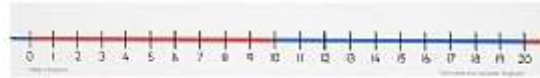


Here are a list of resources that you can make at home or buy and practise key numeracy skills with.

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, twos, fives and tens from a range of different numbers. They can be used to add and takeaway numbers.



With these resources you can:

Select two numbers and add them together or subtract them from each other.

Practise doubling numbers to 10.

Put two numbers together and practise say numbers up to 100 and beyond!

How many numbers can they make with two, three or even four digit cards?



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 half of them away.



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 by putting the large hand (minute hand) on the 12 and the small hand (hour hand) on the hour.

Practise reading half past by putting the large hand on the six and the small hand half way between 6 and 7 (for half past six).

Quarter past and quarter to the hour can also be shown by pointing the large hand at the three and the nine respectively.

Where can you get these resources?

100 square – Available on the school website.

Digit cards to 10 - Available on the school website.

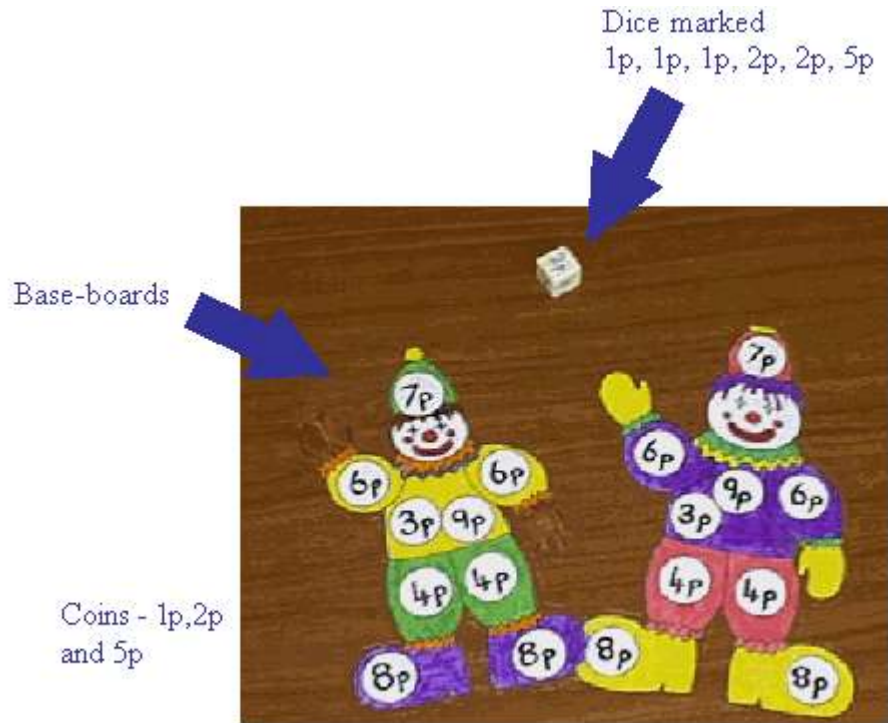
Marbles and Lolly Sticks - If you don't already have these at home then most supermarkets and toy shops will stock these.

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

Gold "Clowning Around"



How do you play?

As a progression from the Year One game, use coins and coin values up to 30p.

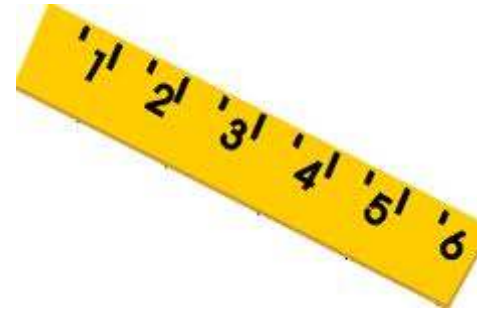
- Each player chooses a clown.
- Take it in turns to roll the dice (highest score goes first)
- Collect the coins shown on the dice each time you throw.
- When you have enough coins to buy one piece of the clown, put the coins in a pile on that piece
- The winner is the first person to buy all the pieces of their clown.

