

Recognising numbers

Choose a number for the week, e.g. 2.

Encourage your child to look out for this number all the time.

- ◆ Can your child see the number 2 anywhere?

at home

- in the kitchen
- on pages in a book

in the street

- on doors
- on car number plates
- on buses

while out shopping

- on the shop till
- on shelves
- in shop windows

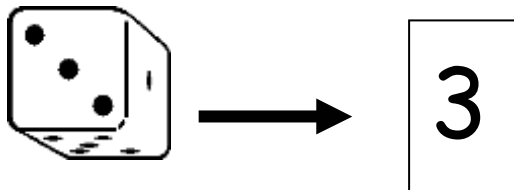
- ◆ Find two apples, toys, spoons, straws, sweets, etc.
- ◆ Make patterns, such as two knives, two forks, two spoons, two knives, two forks, two spoons...
- ◆ Practise writing the number 2.

Choose a different number each week

Dice game

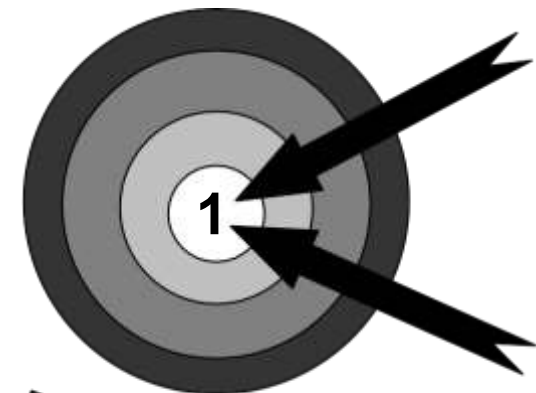
Use a 'dotted' dice and write the numbers 1 to 6 on a sheet of paper (or use the numbered animals).

- ◆ Throw the dice. Can your child guess how many dots there are? Check by counting.
- ◆ Ask your child which number on the paper matches the dots on the dice.



Supporting your child at home

Reception



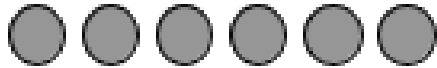
Mathematics

A booklet for parents

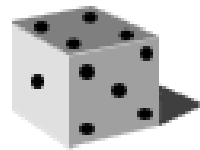
Fun activities to do at home

Spot the difference

Draw a row of six big coloured spots.



- ✦ In turn, one player closes his or her eyes.
- ✦ The other player hides some of the spots with a sheet of paper.
- ✦ The first player looks and says how many spots are hidden.
- ✦ Try with other numbers of spots, e.g. five or seven.



One more, one less

For this game you need a dice, a coin and some building blocks or Lego bricks.

- ✦ Take turns to roll the dice.
- ✦ Build a tower with that number of blocks or bricks.
- ✦ Then toss the coin. Heads means take one brick off. Tails means add one on.
- ✦ If you can guess how many bricks there will be after this, you keep them!
- ✦ The first to collect 20 bricks or more wins!

Counting and putting numbers in order

Use old magazines, comics or greetings cards. Cut out pictures of animals, or anything else your child is interested in. Label the animals 1 to 5.



- ◆ Shuffle the animals. Put them in order from 1 to 5.
- ◆ Remove one animal. Ask your child which number is missing. Repeat with other numbers and more than one missing number.
- ◆ Ask your child to say what number comes before or after a number you choose.

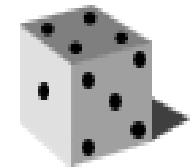
When your child can do this, repeat with numbers 1 to 10.

Build a tower

For this game you need a dice and some building blocks or lego bricks.

- ✦ Take turns.
- ✦ Roll the dice.
- ✦ Collect the number of bricks to build your own tower.
- ✦ The first to 10 wins!

For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

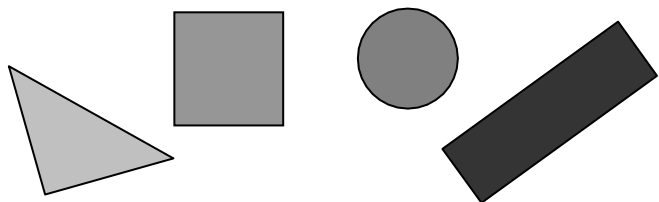


Roll a shape

Cut out 12 shapes.

Make 3 triangles, 3 squares, 3 rectangles and 3 circles.

- ◆ Take turns to roll a dice and collect a shape that has that number of sides, e.g. roll a 4, collect a square.
- ◆ The first to have four different shapes wins.
- ◆ If you can name each shape you go first next time!



Cupboard maths

Ask your child to help you sort a food cupboard out, putting heavier items on the lower shelf and lighter items on an upper shelf.



Rhymes

Teach your child any number rhymes or songs that you know, particularly ones that involve holding up a number of fingers, like *Five little speckled frogs*. Practise them regularly, with actions.

You can get counting songs on audio tape for a very reasonable price.

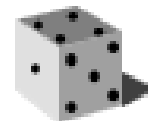
Collections

You need something to collect, e.g. sticky shapes, dried pasta.

- ◆ In turn, one player claps 1, 2, 3, or 4 times while the other player closes his eyes and listens.
- ◆ How many claps did you hear? Take that number of shapes.
- ◆ After four goes make a pattern with your shapes or pasta.

Dicey counting

Take turns to roll a dice and count back to zero from the number thrown. For example:



Four, three, two, one, zero



End of year expectations in Maths for EYFS

(Taken from development matters expectations for 40-60 months).

Early Learning Goal:

Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.

Early Learning Goal

Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.

Number



I can count from one to 20 forwards and backwards.

I can order numbers from 1 to 20.

Addition and subtraction.



I can tell you what number is one more or less than a number between 1 and 20.

I can add and subtract two numbers less than 10 using equipment.

I can add and subtract two numbers less than 10 by counting on or back.



Measures.



I can tell you about things that are heavy, light, big or small.

I can compare the size of objects. Bigger or smaller. Heavier or lighter.

I can describe where something is. Behind, on top, inside.

I can tell you about my day, weekend or holiday putting events in order.

I can recognise money and can find different coins.

I am beginning to measure time in different ways.

Multiplication and division.



I can use doubling and halving to solve problems.

Properties of shapes.



I can name some 2D shapes.

I can describe simple 2D shapes. How many sides?

I can draw or continue a simple pattern.

I can use shapes to make a pattern or picture.

