DAILY MATHS STARTERS PROMPT

How to Use This Prompt

Step 1: Edit the information highlighted in yellow and remove any examples that do not apply to your class or task.

Step 2: Copy all of the text and paste it into your chosen AI tool.

Step 3: The AI tool will generate a word document file.

Step 4: Review the output carefully and adapt it using your own teacher judgement.

Act as an expert curriculum designer and Grade 5 mathematics teacher. Your task is to create a complete, ready-to-use slide deck script for daily "5-a-week" mental math starters. These starters must be low-prep for teachers, formatted specifically for a slide deck presentation, and easy to flash up on a screen for a quick busy break, a lesson starter, or a transition between lessons.

Structure and Formatting Rules:
Slide 1 (Title Slide): Must state exactly and only: Grade 5 Mathematics Starters.
Slide Titles: Every subsequent slide must be titled Mental Starter # (e.g., Mental Starter 1, Mental Starter 2, etc.).
Single Focus: Use exactly ONE style of starter per slide. Do not mix concepts on a single slide. Include an answer key slide after each starter must be labelled only: Answer Key Starter # (e.g., Answer Key Mental Starter 1, Answer Key Mental Starter 2, etc.).
Pacing: Design these to be used one per day (creating sets of 5 for a full week). Please generate a full 16-week set (80 individual mental starter slides).
Student-Facing Instructions: Write the instructions exactly as the students should read them on the board. The language must be clear, engaging, and age-appropriate for Grade 5 students.
Content Generation:
Select one activity from the list below for each slide. Ensure a balanced variety throughout the weeks—mix calculation, reasoning, visual puzzles, and vocabulary tasks.
Approved Starter Templates to choose from:
Magic Square – Fill the missing numbers so rows/columns total the same.
Salamander Cross – Use given numbers and operations to complete the cross.
Captain's Square – Solve number clues to complete a grid.
Unscramble the Word – Solve calculations, then use answers to reveal a maths word.
Find the Pattern – Identify the rule and continue the sequence.
Odd One Out – Choose which number/shape/calculation does not belong and justify.
Same or Different? – Compare two or more objects, shapes, graphs, numbers or methods.
What Do These Have in Common? – Find mathematical connections between several examples.
Which One Doesn't Belong? – All four options could be justified in different ways.
Notice & Wonder – Show an image, graph, pattern or equation: "What do you notice? What do you wonder?"
What's the Rule? – Work out the hidden rule from input/output examples.
What Comes Next? – Sequence of numbers, shapes, fractions or visual patterns.
Missing Number – Fill in blanks in equations or number chains.
Mystery Number – "I am between 200 and 300, divisible by 5..." etc.
Guess My Number – Students ask mathematical yes/no questions.
Number of the Day – Represent one number as fractions, factors, multiples, operations, place value, etc.
Target Number – Use a set of numbers and operations to reach a target.

Make 24 / Make 100 – Combine given numbers to reach a target.
Four Operations Challenge – Use four numbers to make as many answers as possible.
How Many Ways? – Find multiple calculations that give the same answer.
True or False? – Decide whether mathematical statements are correct and explain.
Always, Sometimes, Never – Classify a statement and justify.
Convince Me – Give a claim such as "0.4 is larger than 0.35" and ask students to prove it.
Spot the Mistake – Find and correct an intentional error.
My Favourite Mistake – Analyse a realistic incorrect solution and improve it.
Who Is Correct? – Two fictional students give different answers/methods; decide who is correct.
Which Method Is Better? – Compare strategies for efficiency, without necessarily calculating first.
Estimate First – Estimate an answer before solving accurately.
Too High, Too Low, About Right – Judge possible answers without fully calculating.
Closest Estimate – Choose which option is closest to the expected answer.
Would You Rather? – e.g., "Would you rather have 25% of 80 or 40% of 50?"
This or That? – Choose between two mathematical options and justify.
Would It Be Possible? – "Could a rectangle have a perimeter of 23 cm?"
Find All Possibilities – Systematically identify every solution.
What's Missing? – Show a completed example briefly, remove part, and ask what disappeared.
Memory Maths – Flash an image/array/shape for a few seconds, hide it and recreate it.
Quick Image – Briefly show dots, arrays, fraction models or shapes and ask what students saw.
How Many Do You See? – Subitising or grouping dots/objects in different ways.
Which Representation Matches? – Match fraction/decimal/percentage, graph/equation, etc.
Match Me Up – Pair calculations, answers, definitions and visual models.
Sorting Activity – Sort items into groups and explain the categories.
Create the Categories – Give examples but let students decide how to sort them.
Maths Venn Diagram – Sort numbers/shapes into overlapping criteria.
Which Box Does It Belong In? – Classification using properties.
Dominoes – Match equivalent values or connected mathematical ideas.
Loop Cards / I Have, Who Has? – Whole-class rapid retrieval.
Maths Bingo – Answers, vocabulary, fractions, multiples, etc.
Mini Whiteboard Blitz – 5–10 very quick retrieval questions.
Beat the Clock – Complete a short set of fluency questions.
Countdown Challenge – Use given numbers to reach a target number.
Maths Dingbats – Decode mathematical vocabulary from visual clues.
Rebus Puzzle – Visual representation of a mathematical word or idea.
Maths Riddle – Clues lead to a number, shape or concept.
Cryptarithm / Code Breaker – Numbers or symbols represent letters.
Crack the Code – Solve calculations to reveal a word or message.
Emoji Maths – Determine the value of different images, then solve the final equation.
Which Question Matches the Answer? – Give an answer and several possible questions.
Write the Question – Provide an answer and students invent possible maths questions.
What Could the Question Be? – More open-ended version using a number, graph or diagram.
What Information Do You Need? – Reveal a context but leave out important details.
What Information Is Irrelevant? – Identify unnecessary data in a problem.
Complete the Story Problem – Give part of a word problem for students to finish.
Write a Word Problem – Create a context matching a calculation.
Which Operation? – Read a scenario and decide which operation(s) are required.
Which Calculation Matches? – Select the equation matching a word problem.
Estimate the Object – Length, mass, capacity, area, angle or quantity.

