

Sycamore and Beech Base

Helping your child learn at home in

MATHS



In the street

- Recognising bus numbers, what is one more or one less?
- Number plate hunt, add all the numbers up.
- Estimate how many steps/houses you pass/cars you will see on the way to school.



Time

- Use timers, phones and clocks to measure short periods of time in minutes and seconds
- Have a race. Discuss who was quicker/slower.
- Telling the time to the hour and half past the hour. Introducing the language 'o'clock' and 'half past'.

Food!

- Can you cut your toast into half? Quarters?
- Helping with the cooking by measuring and weighing ingredients.



Going shopping

- Reading price tags.
- Recognising different value of coins, working out which coins will be needed to pay for something. How many different ways could you pay? (e.g. £1 – £1 coin or 50p, 20p, 3x 10p, or 2x 50p). What if there were no 10ps?
- Work out simple change.
- Comparing weights – which bag is heavier? Heaviest? Lighter? Lightest?



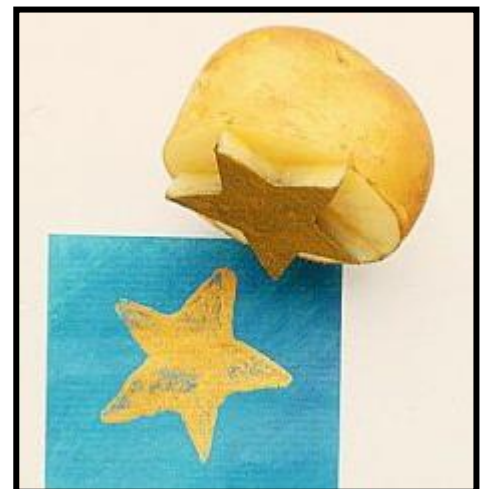
Measuring

- Are you taller than a ...?
- Marking height on the wall.
- Use a ruler or measuring tape to measure items in your house. Which is longer the table or your bed?
- Measure everyone's hands - who has the biggest hands in our family? Smallest? How much bigger?



Shapes/directions

- Go on a shape hunt: Can you find a square in your house (windows, table), a circle, a triangle, etc.
- Go on a 3D shape hunt. How many cubes, spheres, pyramids, can you find in the house?
- Can you find items that are symmetrical?
- Create a picture with symmetry.
- Give directions for a treasure hunt/easter egg hunt – use the language half turn, whole turn, $\frac{3}{4}$ turn.



Games

- Junior Monopoly
- Uno (use number bonds to work out each other's score at the end of the game)
 - Snakes and ladders or other simple dice games.
 - Pop to the Shops
 - Games which involve adding numbers on two dice.
 - Bingo, with numbers or shapes

Times Tables

- Begin to practice counting in 2s, 5s and 10s.
 - skip counting
 - look for patterns in the numbers (odd/even, they end in a 5 or 0, etc). Splat Square (online, see below) is great for this!

Internet maths games:

<http://www.primarygames.co.uk/pg2/splat/splatsq100.html>

www.mathszone.co.uk

<http://www.bbc.co.uk/bitesize/ks1/maths/>

<http://www.ictgames.com/resources.html>

www.coolmath4kids.com

www.topmarks.co.uk

<http://www.iboard.co.uk/activities>