

# Calculating

## 4.7

### Objective

- Improve speed of mental subtraction/addition

### Resources

- Y5 SVR 4.7
- Two metre sticks or pointers

### Activities

- This is a **Gladiators** game.
- Display Starter visual resource sheet 4.7.
- Divide the class into two teams. Give the first player in each team a pointer.
- Call out a subtraction calculation with an answer on the sheet, e.g. *Ninety five minus six*.
- The first player to point to the correct answer wins and stays in the game. The other player is replaced by the next person in his/her team.
- Repeat with different questions, e.g.  
*Seventy seven subtract forty*  
*Eighty five minus ten*  
*One hundred subtract seventeen*  
*Seventeen minus eight*  
*Fifty eight take away twenty four*, and so on.
- Vary the language used to include *minus*, *subtract*, *take away* and *the difference between is... .*
- The team with players remaining wins.

Variation:

- Repeat giving addition calculations with answers on the sheet.

### Language and vocabulary

Subtract, minus, take away, the difference between is ...

|    |    |    |    |
|----|----|----|----|
| 63 | 64 | 34 | 9  |
| 83 | 14 | 40 | 37 |
| 75 | 89 | 17 | 43 |