

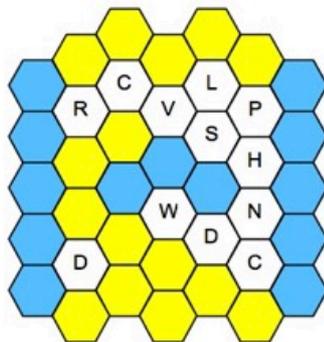
Y8 & Y9 Measure and Miscellaneous Starters

What U is a six letter word with these other letters?

A, F, I, N, R U _ _ _ _ _

Mass	Area	Neither of these
gram	square centimetre	millilitre
kilogram	square millimetre	centilitre
tonne	hectare	
	square kilometre	
	square metre	

More Measure and Miscellaneous Interactive Starters



3.9cl	4000ml	3.6cm	6.1m	4l	35ml
7.1m	5.5kg	36mm	5500g	710cm	3.5cl
6100mm	39ml	53mm	3.4m	5.3cm	3400mm

In this question A = 1, B = 2, ... Z = 26. Click **Clue** for help.
What is the value of the letter that comes first alphabetically in the word:

BABY?

A Spire Maths Activity

<https://spiremaths.co.uk/ia/>

There are five Measure and Miscellaneous Interactives: each with three levels. The titles of the interactives are given below. Brief teacher notes are given for each interactive.

Unfortunately flash files will not work on iPads or iPhones.

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Know your units

OBJECTIVE(S): Know units of measurement involving length, area, volume, capacity and mass.
DESCRIPTION: Ten units are shown and have to be placed in the correct column.

Know your units

Choose the column where you should place the orange box. Click the heading of this column and the orange box will be moved there. Once you have placed an orange box it cannot be moved.

Pen on

Length	square metre	Neither of these
centimetre	Mass	square centimetre
metre		

Level 1

New
Reset

« »

Two column headings taken from Area, Length, Mass and Volume are shown on screen together with a third column called 'Neither of these'. Ten sets of units are then shown one at a time, such as centimetre and pupils are invited to click on the appropriate heading into which the unit is placed. When all ten are completed the results are shown by shading units in the incorrect column in blue. They can then be moved into the correct column, but they stay blue. A comment is given on level of success.

There are 3 levels: at level one only words are used for the unit, and only metric units are present; at level two only the symbols for the words used at level one are used; and at level three both words and symbols are used as well as the occasional imperial unit (word only).

Spire Maths interactive files available in a flash format at: <https://spiremaths.co.uk/ia/>

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Vocabulary hexagons

OBJECTIVE(S):

Use, read, write and spell correctly mathematical vocabulary.

DESCRIPTION:

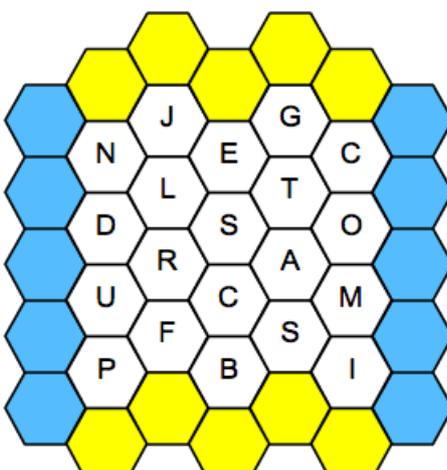
A hexagon game for two teams. Given definitions find the word to make a continuous line of hexagons from top to bottom or side to side.

Vocabulary hexagons

A game for two teams. Complete a path of hexagons in your team colour across the board to win. You will have 30 seconds to answer each question. Blue team, click on a hexagon to begin.

0 : 30

Pen on



Turn
Blue Team

Level
↑
1
↓

New

Reset

«
»

Twenty white hexagons, each containing a letter of the alphabet, are shown in five vertical lines of four hexagons. They are surrounded by five yellow hexagons, top and bottom, and five blue hexagons, left and right. The object is to answer questions based on the letter correctly to make a continuous line of hexagons joining the coloured hexagons. The shortest route for blue is five hexagons and for yellow is four hexagons. A question shows a definition of a mathematical word (or words) and the word has to be provided. A correct answer turns the hexagon the team's colour, while an incorrect response gives the hexagon to the other side. There is a time limit according to level and the time is shown counting down. The answer has to be given in the allotted time, otherwise it is assumed to be incorrect and the hexagon is 'given' to the other side. The question person decides if the answer is correct or not - there is a Show facility to check the answer (the timer is now stopped), after which correct or incorrect must be clicked. Correct or incorrect can be clicked at any point before the clock reaches 0. There are 3 levels differentiated by time allowed: level 1 is 30 seconds, level 2 is 25 seconds and level 3 is 15 seconds.

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Vocabulary hexagon anagrams

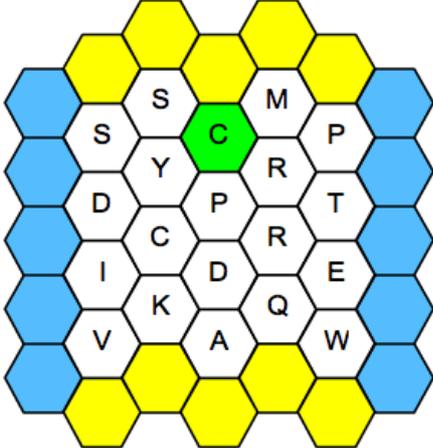
OBJECTIVE(S): Use, read, write and spell correctly mathematical vocabulary.

