

Greater Shepparton Secondary College – Year 7-10 Mathematics - Learning Continuity Plan

- Rich Tasks – completion of activities from the table below

Year 7 to 10 Rich Maths Tasks		
Number and Algebra	Measurement and Geometry	Statistics and probability
Create Flash cards for the times table you have the most trouble with. The multiplication on the front of the card (eg 7 x 8) and the answer on the back of the card (56). Use these to practice these timetables. Challenge someone at home to see if they know the answers.	Identify 4 different shapes in your house, draw them, name them and see if you are able to draw the net of them.	Color Graph Group your pencils and textas into colors. Graph these by color. Calculate the ratio of each color compared with the total number of pencils and textas you have grouped.
Using a deck of cards (Ace is 1, Jack is 11, Queen is 12 and King is 13) flip over two cards and see if you can multiple them together, then add them together, subtract them and see if you can divide them.	Looking around the room find a group of items that add up to exactly one metre in length. Eg. a pencil, a sheet of paper, and a pair of shoes. Draw a diagram of the items, their individual lengths and the total length.	Track the weather daily in a log including: Temperature, wind speed, wind angle, humidity, rain and sun rating. Make predictions about tomorrows temperature. Ensure you write an explanation on your prediction.
Create your own code that uses either numbers or symbols instead of letters. Create a message and see if someone in your house can decipher your code	Follow a recipe and cook something delicious.	Line up a variety of items in your home Students predict the order of these items from lightest to heaviest. Use a balance scale to test their predictions, then rearrange the items according to their actual weights. Record this. Extension – Graph the predicted and actual weights in a line graph.
THE HUNDRED CHALLENGE You are to use the following digits 1, 4, 7 and 9 and you are to apply math skills to create equations that equal each of the digits between 1 and 100. The rules are as follows: <ul style="list-style-type: none"> - All four digits must be used in each equation. - Each digit can only be used once in each equation. - Any operation—addition, subtraction, division, multiplication— or symbol—parentheses, radicals, exponents, etc.—can be used to create equations. - Digits can be combined to form new digits (e.g., 1 and 4 can be combined to form 14 or 41), fractions (e.g., 1 and 7 can be combined to form $\frac{1}{7}$ or $\frac{7}{1}$), and decimals (e.g., 4 and 9 can be combined to form 4.9 or .49). 	Redesign your bedroom. Ensure you include at least 5 different shapes in your design.	Use google to investigate the number of people visiting a local business. Select the 'show more' and look at the 'Popular Times' section. Look at how this changes during the day and between different days. Explain why these changes occur.
Prepare a budget for you family for the week. What are the costs for your family, including food, petrol, and any other costs?	Participate in activities in the Victorian Maths Challenge http://vmc.global2.vic.edu.au/	Work out the ratio of males and females in your house hold. Look up 3 country's on google country's and work out the ratio of males to females in that country.