Sticker books usually involve collecting numbered stickers. Finding the correct page and place to stick each sticker in involves children reading number. Putting them in order before sticking them in helps children to compare the size of numbers.

# 

 $\checkmark$ 

 $\mathbf{V}$ 

#### What number did you get in today's pack?

How many more do we need to complete this page/the book?

Collectible cards such as *Match Attacks* and *Moshi Monsters* etc often have a range of numbers on them. In the case of *Match Attacks*, there are numbers for attack and defence.

Who is	the	best	attacker/	/defender?
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- Who do you want in your team?
  - Is this player a good swap?

#### <u>Car Journeys</u>

When on long car journeys ('Are we nearly there yet?), choose the colour of a car. Each time you see a car of your colour, look at the number plate. The person who has seen the largest/smallest number on a number plate is the winner. (The success of this game often hangs on the ability of the driver and navigator keeping their cool when a wrong turn is taken!)

Ever sat there wondering what you can do to help your child with their Maths. When someone mentions Maths, does your mind travel back to when you were at school?

# Some love Maths! Some still get nervous!

This booklet contains some simple ideas, questions and activities that can be used at home or when you are out and about.

#### **Counting Ideas**

Counting forms an important part of the calculation children have to do every day. With good counting skills, children can add, subtract, multiply and divide.

Counting on or back in 1s, 10s and 100s from any number

Counting in regular steps (e.g. 2, 4, 6 etc)

#### Going Up and Down Your Stairs

Pick a number for the bottom step. Then count in tens or hundreds going up. Counting in hundreds can be done in grams and millimetres as well. Pick a bigger number for the top step and count backwards as you go down the stairs. (For some, this can be done using decimals or even move into negative numbers).

Counting in regular steps going up or down stairs can help with times tables.

- $\checkmark$  What number will we be on when we reach the 6<sup>th</sup> step?
- $\checkmark$  What number is at the top/bottom step?
- $\checkmark$  How many steps to reach 28 if we count in 4s?
- ✓ If we count in 200g steps, when will we reach 1kg?

(Don't worry if you live in a bungalow. You can count the paving slabs on the path).

#### Partitioning

Partitioning means breaking up a number and knowing what each number stands for.



#### **Disco Numbers**

Hundreds = Touch your head Tens = Touch your shoulders Ones/units = Clap your hands/stamp your feet

So, for 326...

Touch your head 3 times, touch your shoulders twice and clap/stamp 6 times.

#### Ideas to Try

- ☺ Show me a number. I'll show you 10 more/less.
- © What action shall we do for thousands/tenths?
- ☺ Show me how old you are (if you dare)!

#### **Reading Numbers**

Children need to be able to read and write whole numbers going into thousands. They also have to round numbers to the nearest 10, 100 or decimal place. Children also have to be able to read and interpret tables and charts. Newspaper and BBC Sport web pages are a good source of tables and charts. There is also plenty of sport on the telly.

- Y How many people watched Newcastle play Sunderland?
- Y Where was the biggest crowd in League 1?
- "How many goals were scored in the premiership altogether/before half time/in the second half?
- Y Wales beat England at rugby 42 17(honest). How many tries do you think were scored?
- Y For cricket fans, how many runs did the top 3 run scorers score? How much did the rest score?
- "In darts, a player has 116 left. How will he score this to win with 3 darts?
- Y Snooker has a whole set of possibilities. After a break of 50, guess how many balls were potted? What is the most or least it could have been?
- Y In athletics/motor racing/skiing you have to read time to the decimal places. Good for ordering numbers!
- Y At the Olympics or at the athletics, how much higher and further did someone throw/jump than their nearest rival?

There are many ways to use playing cards to help children to use their maths skills.

# Ordinary Playing Cards

Take out the picture cards. Play snap but you only have a snap if the total of the cards is 10. For older children, the number on the cards stands for how many tens there are in the number. Play snap but you only have a snap if the total of the cards is 100.

You can also play a points game. When 2 cards of the same suit are put down, multiply/add the cards together (depending on their age). If you are correct, you score the number of points in the answer you gave. Choose a target e.g. 100 points. The first past the total is the winner. (This also involves addition and subtraction. How many more do we need to win? Which cards do you think would help?)