Key Words:

Numbers to ten.
Pence
Money

Gold "Hand Spans"

You will need:



How do you play?

- Look at a range of objects at home
- Talk about which is the longest/shortest
- Ask your child how many centimetres long or wide the object is.
- Now measure the objects making sure that the children start measuring at 0.
- Now measure other things around your house

Questions to ask:

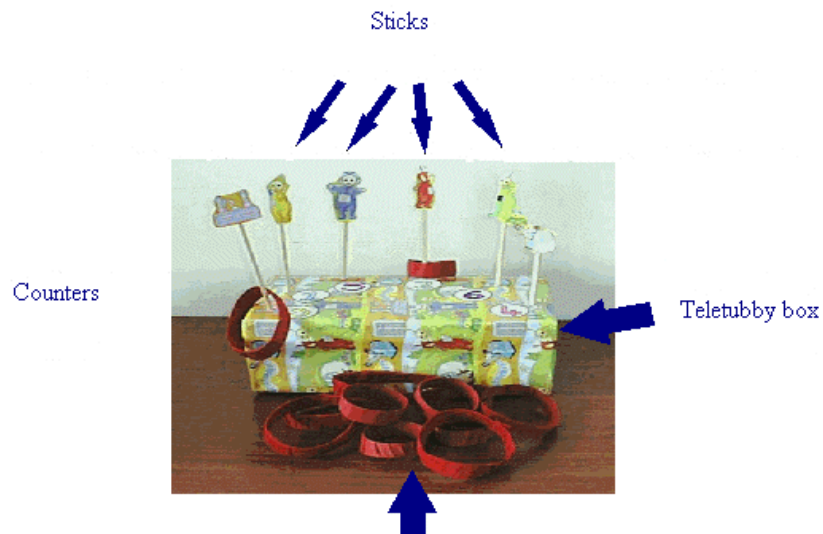
How wide do you think the table is?
How long do you think the sofa is?
How tall do you think the door is?
Was our estimation right?

Gold "Hoopla"

What will this game will achieve?

This will help your child to add pairs of numbers up to 20 and recognise that addition can be done in any order, e.g. $2 + 5$ or $5 + 2$.

You will need:



How do you play?

- Each person has two hoopla rings.
- The players take it in turns to throw their two rings.
- Add up the total score.
- The person with the highest total picks up a counter.
- Repeat six times. The player with the most counters is the winner. The game can be made more difficult by throwing three hoops to score.
- To make the game more challenging, multiples of ten can be used and pairs totalling 100 can be made.

Key Words:

Plus, add, count on, total, altogether, greater, sum of.

Questions to Ask:

Who has the highest/greatest total?
What is the sum of your two numbers?

Gold "Shopping"

What will this game will achieve?

This activity will help your child recognise $1000\text{g} = 1\text{kg}$ and build their understanding of the relationship between grams and kilograms. It will also help with adding two and three digit numbers



How do you play?

Before starting the game, get your child to order the food labels from the highest to the lowest and then from lowest to highest. If your child can add hundreds to total 1000g (for example $600\text{g} + 400\text{g}$) with confidence, challenge them by using numbers between hundreds ($820\text{g} + 180\text{g}$)

Each player chooses a bag.

Place food labels face down.

Take it in turns to choose a label and place it into their bag.

As the game is played, total up the grams you have collected.

The winner is the first person to get a total of 1kg (1000g) or more. This game can be adapted to make totals to 2kg if appropriate.

Key Words:

Heaviest, lightest, add, total, altogether, grams, kilograms, weight

Questions to Ask:

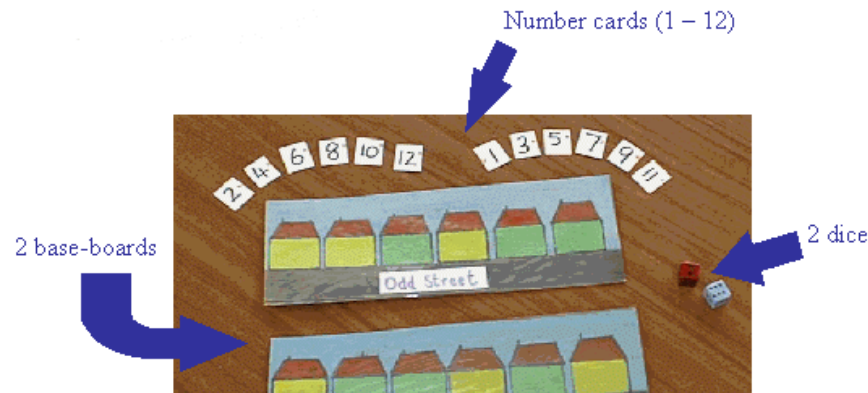
Who has chosen the heaviest food first? How do you know this?
How many more grams do you need to make 1000g (or 1kg)?
Your bag weighs more than 1kg. How much more?

Gold "Odd and Even"

What will this game will achieve?

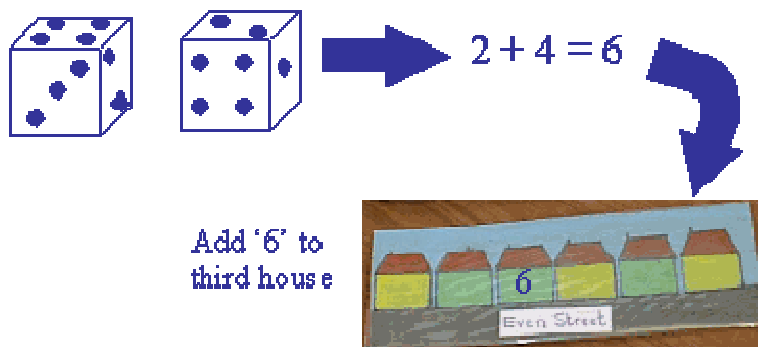
This activity will help your child recognise odd and even numbers. To begin, numbers from 2 – 12 can be used, but to make it more challenging numbers above 20 may be included.

You will need:



How do you play?

- Each player chooses a base-board, either Odd or Even Street.
- First player rolls the dice and adds up the total. If it belongs on their board they collect the appropriate number card and place it on the door



- The winner is the first person to put all the house numbers on their street

Gold "Roll About"

What will this game will achieve?

This activity will help your child to measure and compare using centimetres, use a tape-measure or ruler accurately to measure length and make a simple chart.

You will need:



How do you play?

Look at the selection of things which will roll. Ask the question "What can we do to find out which object will roll the furthest?"

Put objects on the starting line. Give each one a push.

Measure how far each object went using a tape measure (make sure you use the centimetres side)

Record the length travelled for each object.

When you have tested each object make a chart to show your results.

Key Words:

Longer
Shorter
Distance

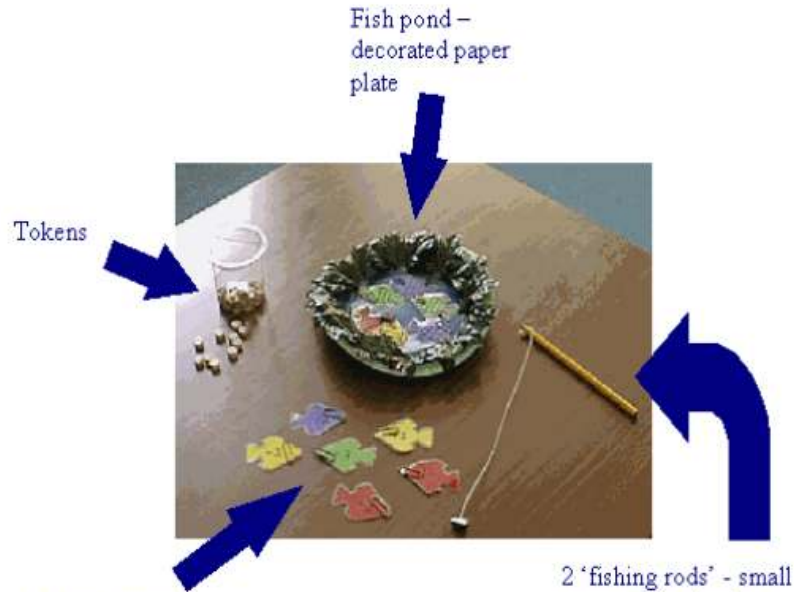
Gold "Gone Fishing"

