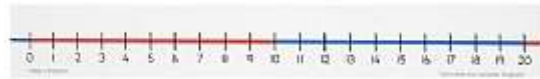


Here are a list of resources that you can make at home or buy and practise key numeracy skills with.

100-square board

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

With this resource you can:
Practise counting in ones and tens from a range of different numbers. They can be used to add and takeaway numbers.



With these resources you can:
Practise reading and writing numbers to 20.

Practise number bonds to 5 and 10.

Recall one more and one less than any number to ten.

Practise counting on from zero to ten and then back.



Digit cards to 10 and dice.

With these resources you can:

Put objects in a container and ask your child to estimate how many objects are before counting them to check.

Lay the objects out and then ask your child to count them before asking them to take some away and say how many are left.



Marbles and lolly sticks.



Clocks

With this resource you can:
Help your child with time by using these clocks to read and show the time using the hands.
Practise reading o'clock half by putting the large hand (minute hand) on the 12 and the small hand (hour hand) on the hour.

Where can you get these resources?

100 square – Available on the school website.

Digit cards to 10 - Available on the school website.

Marbles and Lolly Sticks - If you don't already have these at home then most supermarkets and toy shops will stock these.

Clocks - Available on the school website.

Follow the links on the Maths Home Learning Section of the school website for more fun maths activities.

www.fernfirst.dorset.sch.uk

Bronze Balloon Game

What will this game achieve?

This activity will help your child name colours and give them counting practise.

You will need:



How do you play?

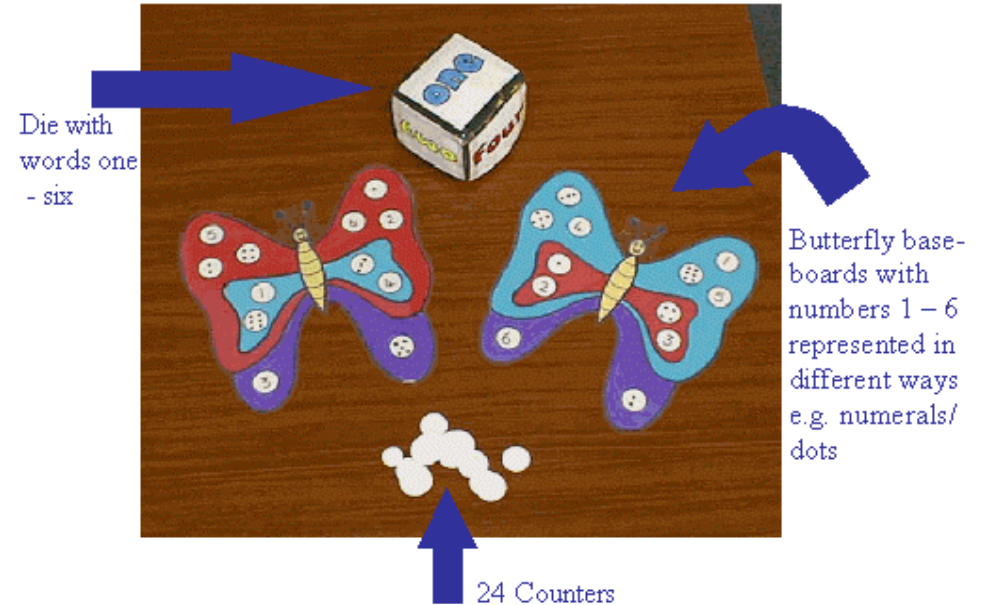
- Place all the coloured balloon shapes on the picture and the 'sold' tags in a pile on the table.
- Take it in turns to throw the die
- Take a balloon picture to match the colour thrown and replace it with a 'sold' tag
- If a colour is thrown and both balloons of that colour have already been sold, then the player has to wait for his next turn
- At the end of the game, when all the 'sold' tags have been used, the players count out the number of balloon pictures they have won.

Bronze Butterfly Lotto

What will this game will achieve?

This will help your child to read number names up to 6. It will also give them practice in matching the names to the numerals and number dots.

You will need:



How do you play?

- Each person chooses a butterfly base-board
- Take turns throwing the die (The highest score goes first)
- Read the number on the die and cover the corresponding number on the butterfly with a counter
- Miss a go if the number is already covered or if the number is read incorrectly
- The first player to cover all their spots is the winner

NB If your child is unsure of the names on the die then take some time to read them with your child before you start playing

Bronze "Memory Game"

What will this game achieve?

This game will help your child's memory. It will also develop their counting skills.

