

MATHS IN THE PLAYGROUND

Numeracy - Key Stage 1 & 2

Resources: natural materials around the playground, e.g. leaves and sticks, ruler per pupil, protractor per pupil, whiteboard/paper and pen for writing

STEP/JUMP/HOP CHALLENGES (KS1)

How many steps does it take to go from to? Give each pupil a different challenge to spread them out.

Repeat with each jump worth 2 points, what is the lowest or highest score you can get?

Change the value of each jump, how many points do you get?

MEASURE TREASURE HUNT (KS1)

Each child will need a ruler.

Can you find:

- 3 leaves/twigs etc that are shorter/longer than 5cm
- 3 leaves/twigs etc half as long as your ruler
- 3 leaves/twigs etc that are exactly 5cm long



LENGTH CHECKLIST

Can you find objects that are the following different lengths, e.g. 5cm, 10cm, 15cm, 50cm? Either provide a checklist or they can write their own.

STEPS FOR A MARATHON (UPPER KS2)

Ask pupils to count how many steps it will take to walk a distance, e.g. the perimeter of the site, perimeter of the playground or the length of the field.

Set some maths questions to work out how many times they would have to repeat their distance to walk a marathon.

Q1. It takes approximately 2000 steps to walk 1 mile. What was the distance you travelled in miles?

Q2. A marathon is 26 miles, how many times would you have to walk/run that distance to complete a marathon?

METRE CHALLENGE (LOWER KS2)

If 2 steps is 1m, how many metres wide is the

- playground
- school site
- climbing frame
- length of building etc.