What will this game achieve?

This will help your child to add and take away numbers. Year Two children should be adding and subtracting single digits from two digit numbers mentally.

For example: $18 - 5 =$

You will need:



How do you play?

Put the fish into the pond sum side down.

Each player takes 20 tokens to begin with.

Take it in turns to catch a fish.

If more than one fish is caught, throw one back in the pond and miss a go.

When you have caught one fish, look on the back and either add or subtract the right number of tokens.

When the last fish is caught, find out how many tokens each player has left. The one with the most is the winner.

Questions to ask:

What is your total score?

How many more did the winner score?

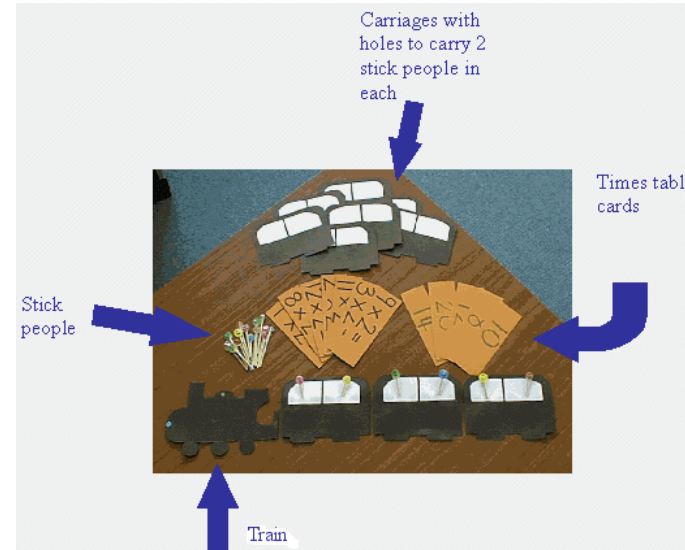
What was the difference between my score and your score?

Gold "All Aboard"

What will this game achieve?

This activity will help your child count in twos and learn the two times table. They will also learn to respond rapidly to written questions.

You will need:



How do you play?

- Get your child to count the stick people. How many ways can they count them? ...in 1s, 2s, 3s etc. Is the total always the same?
- Count the carriages and the passengers they can carry. Fill up the carriages with stick people.
- If the number of counters under both cups is the same then you win those counters and remove the cups.
- Ask questions eg.
 - There are 6 people ... How many carriages?
 - There are 8 people ... How many carriages?
 - How many people in 4 carriages?
 - How many people in 10 carriages?
 - How did you work that out?
- Use the carriages and people to answer the times-table cards.

