

REVISION: DECIMALS II (P6Foundation)

PART 1: INTERACTIVE GAME: PEPSI COLA (10 MINS)

Objective: The last player remaining in the game wins the game and gets 2 yupi sweets.

1. Get the students to fold the tables, and place the tables and chairs aside.
2. The students are to form a circle and Coach stands at a corner.
3. When the students are ready, what the coach has to do is say out loud a math decimals question, for example 4.5×2 (You can have a calculator on stand-by).
4. The first student to say aloud the answer and if the answer is correct, gets **3 moves only** to step on another person's feet.
5. After 3 moves and stepping on another person's feet, Coach then questions the class. Repeat steps 1 to 3.
6. Game is over after 15 minutes or the last student to remain standing wins the game and gets a Yupi sweet!

PART 2 - DECIMALS (30 MINS)

- Multiplication and division of decimals (up to 2 decimal places) by a 1-digit whole number without using calculators.
- Division of a whole number by a whole number with answer in decimal form.
- Solving up to 3-step word problems involving the 4 operations. (including problems involving money)
- Rounding off answers to a specified degree of accuracy.
- Estimation of answers in calculations.
- Checking reasonableness of answers.

PART 3 - REVISION (30 MINS)

Decimals Section C

PART 4 - BREAK (15 MINS)

Coach tells a motivational story.

PART 5 - QUESTIONS (30 - 35 MINS)

Coach goes through the questions which the class has difficulty in.

PART 6: HOMEWORK

Coach assigns homework to the class.

PART 7 - CLASSDOJO

Update Class Story in ClassDojo.