence and assess children's learning in maths.

Linked to year group objectives from the new September 2014 curriculum, each fun activity sheet requires pupils to use their mathematical skills to solve a series of questions. They must then use the answers to 'crack the code' and find the solutions to silly jokes, puns and riddles. The activities use Assessment for Learning techniques, such as child friendly 'I can ...' statements at the top of each sheet, so that pupils can be clear about the learning objective; they also encourage self-assessment because if a solution doesn't make sense, pupils will need to spot and correct their mistakes. Quick reference answer pages are provided for the teacher at the back of the book, or to enable pupils to self-mark. There are several sheets per objective so that each one can be tested at different points in the year if necessary, without repetition of the same questions and jokes. This could be at the end of a unit of work, or as a one-off assessment task. The assessment checklist on page 106 will help you to keep track of children's progress.

The activities are in a fun format that children soon become familiar with and look forward to solving, promoting high levels of pupil engagement. Children are motivated by the fun element of the jokes and will compete to be the first to get the answer!

As well as an assessment tool, the sheets can be used as independent tasks in everyday lessons. They are clearly linked to year group objectives from the new curriculum, providing an easy way of differentiating group or individual activities without any extra work for the class teacher! They make good whole class starter or plenary activities on an interactive whiteboard, or could just be used as fun 'time fillers'!

## Roman numerals (3)

## Learning objectives

I can understand Roman numerals for numbers up to 100.

To solve the joke, change the Roman numeral into a number and write the answer in the circle. Then use the grid to find the letter that goes with each answer and write it on the line. The first one is done for you!

| 97 | 26 | 33 | 51 | 59 | 96 | 40 | 80 | 8 | 19 | 94 | 67 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| G | E | N | A | R | W | C | O | L | Y | T | J |


| 24 | 69 | 45 | 99 | 54 |
| :---: | :---: | :---: | :---: | :---: |
| B | U | I | M | P |

What do you get if you cross a sheep with a kangaroo?

## A/_-_-_-_/_-_-_!

LI 51


Year 4 - Number and place value

- Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.


## Counting through negative numbers (1)

Learning objectives
I can count backwards through zero into negative numbers.
$+3 \times{ }^{+3}=8^{x}$
$1.5 \div$

To solve the joke, work out the number that should go in the circle. Then use the grid to find the letter that goes with each answer and write it on the line. The first one is done for you.

| -1 | -5 | -13 | -2 | -9 | -3 | -10 | 0 | -6 | -11 | -12 | -8 | -4 | -7 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| H | L | D | N | R | E | O | G | P | F | I | S | T | A |


, -12, -11, -10

Year 4-Number and place value

- Count backwards through zero to include negative numbers.


## Reading numbers (2)

Learning objectives
I can read and understand a number from 1 to 1000 written in words. I can write numbers from 1 to 1000 in words.

To solve the joke, read the words and write each one as a number in the ovals, then use the grid to find the letter that goes with each answer and write it on the line. The first one is done for you!

| 670 | 958 | 985 | 617 | 240 | 214 | 241 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| B | E | L | S | O | D | T |


six hundred and seventy

two hundred and forty-one
nine hundred and eighty five

nine hundred and fifty-eight
two hundred and forty

six hundred and seventeen
two hundred and forty

two hundred and forty-one


[^0]- Read and write numbers up to 1000 in numerals and in words.


[^0]:    Year 3 - Number and place value