Key Words

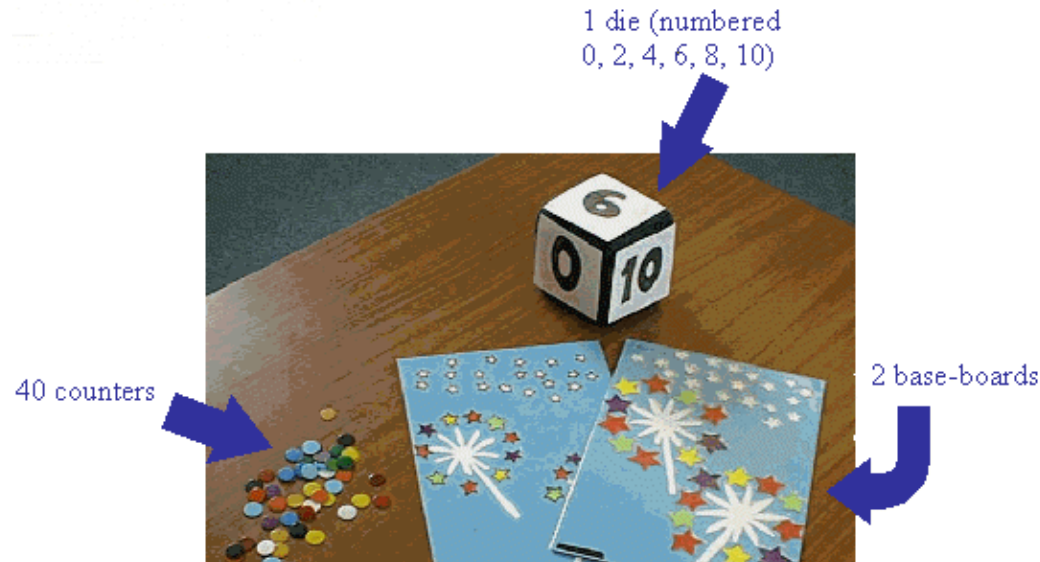
lots of
groups of
multiply
times

Gold "Sparklers"

What will this game achieve?

This activity will help your child half/divide numbers by two.

You will need:



How do you play?

- Each player chooses a board. Before the game begins cover the stars in the sky with counters
- Each player throws the die in turn, picks up the counters to match the die score and shares them equally between the sparklers.
- The last throw must equal the remaining number of stars.
- The winner is the first player to light up the sparklers.

Keywords

Divide
Share
Halve
Equal

Questions to ask:

What is 10 shared between 2?
What is half of 6?
What do you notice about all the numbers? (all even)
Can you divide odd numbers equally?

Gold "Five Little Frogs"

What will this game achieve?

This activity will help your child appreciate the order of coordinates (horizontal _ then vertical |). It will also help locate objects using a co-ordinate grid.

You will need:



How do you play?

- Each player sticks down five frogs at random on different squares on their board, without letting their opponent see.
- Take it in turns to call out different co-ordinates e.g. B3, A2 etc.
- If you have guessed correctly, mark the appropriate square with a counter.
- The winner is the first player to guess correctly where all their opponents frogs are.

Keywords:

Co-ordinate
Horizontal
Vertical

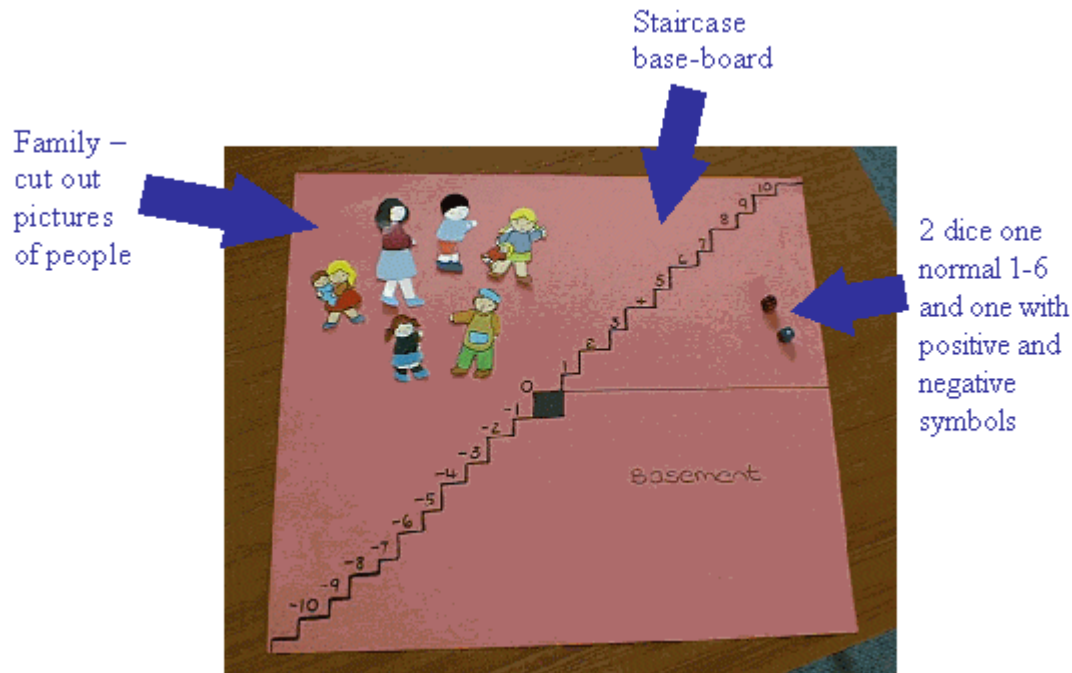
NB Co-ordinates are always read horizontally then vertically i.e. Along the corridor , Up the stairs

