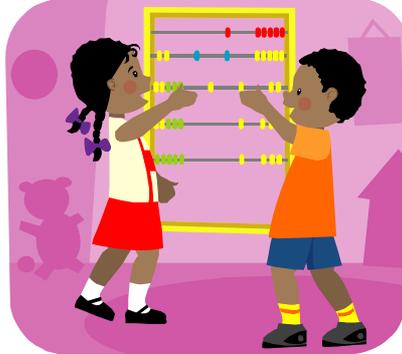


Helping your KS1 child with Maths at home



*Whilst children learn about numbers and maths at school (Numeracy), there are also lots of ways that you can support your child at home. It doesn't have to be by doing pages of sums or text books - there are lots of fun activities and games you can do or include in your everyday routines!
Here are a few ideas to help you...*

Children can count anything! Pennies, buttons, pasta, trees, cars, building bricks, sweets, apples - encourage them to count things wherever they are! Give them mini-tasks at the supermarket eg. putting 6 carrots in a bag; 3 tins of bean, etc.



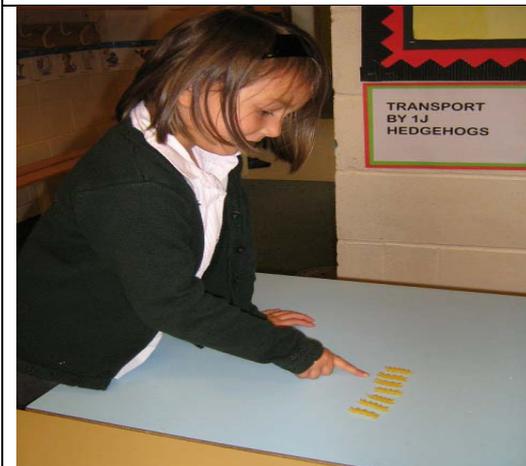


Try playing number games with cards, dominos and board games - try to encourage them by joining in yourself! They could even have fun creating their own games.

Let children sort the washing! Matching and counting pairs of socks is a great way of practising odd and even numbers, counting in twos and the 2 times table and means it is one less job for you!



Look at the pattern of house numbers as you walk along - *are they odd or even numbers? What house number will be next?*



Some children are better at mental calculations or working things out in their head, than others. If your child finds this difficult, continue to be positive and praise them for what they can do and keep on practising with them.

In Year 2, the children begin to learn their 2x, 5x and 10x tables. Food can be a very motivating way of learning their times tables and the corresponding division facts! For example, sweets can be grouped and counted, children can count the biscuits in a packet in twos as they put them in the biscuit barrel, chunks on a bar of chocolate can be counted in pairs, and so on. Pose questions such as; *There are five people in our family. If we have 2 biscuits each, how many will we eat altogether? I have 15 sweets. If I share them between you and your two friends, how many will you get each?*



Money can also be very motivating!
The real stuff is the best!

Give your children a jar of coins to sort by the different value coins.

- ❖ Find the biggest coin. Is it worth the most?
- ❖ Find the smallest coin. Is it worth the least?
- ❖ Put them in order of value.
- ❖ Use 2p, 5p and 10p coins to support learning the times tables.

If children are recording maths calculations on paper, let them explore different ways of recording their ideas. They may want to solve it by 'drawing a picture', writing it numerically or in words. There is no right or wrong way so long as the correct answer is calculated!

Create a shop! Allow children to make price tags for different items around the home and use real money to play at being the shop keeper!

I'd like a teddy for 12p and a tin of beans for 10p - how much will that cost? If I give you 50p, how much change will I get?



Practise fractions by cutting pizza or sandwiches into halves and quarters.
Is there a different way that I could cut my sandwich into quarters?

'Supercalifrajalisticxpealidoutius'

How many letters has this word got?

If the vowels cost 5p and the consonants cost 10p, how much would the word be worth?

In the same way, how much is your child's name worth?

How many words can you write for one pound?



Simple dot-to-dot puzzle books are a great way of practising number order.

Look for repeating patterns all around you! Can the children create their own repeating pattern? Maybe they could draw a repeating pattern as a border for a thank you letter or special picture.

Buy your child a pocket diary or calendar and help them plan out a daily timetable for their week. Write in the times of activities on the days of the week.

How many days/ weeks until your birthday/ Christmas/ our holiday?



Let your child borrow your watch.

- ❖ *Can you tell me when it is 2 o'clock?*
- ❖ *Can you tell me how long it takes for us to walk from our house to grandma's?*
- ❖ *You can play on the computer for 30 minutes. Can you tell me when the 30 minutes are up?*

Play games like 'What's the Time Mr Wolf?'

What can you child do in exactly one minute?

Hop on one leg?

Tidy their toys away?

Clear the table?

Stare without blinking?

Count the seconds in their head?



Play 'I'm thinking of a Number'. Begin by giving clues such as "My number is more than 50 but less than 100; it is an odd number; It is two more than 37, etc"

As your child becomes more confident, they can try to find out by asking questions eg. *Is it odd or even? A multiple of 5? More or less than 30? etc*

This can be done anywhere! Driving in the car, walking to school...

Look at the three digits on a car's number plate (928).

- ❖ What's the largest/ smallest number you can make? (982/ 289)
- ❖ What is the total if you add the numbers together?

Count up in tens - 928, 938, 948...



Do some cooking!

Let your child help you weigh the ingredients they need in grams and kilograms.

Practise doubling/ halving by asking eg.

If we wanted to make Grandad and Grandma a cake too, what are the total ingredients we would need?

If I only want to make 10 buns rather than 20, what ingredients would I need?

Count back from 75 in fives
Starting at six, count up in tens
How far can you count?



Peel an orange.

- ❖ Divide it into segments. Count how many there are.
- ❖ Eat one piece. How many do you have left?
- ❖ Eat half of the segments. How many pieces did you eat?

Encourage your child to *explain* how they calculated a problem. Remember that they may use a variety of methods to solve a problem - there is no right or wrong way so long as they calculate the answer correctly in the end!



Look for shapes all around you and encourage your child to name and describe them.

Can you find any objects that are squares? cubes?

How many circles can you see in this room?



Maths is all around us and we're using it everyday!

Many of you will already be doing these mathematical activities and practising your child's numerical skills without even thinking about it!

The most important thing is to make learning maths FUN!

Useful websites:

www.educationcity.com

www.mathsyear200.org

www.bbc.co.uk (eg. Schools-games; CBeebies; The Little Animals Activity Centre)