You will need:



How do you play?

- With your child watching, hide 2 counters under 2 cups, 3 counters under 3 cups, 4 counters under 2 cups and five counters under the last 2 cups.
- Take turns with your child to lift up two cups at a time.
- If the number of counters under both cups is the same then you win those counters and remove the cups.
- When there is only one cup remaining, ask your child to guess how many counter remain under that cup. If they guess correctly they win the counters. If not, you win the counters.
- The winner is the person with the most counters.

Questions to ask your child:

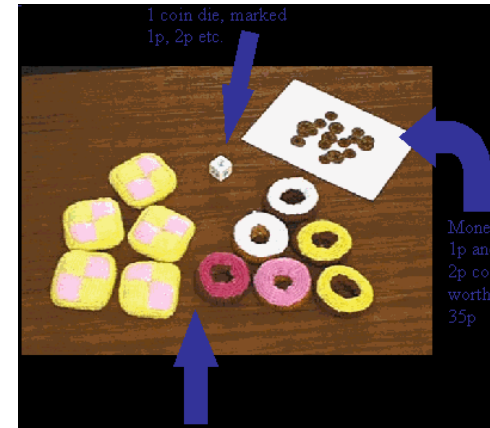
1. How many counters did you win? I won _____ counters.
2. Who won more counters?
3. Who won fewer counters?
4. What was the difference?
5. How many counters altogether?

Bronze "Cakes for Sale"

What will this game achieve?

This will help your child to work with small amounts of money (1p, 2p and 5p)

You will need:



Make sure that all the cakes have price labels attached to them up to the value of 10p. To challenge your child, consider using larger values.

How do you play?

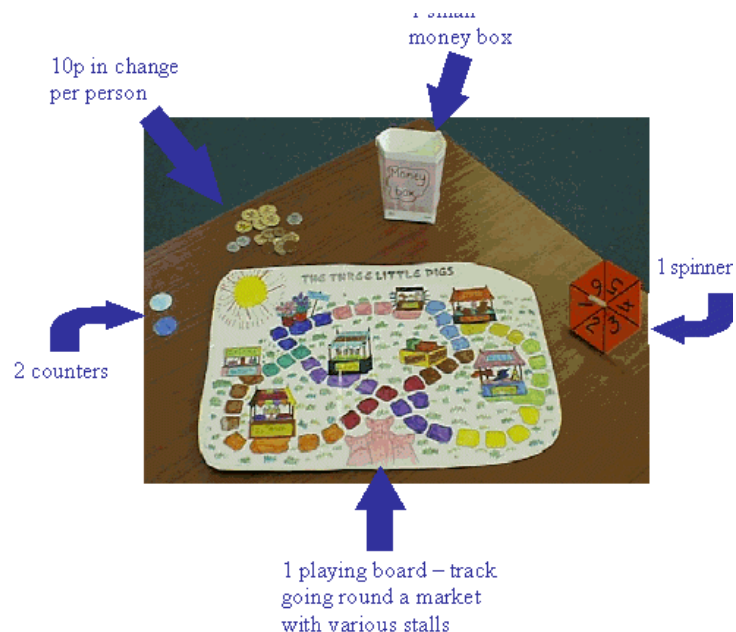
- Set out all the cakes
- Roll the die, highest score goes first
- Take turns to collect the money according to what the die lands on.
- When you have enough, buy a cake
- Continue until all the cakes have been sold.
- The winner is the person with the most cakes.

Bronze "Three Little Pigs"

What will this game achieve?

This will help your child become more confident with money and adding coins to make different values.

You will need:



How do you play?

- * Each person has coins to the value of 10p
- * Players can place their counter anywhere on the board to begin the game
- * Players take it in turns to spin the spinner and move that number of spaces around the board
- * If a player lands on a stall an item may be bought using the correct money. Money should be placed in the money box
- * The winner is the first player to spend exactly 10p

Questions to ask:

- What is the value of that coin?
- Which coin is worth the most/least?
- Which coins can you use to pay for that?
- How much have you got left to spend?

Bronze "Fish Jigsaw"

What will this game achieve?

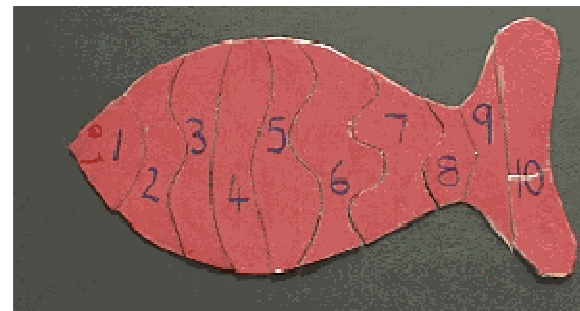
This activity will help your child recognise and sequence numbers to 10.

