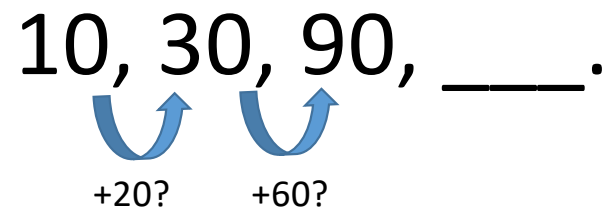


Week 2 Mental Maths Resources.

If you are having trouble with the Mental Maths, have a look here, there might be something here that can help!

Counting patterns

- When solving counting patterns problems, you need to work out what the gap is between each number. Then you have to work out how to get there. Is it adding? Multiplying? For example:


$$10, 30, 90, \underline{\quad\quad\quad}$$


The diagram shows the sequence 10, 30, 90, followed by a blank line. Two blue arrows point from 10 to 30 and from 30 to 90. Below the first arrow is '+20?' and below the second is '+60?'.

- This is not an adding pattern because I can't see a pattern that uses adding! (I tried, that's what the +20 and +60 are)
- It is a multiplication pattern. To get from 10 to 30, multiply by 3. To get from 30 to 90, multiply by 3! So to get the next answer, you must multiply by 3!

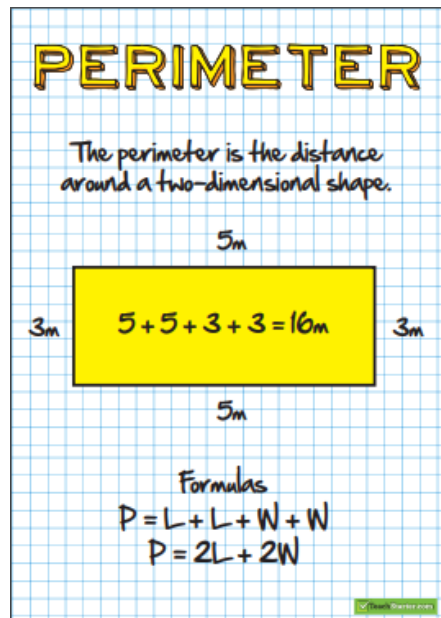
Roman Numerals

| Roman Numerals | | | |
|----------------|-----------|------------|------------|
| 1 = I | 10 = X | 100 = C | 1000 = M |
| 2 = II | 20 = XX | 200 = CC | 2000 = MM |
| 3 = III | 30 = XXX | 300 = CCC | 3000 = MMM |
| 4 = IV | 40 = XL | 400 = CD | |
| 5 = V | 50 = L | 500 = D | |
| 6 = VI | 60 = LX | 600 = DC | |
| 7 = VII | 70 = LXX | 700 = DCC | |
| 8 = VIII | 80 = LXXX | 800 = DCCC | |
| 9 = IX | 90 = XC | 900 = CM | |



- Roman numerals are a numeral system that originated in ancient Rome
- Numbers in this system are represented by combinations of letters from the Latin alphabet.
- For example, to write 26, you would combine the symbol for 20 (XX) and the symbol for 6 (VI), so it would be written as XXVI.

Perimeter




- Perimeter is the length around a shape.
- I think of it like a paddock. The perimeter is like the length of the fence you need to go around a paddock.
- You need the measurements of the sides – the length (L) and the width (W).
- Add up the lengths all the way around the sides, and that is the perimeter.

Symmetry


2D Symmetry

Symmetry is when one shape becomes exactly like another if you flip, slide or turn it. A mirror image or reflection is an example of symmetry.

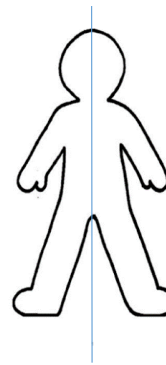
Reflection Symmetry
When one half is the exact reflection of the other half. The line that separates the sections that are the same is called the Line of Symmetry.



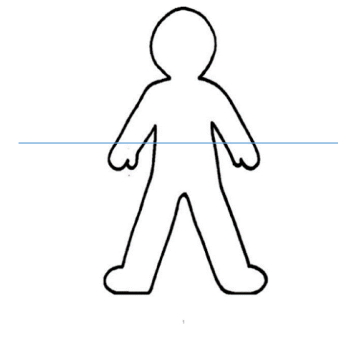
Rotational Symmetry
When the image is rotated around a central point so that it appears 2 or more times. The number of times the Rotational Symmetry occurs is called the Order.



- Symmetry is when one shape become exactly like another if you flip, slide or turn it.



If I cut this shape vertically, the two sides are symmetrical (a mirror image)



If I cut this shape horizontally, the two sides are NOT symmetrical.

Units of Measurement for Length

Converting Units of Length

10 millimetres = 1 centimetre


100 centimetres = 1 metre

1000 metres = 1 kilometre



Units of Measurement for Mass


Converting Units of Mass



10kg

1000 milligrams = 1 gram

1000 grams = 1 kilogram



1000 kilograms = 1 metric tonne

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Rounding



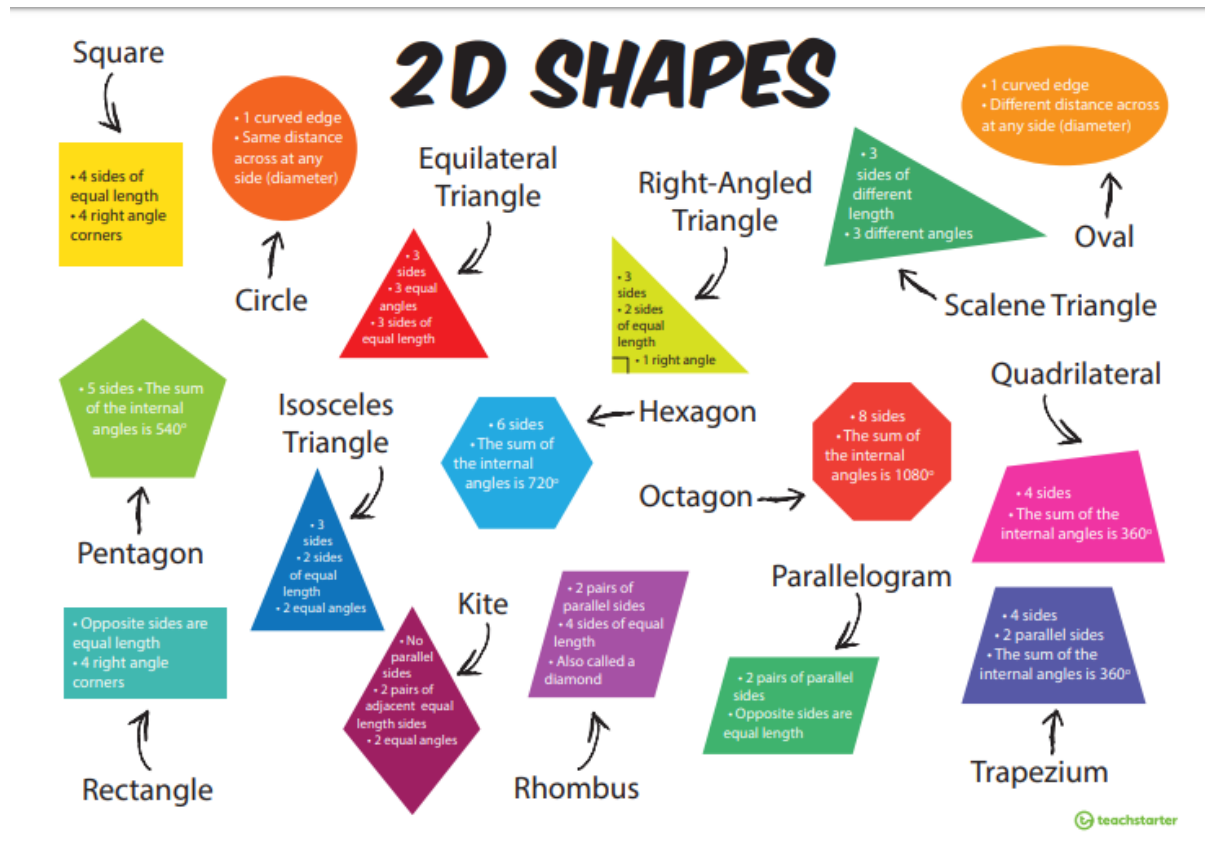
- Remember to look at the right number:
- For example, to round 27 to the nearest 10, you look at the number in the ones place (next door), then apply the rules.

Tens Ones

27

Even though we are talking about rounding to the tens place, we have to look at the Ones to decide what to do. It is 5 or more, so we go up to the nearest ten. The answer is 30.

2D Shapes



3D Shapes

3D Objects