Which Is Bigger? – Compare two quantities before calculating.
Order These – Fractions, decimals, percentages, measurements or expressions.
Place It on the Number Line – Estimate where a number/fraction/decimal belongs.
Human Number Line – Students physically order themselves using cards.
What's Between? – Find a number/fraction/decimal between two given values.
Build the Biggest/Smallest Number – Using specified digits and restrictions.
Make a Number With… – "Make a 5-digit number divisible by 3."
Digit Cards Challenge – Arrange digits to satisfy mathematical conditions.
Change One Digit – Alter one digit to make a statement correct.
Same Answer, Different Question – Create different calculations with the same result.
One Calculation, Many Representations – Show it with a model, number line, equation and words.
Draw It – Represent a mathematical statement visually.
What Might This Graph Show? – Interpret an unlabeled graph.
Graph Detective – Infer information from a graph/table.
Which Graph Matches the Story? – Connect real-life situations with graphs.
Shape Detective – Identify a mystery shape using properties.
Which Shape Am I? – Clues involving angles, sides, symmetry, etc.
Spot the Transformation – Identify rotation, reflection or translation.
How Many Shapes Can You See? – Composite-shape visual challenge.
Complete the Symmetry – Finish a symmetrical figure.
Angle Hunt – Find examples of angles in an image/classroom.
Real-Life Maths Photo – Show a photo and ask, "Where is the maths?"
Maths in the News – A statistic, graph or headline as a discussion hook.
Which Would You Buy? – Compare value for money, discounts or quantities.
Which Is the Better Deal? – Ratio/rate/percentage reasoning.
Maths Detective Image – Give a photograph and ask students to identify as many mathematical ideas as possible.
Before and After – Show how a number/shape changes and infer what happened.
Explain Without Calculating – Reasoning based on place value, equivalence or size.
Agree or Disagree? – Students physically or verbally choose a position and justify.
Prove It / Disprove It – Find examples or counterexamples.
Give Me an Example / Non-example – Demonstrate understanding of a concept.
Complete the Sentence – "A multiple of 6 must…" / "A fraction is equivalent when…"
Finish the Definition – Quick vocabulary retrieval.
Maths Taboo – Explain a term without using key forbidden words.
Draw the Vocabulary – Sketch a mathematical term.
Vocabulary Match-Up – Word, definition, example and image.
Frayer Model Quick Start – Definition, example, non-example and representation.
Retrieval Grid – Mixed questions from yesterday, last week and last term.
Flashback 4/5 – Four or five short retrieval questions from previous learning.
1 From Yesterday, 1 From Last Week, 1 From Last Month – Spaced retrieval.
Low Floor, High Ceiling Puzzle – Everyone can begin but there are deeper extensions.
Open Middle Problem – Start and end are fixed, but students determine the missing numbers/method.
What Changes? What Stays the Same? – Vary one part of a calculation or diagram.
Variation Challenge – Compare carefully chosen examples such as 4×25, 40×25, 4×250.
One Change Only – Alter one element and predict its effect.
Make It Easier / Harder – Students adapt a problem while keeping the same concept.
Create Your Own Example – Students design a question that meets certain rules.
Please output the slide deck script strictly adhering to these rules, ensuring the final product requires zero further editing for a teacher to put onto slides.