You will need:



How do you play?

- Spread the pieces of jigsaw about
- Ask your child to put the pieces together, beginning with 1



- When the jigsaw has been put together, question your child e.g.
 - Which number comes after 5?
 - Which number comes after 8?
 - Which number is 1 more/2 more than 2?
 - Which number is 1 less/2 less than 10?
 - Which numbers come between 4 and 8?

Bronze "Skittles"

What will this game achieve?

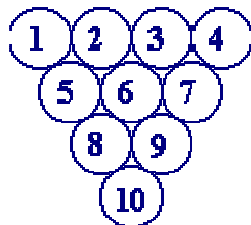
This activity will help your child recognise the numerals 1 - 10. They will become familiar with the order of numbers to 10.

You will need:



How do you play?

- Each player takes a number strip.
- Organise the skittles in a triangle shape (not stacked):



- Each player takes it in turns to roll the 3 balls at the triangle.
- If any skittles are knocked down the player can cover the numbers of those skittles on their number strip.
- The winner is the first person to cover all the numbers on their strip.

Bronze "Hats and Scarves"

What will this game achieve?

This will help your child to compare different lengths and sizes. It will also help them to match and sort

You will need:



How do you play?

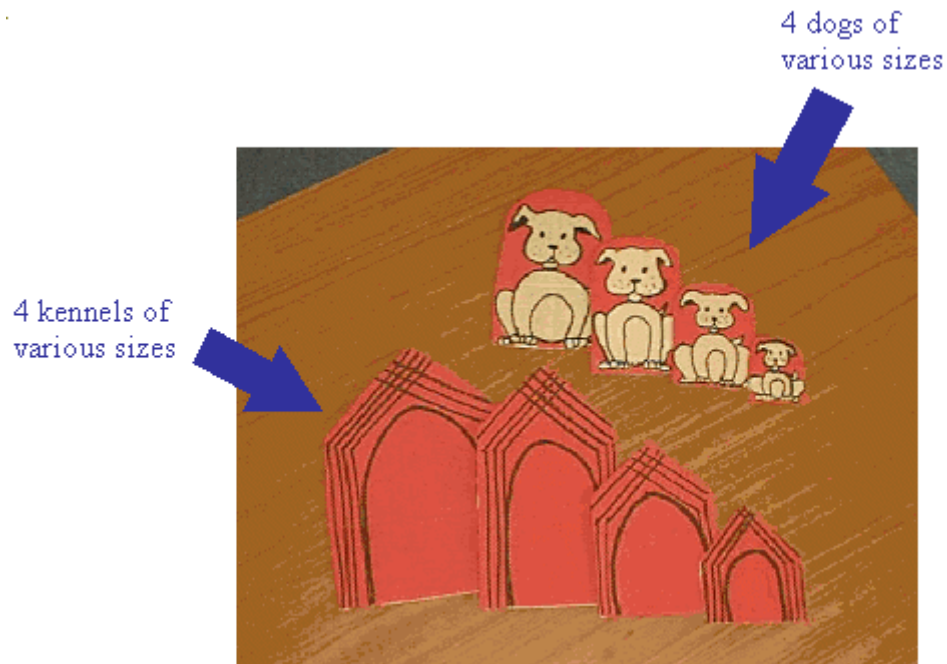
- Spread the hats and scarves out and ask your child questions about them
- Which scarf goes with which hat?
- Can you put the scarves in order of length? Start with the longest
- Are any the same length?
- Can you find the biggest/smallest hat?
- Can you put them in order? Start with the smallest first
- Are any the same size?

Bronze "Kennels"

What will this game achieve?

This activity will help your child gain confidence when using the language of measuring. For example longer, shorter, small, big, wider, narrower.

You will need:



How do you play?

- Look at the dogs. Can your child order them according to size?
 - Which dog is the tallest/shortest?
 - Which dogs are smaller/larger than this one?
 - which dog is the widest?
 - Mix up the order of the dogs. Can your child spot which one is in the wrong place?
 - Match the dogs to the kennels, again try using words like too tall, too wide etc
- Most expensive
Least expensive
Total cost
Change

Bronze "Oranges and Lemons"

What will this game achieve?