# <u>Top Trumps</u>

These are great games on there own and can support reading from a chart. They usually have a range of large and small numbers and a range of areas of interest.

- Which superhero is the tallest/strongest etc?
- Which car/bike/plane in the fastest/costs the most?
- Who is the oldest?
- Which do you think is the best card?

# Playing Cards

#### Learning Platform

The school's learning platform has a selection of numeracy based activities as well as weekly challenges for children to complete.

Children also have access to 'Purple Mash' maths activities using their school login.

There may also be the possibility that using their school login to the Bug Club, children will be able to access Abacus Maths games which link to the activities that they are carrying out in school.

#### Other Useful Numeracy Websites

# <u>Crickweb</u>

This website has a range of Numeracy games. Some are better than others. The site has activities for children of all ages.

http://www.crickweb.co.uk/Early-Years.html http://www.crickweb.co.uk/ks1numeracy.html http://www.crickweb.co.uk/ks2numeracy.html

# PBS Kids

This site has a range of educational games for children of all ages and has plenty for younger children.

# Cooking

Cooking gives children practical experience of measuring and reading from scales.

# Using Recipes

Recipes often suggest how many people you can feed or how many items you can make.



If the recipe is for 8 people, can you make it for 4?

- If the recipe is for 8 biscuits, have we got enough ingredients to make 16?
- Will there be any biscuits/cakes left for you to give to your teacher?

# Setting the TV recorder/Using TV Listings

A challenge in it own right!!

- How long is your programme?
- This film is 128 minutes long. When will it finish? Will it be after your bedtime?
- How many episodes of your favourite programme can you record onto a 3 hour DVD?

# Singing with the Kids

Many nursery songs help children to count backwards and forward. The weblink takes you to the BBC site and has animations, words and music to sing along to.

# http://www.bbc.co.uk/schoolradio/subjects/earlylearning/nu rserysongs

#### Out Shopping

Shopping gives children a great chance to use their Maths skills (and to empty their parents' wallets and purses).

Any opportunity to find value for money gives children experience of money and solving problems. When out and about, getting children to handle money and pay at the counter helps children to count in different ways and make totals in a variety of ways.

Shopping gives children the opportunity to spot and name shapes, especially 3-D shapes (e.g. cubes, cylinders, cuboids, spheres, prisms, cones, pyramids etc.).

#### Things you Might Ask

- € How much will we save if we buy 3 for 2?
- € Is it better to buy 2 individual apples or a bag?
- € How much do 2 of these cost?
- € How special is a special offer? Do we save much?
- € For small shopping lists, how much have we spent so far? How much change from £5/£10?
- € How many weeks will it take to save your pocket money if you want to buy that?
- € Can you find me a cylinder/cuboid?
- € How many 10p coins do you need to pay for that?

### Woodlands Junior School Website

This website has lots of games and activities across all areas of Maths and is one of the sites we use the most. The interactive times tables section is particularly good for rapid recall of facts and has a competitive element where you can race against others. Many of the activities take you to other websites (some of which we have signposted in the section).

http://www.woodlands-junior.kent.sch.uk/maths/ http://www.woodlandsjunior.kent.sch.uk/maths/timestable/interactive.htm

# BBC

The BBC website provides a range of Maths activities for children across the primary range. On the page that appears when using the link below, you will find a number of different sites some of which have useful parent support information.

http://www.bbc.co.uk/schools/websites/4\_11/site/numer acy.shtml

#### Other Good Games to Play

- **Uno** good game for recognising and matching numbers
- Dominoes supports counting and associating patterns with numbers
- **Snakes and Ladders** counting numbers up to 100/
- **Scrabble** adding, multiplying (doubling, trebling) and good for vocabulary development and spelling.
- **Monopoly** good for handling money, paying using notes, giving change.
- **Yahtzee** a good game for adding, multiplying and probability.





St Oswald's CE VA Infant & Nursery School Games and Ideas to Help Children with their Maths

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