

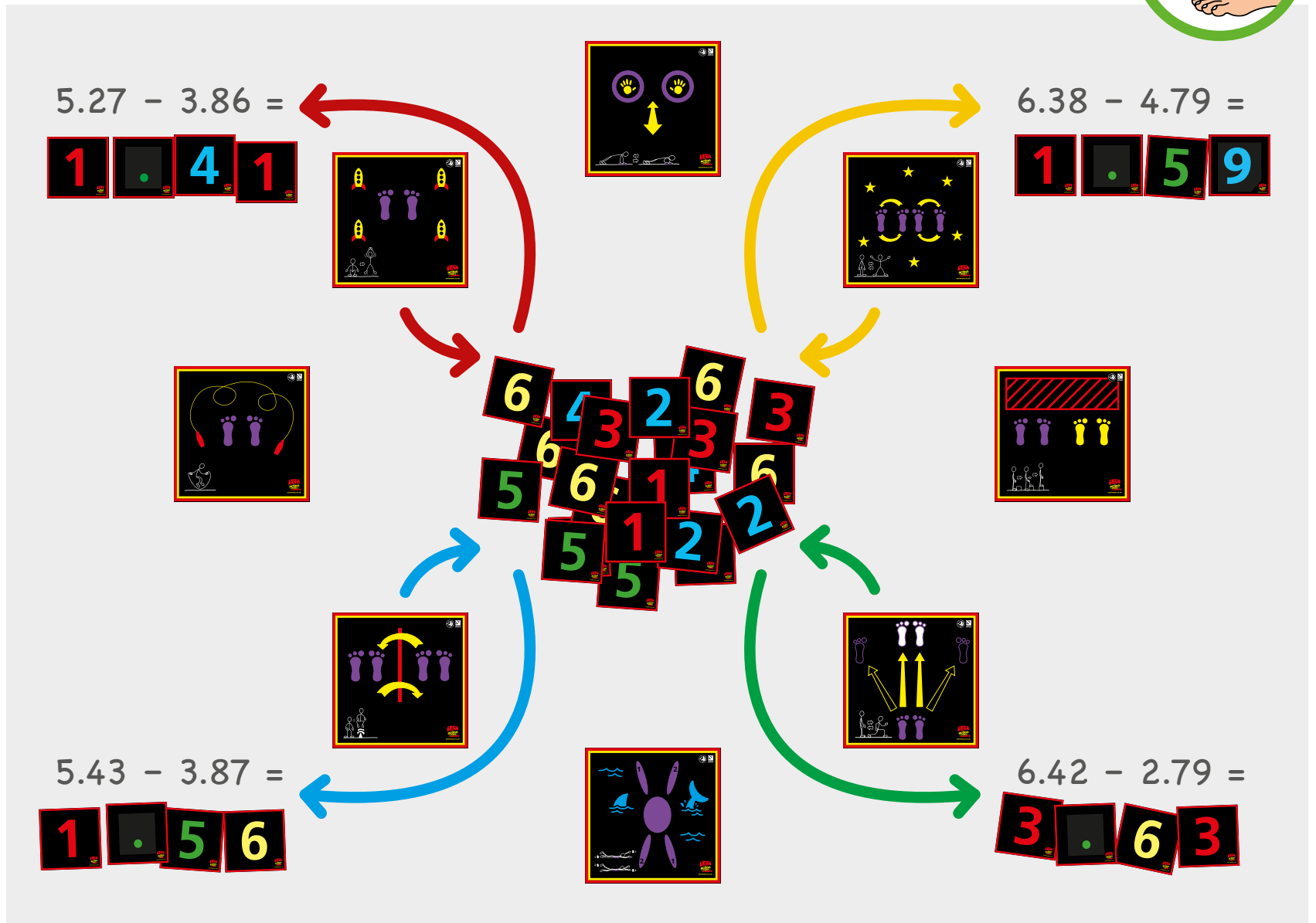


Subtraction  
actions

**Year**  
5

**Focus**  
Subtracting with  
decimals

**What's needed**  
x4 Home Mats  
**Maths mats required:**  
Single and double digit



The diagram illustrates four subtraction problems, each associated with a specific action mat and a set of digit cards:

- Top Left:**  $5.27 - 3.86 =$  with digit cards 1, ., 4, 1. Action mat shows two figures with arrows pointing outwards.
- Top Right:**  $6.38 - 4.79 =$  with digit cards 1, ., 5, 9. Action mat shows two figures with arrows pointing inwards.
- Bottom Left:**  $5.43 - 3.87 =$  with digit cards 1, ., 5, 6. Action mat shows two figures with arrows pointing outwards.
- Bottom Right:**  $6.42 - 2.79 =$  with digit cards 3, ., 6, 3. Action mat shows two figures with arrows pointing inwards.

Four action mats are also shown in the center, each with a different illustration: a person with eyes, a person with stars, a person with a sun, and a person with a moon. Arrows connect these mats to the central pile of digit cards.



## Warm Up

### Speedy Subtractions

Display a number mat in each corner of the room, any number is fine.

The students should move around in the middle of the space using a variety of movements such as jogging, skipping and jumping. When given a signal the students choose a corner to run to. The teacher should call out a subtraction where the answer is one of the numbers; the students in the correct corner gain a point.

This game can be played competitively if you wish by giving each student three 'lives' to begin with. They lose a life every time they select the wrong corner.

## Main task

### Subtraction actions

In this game the teacher will need to prepare eight A4 pieces of paper with a subtraction on each. ( $5.27 - 3.86 =$  ,  $6.38 - 4.79 =$  ,  $5.43 - 3.87 =$   $6.42 - 2.79 =$  ,  $5.23 - 4.86 =$  ,  $7.54 - 4.67 =$  ,  $8.32 - 5.58 =$  ,  $6.24 - 4.36$ )

Eight action mats should be spread in a large circle around the room with the prepared equations next to them. Each group will need a white board and pen.

Split the children into groups and spread them around the eight action mats.

The first child in the group begins the activity on their action mat, while the rest of the group solves the equation. As soon as they have the answer, the first child stops their activity, runs to the maths mats and collects the digits to make the answer. The first team with the answer gains a point.

Rotate the groups around the equations, with each rotation the next person in the group carries out the activity while the rest of the group solve the equation.



To challenge more able students, include a place holding 0 in the tenths column ( $8.02 - 1.85$ ), or give them word problems to solve (a t-shirt costing £2.50 has a 25% discount, how much does it now cost?)