This activity will give your child the opportunity to estimate. It will also allow your child to compare containers by filling and emptying them and ordering according to size

You will need:



The oranges and lemons can be made using real fruit, plastercine or paper.

How do you play?

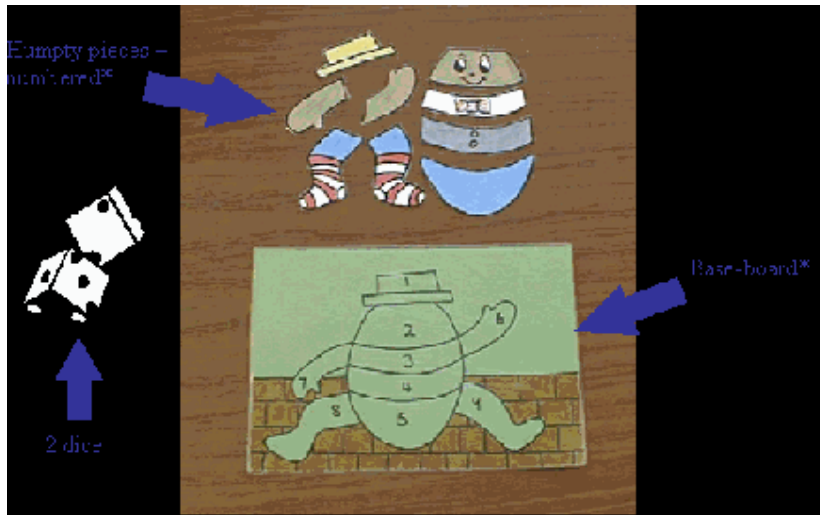
- Look at the plant pots with your child.
- Talk about which is the biggest/smallest.
- Put them in order.
- Ask your child to estimate how many oranges and lemons will fit into the smallest pot.
- Now ask your child to check if he/she was right.
- Repeat this activity for each plant pot.

Bronze "Humpty Dumpty"

What will this game achieve?

This activity will help your child to add 2 numbers together (up to a total of 10)

You will need:



How do you play?

- Each player chooses a Humpty base-board
- Payers take it in turns to roll the dice.
- Add up the spots and find the piece of Humpty to match the total number

Humpty piece	Number
Hat	1
Head	2
Collar & Bowtie	3
Waistcoat	4
Bottom	5
Left Arm	6
Right Arm	7
Right Leg	8
Left Leg	9

- If a number over 9 is thrown, throw again

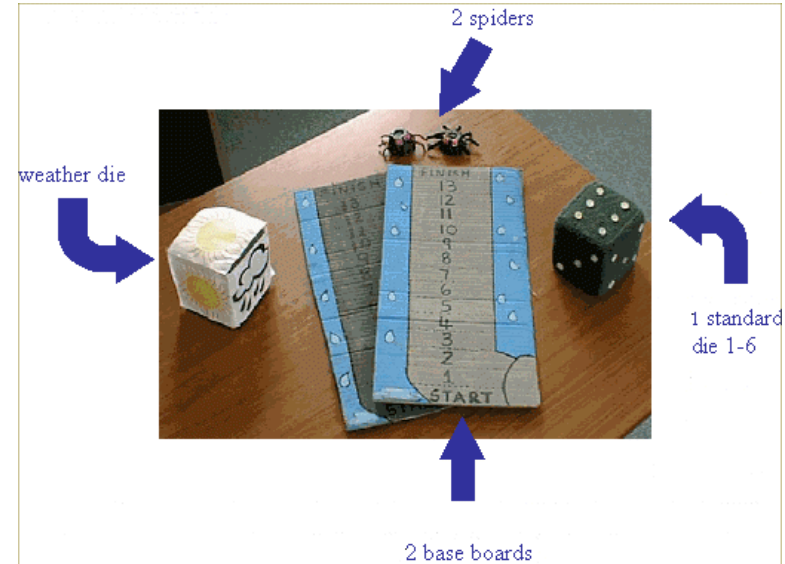
- The winner is the first person to complete Humpty

Bronze "Incey, Wincy Spider"

What will this game achieve?


This activity will reinforce addition and subtraction skills.


You will need:



How do you play?

- Each player has a base-board and a spider
- The youngest player throws the dice first. The number dice indicates the number of moves to be made.

If the weather dice lands on  the player can move up the drain pipe (add).

If the weather dice lands on  the player moves down the drain pope (subtract)

- Player two then rolls both dice

- The winner is the first player to reach the finish line

100-square board

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