Gold "Staircase"

What will this game achieve?

This will help your child to understand negative numbers.

You will need:



How do you play?

- Each player chooses a person to move on the staircase.
- Players take it in turns to throw the two dice. The number dice is how many to move and the + and - dice is whether to move up or down the stairs, i.e. - is down, + is up.
- The winner is the first player to reach 10 or -10.

Key Words:

Negative numbers
Plus
Minus

Gold "Comic Times Tables"

What will this game achieve?

This activity will help your child learn their two times table.

You will need:



How do you play?

Activity 1:

- Separate the cards into questions and answers
- Arrange them individually and face up
- Find the answer to each question
- Fit together the question and answer cards to check if you are correct

Activity 2:

- Separate the cards into questions and answers
- Arrange the cards individually and face down
- Take turns to choose a correct pair of cards
- If the answer is not correct, replace both cards face down

Gold "Skittles"

What will this game achieve?

This activity will help your child add two digit numbers which are multiples of the 5 and 10 times table.

You will need:



Pencil and score pad

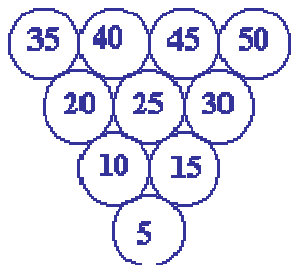


2 balls

10 skittles marked 5 - 50

How do you play?

- Stand the skittles up in a triangle shape:



- Each player takes it in turn to try and knock down the skittles with two balls. Any skittles knocked down are added together to give a total score
- Each new score is added to the players previous total
- The winner is the player to total 300 exactly! (You can change the winning score to make the game longer or shorter)

Gold "Lily Pads"

What will this game achieve?

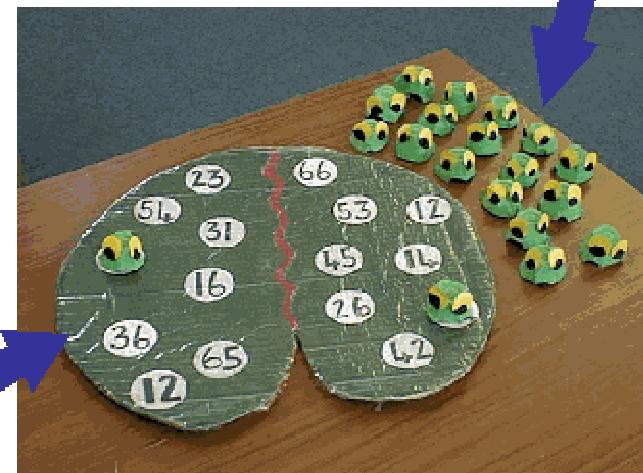
This activity will help your child to know what each digit in a two-digit number means, e.g. 23 is 2 tens and 3 ones/units.

