

**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 threes, fours, sixs, sevens, eights and nines before linking this to the respective times tables.

It can be used to help recall these number facts and begin to help with division.

$$\text{For example: } 2 \times 7 = 14, 14 \div 7 = 2.$$



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 quarter past by putting the large hand on the three and the small hand just past the six (for quarter past six). You can also use the clock to show quarter to. The large hand would need to be placed on the nine, with the smaller hand going just before the six (for quarter to six).

This resource can also be used to teach children five past, ten past, twenty past and minutes to the hour. Just make sure that the smaller hand (hour hand) travels further away from the hour.



Digit cards to 10 and dice.

**With these resources you can:**

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

Practise doubling and halving numbers to 20.

Put two, three or even four numbers together and practise saying numbers up to 100 and beyond!



Marbles and lolly sticks.



**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](http://www.fernfirst.dorset.sch.uk)

## Platinum "Crazy Cafe"

### What will this game achieve?

This activity will help your child to add money values up to and beyond £1 and find change for similar amounts.

### You will need:



### How do you play?

Look at the different foods with your child. Set up the prices based upon the numbers your child is comfortable with. This could be values between 80p and £1 or above. Ask them to find the most expensive food or drink. