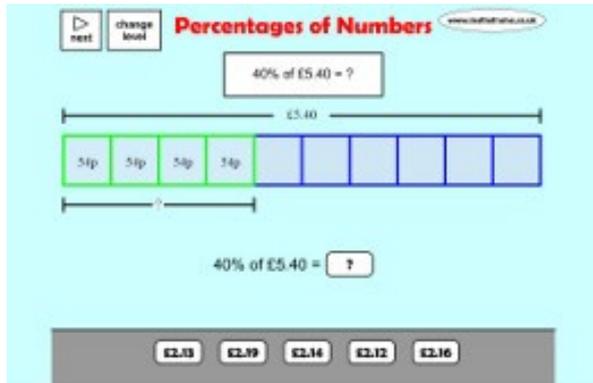


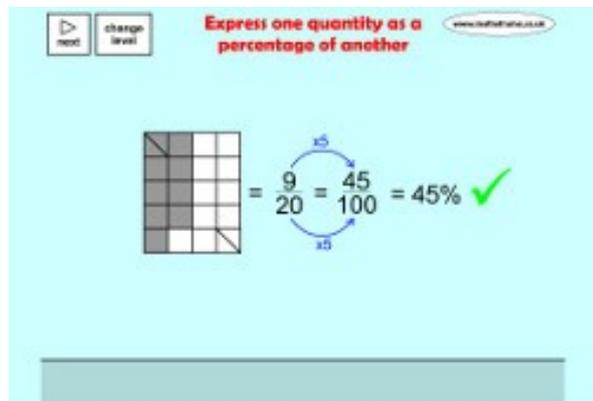


Useful interactive games to teach the skills needed to solve problems involving the calculation of percentages.



[http://mathsframe.co.uk/en/resources/resource/146/percentages\\_of\\_numbers](http://mathsframe.co.uk/en/resources/resource/146/percentages_of_numbers)

Uses a bar to visually represent the percentages, children can then see the relationship between 10% of a number and a multiple of 5% or 10% of the number.



[http://mathsframe.co.uk/en/resources/resource/230/express\\_one\\_quantity\\_as\\_a\\_percentage\\_of\\_another](http://mathsframe.co.uk/en/resources/resource/230/express_one_quantity_as_a_percentage_of_another)

Express one quantity as a percentage of another. Choose either number, word or shape problems. Reinforces how to convert fractions into an equivalent with a denominator of 100, and therefore into percentages.



[http://mathsframe.co.uk/en/resources/resource/277/Convert\\_Fractions\\_to\\_Percentages](http://mathsframe.co.uk/en/resources/resource/277/Convert_Fractions_to_Percentages)

Convert a given fraction into a percentage. Throw your pickaxe at the correct answer. A fun way to practise a key skill.

[http://mathsframe.co.uk/en/resources/category/18/fractions\\_decimals\\_and\\_percentages](http://mathsframe.co.uk/en/resources/category/18/fractions_decimals_and_percentages) - lots more games to teach the link between fractions, decimals and percentages

Answers:

- 1) 396ml
- 2)  $10/25 = 40\%$
- 3) 50% of 33 is 16.5 and you cannot get half a child
- 4) if  $30\% = 60$ , then  $10\% = 20$  ( $60 \div 3$ ), so  $100\% = 200$
- 5)  $45\% \text{ of } 60 = 27 \text{ votes}$