You will need:

2 dice (1 - 6)



Lilypad baseboard



Frog counters

How do you play?

The first player throws two dice and decides which numbers it can be e.g. if 2 and 3 thrown, can be 23 or 32

The player looks for either number on their half of the lily pad. If they have the number, cover it with a frog counter.

Play continues until one player has covered all the numbers on their half of the lily pad.

Keywords:

Tens, units, greater, fewer, higher, lower.

Questions to ask:

What is the highest number on your side of the lily pad?

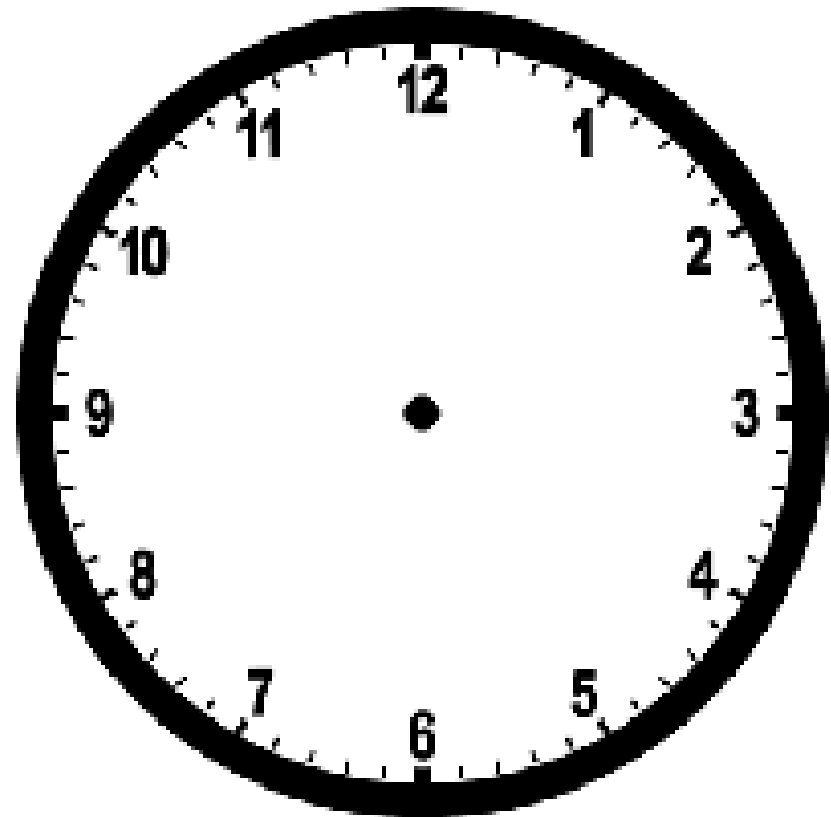
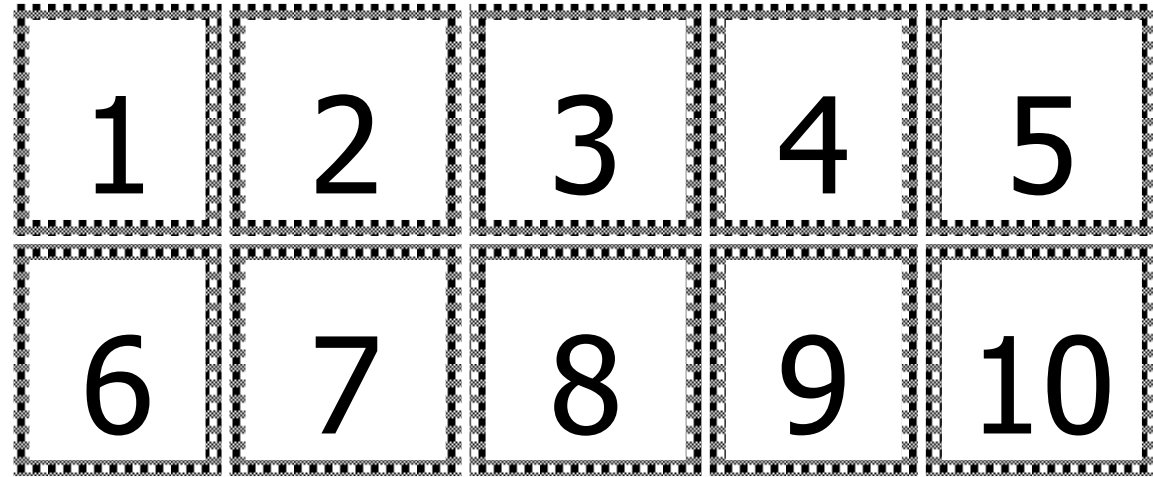
Have you any numbers higher than 20?