DESCRIPTION: A hexagon game for two teams. Find the anagram make a continuous line of hexagons from top to bottom or side to side.

Vocabulary hexagon anagrams

Click Correct or Incorrect depending on how the question has been answered.

What C is a nine letter word with these other letters?
A, E, M, O, P, S, S, S C _ _ _ _ _



Turn Blue Team

Correct

Show

Incorrect

Level

↑

1

↓

New

Reset

Twenty white hexagons, each containing a letter of the alphabet, are shown in five vertical lines of four hexagons. They are surrounded by five yellow hexagons, top and bottom, and five blue hexagons, left and right. The object is to answer questions based on the letter correctly to make a continuous line of hexagons joining the coloured hexagons. The shortest route for blue is five hexagons and for yellow is four hexagons. A question shows an anagram of a word beginning with the selected letter. Words are taken from the year 8 vocabulary list. A correct answer turns the hexagon the team's colour, while an incorrect response gives the hexagon to the other side. There is a time limit according to level and the time is shown counting down. The answer has to be given in the allotted time, otherwise it is assumed to be incorrect and the hexagon is 'given' to the other side. The question person decides if the answer is correct or not - there is a Show facility to check the answer (the timer is now stopped), after which correct or incorrect must be clicked. Correct or incorrect can be clicked at any point before the clock reaches 0.

There are 3 levels differentiated by time allowed: level 1 is 30 seconds, level 2 is 25 seconds and level 3 is 15 seconds.

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<http://jamtecstoke.co.uk/>

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<https://spiremaths.co.uk/ia/>

Letter code hexagons

OBJECTIVE(S):

Use, read, write and spell correctly mathematical vocabulary.

DESCRIPTION:

A hexagon game for two teams. Answer questions to make a continuous line of hexagons from top to bottom or side to side.

Letter code hexagons

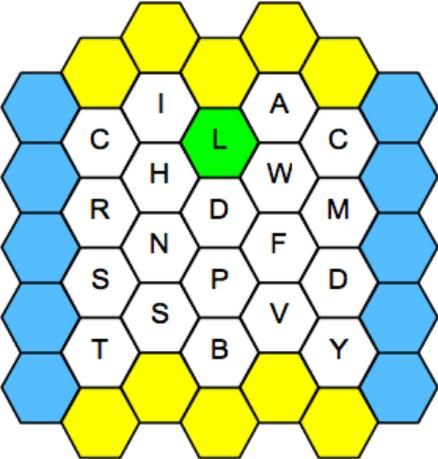
Click **Correct** or **Incorrect** depending on how the question has been answered. If the answer is incorrect then the hexagon goes to the other team.

0 : 10

Pen on

In this question A = 1, B = 2, ... Z = 26. Click **Clue** for help.
 What is the value of the letter that comes first alphabetically in the word:

LION?



Turn Blue Team

Correct

Show

Incorrect

Clue

New

Reset

Level ↑ 1 ↓

Twenty white hexagons, each containing a letter of the alphabet, are shown in five vertical lines of four hexagons. They are surrounded by five yellow hexagons, top and bottom, and five blue hexagons, left and right. The object is to answer questions based on the letter correctly to make a continuous line of hexagons joining the coloured hexagons. The shortest route for blue is five hexagons and for yellow is four hexagons. A three, four or five letter word is shown and a question is asked where you have to allocate numbers to the letters (A = 1, B = 2, ... Z = 26). A correct answer turns the hexagon the team's colour, while an incorrect response gives the hexagon to the other side. There is a time limit according to level and the time is shown counting down. The answer has to be given in the allotted time, otherwise it is assumed to be incorrect and the hexagon is 'given' to the other side. The question person decides if the answer is correct or not - there is a Show facility to check the answer (the timer is now stopped), after which correct or incorrect must be clicked. Correct or incorrect can be clicked at any point before the clock reaches 0.

There are 3 levels differentiated by time allowed: level 1 is 30 seconds, level 2 is 25 seconds and level 3 is 15 seconds.

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<https://spiremaths.co.uk/ia/>

Converting metric quantities

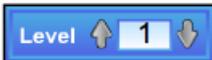
OBJECTIVE(S): Converts between different metric units.
DESCRIPTION: An 18 card matching challenge. Conversion between equivalent metric units.

Converting metric quantities

Here are nine pairs of metric quantities.
Click a quantity and its 'partner' to find all the matching the pairs.



9800g	6.6km	8cl	6600m	5m	490cl
5000mm	29mm	80ml	2.9cm	5.9m	880cm
9.8kg	4.9l	8.7km	5900mm	8.8m	8700m







Pupils choose two cards on a 3 by 6 grid. There are nine pairs of equivalent metric measurements. Note that the intention behind this activity could be 'undermined' as pupils just look for numbers, ignoring any decimal point, with, for example, the first two digits the same. Click Repeat to use the same numbers again, but the cards will be shuffled. The timer can be used to show the total time taken to find the nine pairs (the timer works even when it is not visible). There are 3 levels differentiated by the numbers used.

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