Gardener

- Look at 20 seeds and find ways of putting them into groups
- Elicit meaning of division and multiplying (lots of)
- Plant seeds evenly using a different number of pots

Skill: Multiplication and division number bonds

Wacky Scientist

- Fill 1/3 of a balloon with baking soda
- Fill a bottle halfway with vinegar
- Attach the balloon the to bottle and watch the chemical reaction blow the balloon
- Work in pairs to experiment, question and comment

Skill- Identify ¼, 1/3 , ½ , ¾ , of a number or shape, and know that all parts must be equal parts of the whole and observe changes over time

Dry Cleaner

(Numicon idea)

- Use items of clothing as number values of 5, 10, 15, and 20
- Use clothes pins on a hanger as number bonds
- Create different number bonds using clothes pins for variations

Skill: Recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships

Patisserie Chef

- Look at different recipes and identify the quantity of butter in grams
- Use playdough butter to match ingredient quantities on scales
- Add or or remove butter to get the exact amount while reading the scale
- Work as chefs to correctly match the quantity in grams for several recipes

Skill- Weigh items and correctly read scales in grams

Rubber Band Cannon Makers

- Look at two rubber band cannon models to predict velocity
- Create a rubber band model and experiment with speed
- Analyse findings and compare with other models

Skill: Carry out simple comparative tests and communicate ideas in a variety of ways

Money Minters

- Look at and identify real sized images of coins
- Create your own coins using the exact size and shape
- Use gold, silver and copper colouring to decorate coins
- Use coins in a role play activity

Skills- Identify and use money

Geometricians

- Construct your 2D or 3D shape
- Present your shape to the class
- Write down all the shape names in a table with space for 2D/3D, vertices, edges and faces
- Look at real life objects to compare

Skill: 2D/3D shapes and their properties

Balloon Hovercraft Designers

- Create a drawing of a hovercraft balloon- what could it look like?
- What materials would you use?
- What would make it move?
- How fast is it going to be?

*Create a balloon hovercraft and test various speeds

Skill: Use different types of enquiry to gather and record data and observe changes over time

Entertainers

- Looking at techniques to memorise time tables by rote
- Identifying examples of : songs, rhymes, stories and crafts which can enable memory of multiplication

Skill: Recall multiplication facts