

GRADE 5 LEARNING PACK

# Measure, Time & Simple Rates

Select units, convert common measures and solve practical time, perimeter, area, volume/capacity and simple rate problems.

**LEARN • PRACTISE • CREATE • REFLECT**

Original BrightPencil Kids resource - adult-led where appropriate

A4 edition • 12 purposeful pages • review copy

**Print. Learn. Grow.**

# Grown-up guide

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## Learning objective

Select units, convert common measures and solve practical time, perimeter, area, volume/capacity and simple rate problems.

## Use this pack well

- Model the first example aloud, then let the learner try.
- Ask “How do you know?” more often than “Are you finished?”.
- Use real objects, talk, movement or observation when the activity suggests it.
- Stop or shorten the session if attention or enjoyment drops.
- Open-ended pages can have many successful answers.

## Quality note

This resource was written originally for BrightPencil Kids. Curriculum sources informed scope and progression only; no third-party worksheet or story text is reproduced.

# Learn the idea

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**1** Measurement choices depend on the attribute and scale being measured.

**2** Conversions are based on multiplicative relationships between units.

**3** A rate compares quantities with different units, such as kilometres per hour.

## Talk about it

Explain one idea in your own words. Give an example from real life, a drawing or an object if that helps.

Convert between metres and kilometres in simple cases.

Solve elapsed-time problems using 24-hour notation.

Calculate perimeter and area for compound rectilinear shapes from labelled dimensions.

Interpret litres and millilitres in capacity contexts.

Use distance and time to interpret a simple average-speed statement without unsafe real-world testing.

## Try it beyond the page

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### Real-world / hands-on connection

Measure a safe household/classroom object and choose the most sensible unit; compare estimate with measurement.

### Before you finish

What did you notice?

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What evidence, object or example helped you?

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What would you change if you tried again?

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# Create something

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## Your project

**Design a fictional day-trip timetable with distances, durations and one rate calculation.**

Use this space for planning, drawing, mapping, designing or notes.

CHALLENGE

# Think deeper

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1. How many minutes are in 2.5 hours?

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2. What units are used for area?

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3. What does 60 km/h compare?

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# Quick review

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1. In one sentence, explain the big idea of “Measure, Time & Simple Rates”.

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2. Draw or write one example that shows you understand.

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3. Choose one activity from this pack and explain the strategy you used.

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4. Write one question you still have.

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## Answer & discussion notes

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Use these as guidance, not scripts. Open questions can have different successful responses when the reasoning is sensible and evidence-based.

### 1. Suggested response

150 minutes.

### 2. Suggested response

Square units.

### 3. Suggested response

Distance travelled per hour.

### Review before publication

Check age fit, factual accuracy, clarity, accessibility, rights provenance and whether the activity works in practice. This file remains a review copy until those checks are signed off.

FINISH

# My learning reflection

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**I finished this BrightPencil learning pack.**

**One thing I understand better now:**

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**A strategy that helped me:**

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**Something I created or noticed:**

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**My next small question or goal:**

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