

Hiltingbury Infant School

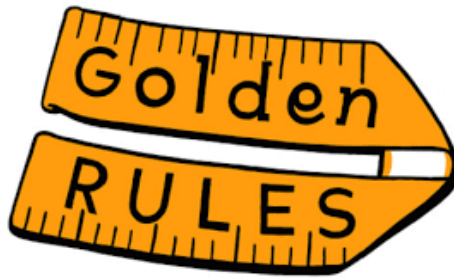


Year R

Mathematics

Ways to help your child at home





DO 'little and often'! Counting sultanas as you eat them or stairs when going up to a first floor flat is a much better way of rehearsing counting than sitting over a workbook.

DON'T push a skill, especially if a child is becoming confused or is feeling pressured. It always pays to talk to the teacher if you feel your child is not understanding something, rather than confuse them further by teaching them in a different way.

DO give LOTS of praise. Resist the temptation to say, 'but' or to point out mistakes every time. Children need encouragement and positive reinforcement to be confident, and a confident child makes a better learner.

DON'T force workbooks on your child. They will do plenty of writing in their maths books at school. At home, you have the opportunity to help them memorise their number facts and perform mathematical calculations in their heads.

DO play games! Dice, dominoes, track games and cards all make excellent excuses for using and applying our number skills. And at the same time your child is learning the important skills of losing with grace and winning with style!

DON'T stress written sums laid out as you used to do them! Nowadays it is the development of what we call 'numerical fluency' that counts. Children need to be comfortable with numbers, to understand how they work and to be confident in doing mental calculations.

DO remember that your focussed attention is a far more important and pleasurable commodity for any child than any amount of TV or video game activity. Every child wants to be doing things one-on-one with someone they love and trust.

Vocabulary to use and model at home

Using the wide range of mathematical vocabulary with and around your child is very important. Below is a list of the vocabulary your child will need to use and understand in school.

Numbers and place value



number, digit, unit, one, teen, tens, biggest, smallest, most, fewest, largest, least, greatest, less, more, equal, odd, even, half, double, order, compare, next, before, between, first, second, predict, estimate, rule, sequence.

Addition, subtraction, multiplication and division $+-\times\div$

add, addition, total, altogether, plus, make, subtraction, take away, less than, subtract, minus, sets of, groups of, share.

Money



money, pound, pence, coin, note, penny, cost, sell, price, buy, pay, change, spend, cheaper.

Measures



length, width, height, long, short, tall, high, low, wide, narrow, deep, shallow, thick, thin, ruler, metre stick, centimetre, metre, weight, weighs, balance, grams, kilograms, heavy, light, scale, measure, ounce, pounds, full, empty, half full/empty, capacity, container, jug, holds.

Time



time, days of the week (Monday, Tuesday), week, weekend, seasons (Spring, Summer), day, month, year, Months (January, February), birthday, holiday, morning, afternoon, evening, night, midnight, noon, bedtime, dinnertime, lunchtime, playtime, today, yesterday, tomorrow, before, after, next, now, soon, early, late, quick, quickly, quicker, slowly, slower, old, new, hours, minutes, seconds, time, clock, o'clock, timer.

Geometry - properties of shapes



Shape, pattern, 2D, 3D, square, rectangle, oblong, triangle, circle, hexagon, star, diamond, kite, pentagon, octagon, cube, cuboid, prism, pyramid, sphere, cone, cylinder, corner, edge, side, length, curved, straight, flat, solid, face.

Geometry - position and direction



over, under, underneath, above, below, top, bottom, on, in, outside, inside, around, in front, behind, front, back, before, after, beside, next to, opposite, apart, middle direction, journey, left, right, up, down, forwards, backwards, sideways, across, close, far, near, along, through, to, from, towards, away from, turn.

Fun things to do at home

Counting and putting numbers in order

- Use old magazines, comics or cards to cut out pictures or anything else your child is interested in.
- Label the pictures 1-5.
- Put them in order.
- Remove a picture. Ask which number is missing.
- Ask which number comes before or after a given number.
- Play pairs with cards with the matching number of spots on them. You can then move onto numbers 1 to 10 and then 20.



Rhymes

Sing number rhymes with your child, particularly ones that involve holding up a number of fingers, like 5 Little Speckled Frogs or 1,2,3,4,5. Practise them regularly and add actions.



One more, one less

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

- Take turns to roll the die.
- Build a tower of 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 brick wins.



Fast fingers

Count to 3 and then you and your child both show one hand with a chosen number of fingers showing.

- How many finger have you both got?
- Who is showing more fingers?
- Who is showing less fingers?
- Can you work out how many fingers there are altogether?

Extend this game by sharing out number cards 0-10. Play the game and whoever has the card that matches wins a point. Continue until the winner has 5 points.



Recognising numbers

Have a number of the day or of the week, e.g.2. Look out for that number everywhere you go:

- At home - in the kitchen - on the pages of a book
- In the street - on doors - on car number plates - on buses
- In the shops - on the till - on shelves - on packets
- Find two apples, toys, spoons, straws etc.
- Make patterns of two knives, two forks etc. Practise writing the number using paints, pens, sand, corn flour etc.



Build a tower

For this game you will need a die and some building bricks. Take turns to roll the die. Collect the number of bricks to build your tower. The first to 10 wins! For a change, start with 10 bricks and take away the number on the die. The first to exactly zero wins.



Dice games

Use a spotted die and write the numbers 1-6 on a piece of paper.

- Throw the die. How many spots are there? Check by counting.
- Match the number rolled to the number on the paper.
- Assign you and your child numbers. Roll die. Whoever has the matching numeral wins a point.
- Roll a die. Find that number of things around the house, in the garden etc.
- Take turns to roll a die and count forwards or backwards from the number thrown.



Roll a shape

Cut out 12 shapes: 3 triangles, 2 squares, 3 circles and 3 rectangles (remember, the triangles do not all need to be regular triangles, use a mixture of triangles with different length sides)

- Take turns to roll a die and collect a shape that has that number of sides.
- The first to have one of each shape wins.
- Can you name each shape for extra points?

Shape pictures

Cut different shapes out from magazines or coloured paper. Use these to make pictures.



Collections

Choose something to collect e.g. sticky shapes, dried beans, small toys.

- Take turns to clap 1,2,3 or 4 times while the other player closes their eyes and listens.
- How many claps did you hear? Take that number of objects.
- The first to make a line of 10 objects or create a pattern with their objects wins.



Odd one out

- Choose 3 shapes, pictures, objects etc.
- Ask your child to tell you which is the odd one out and why.

This helps to develop skills of reasoning.

Counting

Practise counting. Start at different numbers. Count back from different numbers. Take turns to choose the starting number. Count in different voices.

Cupboard Maths

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

Useful websites to support learning in Maths:

www.bbc.co.uk/cbeebies www.topmarks.co.uk www.ictgames.com
<http://www.poissonrouge.com> www.bbc.co.uk/schools www.educationcity.com (this is a paid site) www.resources.oswego.org/games www.woodlands-junior.kent.sch.uk/maths/
www.maths-games.org/ www.primaryinteractive.co.uk/maths www.coolmath4kids.com/
www.mathszone.co.uk/

For those lucky enough to have a tablet or ipad, here are some useful apps:

Maths Trainer, DoodleMaths, Maths, age 3-5, Penguin Jump Maths, AB Maths lite