Have you any numbers less than 50?

Can you see any numbers where you will have to throw a double (ie 66, 33)?

100-square board

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
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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

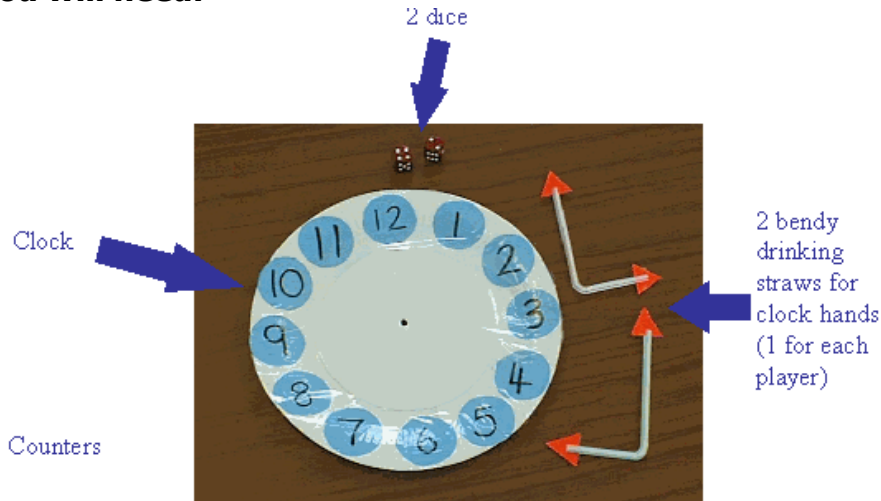


Gold "Time for Tea!"

What will this game will achieve?

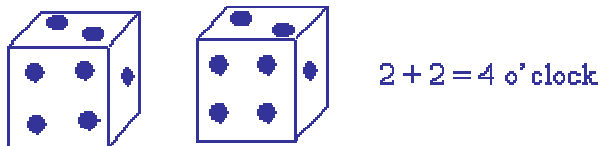
This activity will help your child to read the time to the hour (o'clock) and recognise familiar events, which occur at certain times.

You will need:



How do you play?

Roll two dice and add the numbers together, eg



Show 4 o'clock on the clock using the straw hand. Think of something that happens at that time. For example, I arrive home from school at about 4 o'clock.

If you show the right time, collect 1 counter.

If you show the right time and can say something which happens at the time, collect 2 counters. The first player to collect 10 counters is the winner

Keywords

o'clock, earlier, later, about, hour, minute hand, hour hand, midday, midnight.

Gold "Give Me Five!"

What will this game will achieve?

This will help your child to count in lots of five.

You will need:



How do you play?

Put the hands in a pile on the table, with 10 at the bottom through to 1 at the top. Ask your child to roll the dice and collect the same number of counters. When your child has five counters or more they can take a hand and put a counter on each finger. Any remaining counters are saved for the next go. Each time your child has enough counters they can take another hand and place the counters on the fingers. This continues until all 10 hands and 100 fingers are covered. The child then counts in 5s up to 100 to WIN the hands. If they make a mistake then you win that hand.

Questions to ask:

Each time your child wins a hand ask:

How many lots of 5 have you got now?

How many fingers is that? so, _ lots of 5 is _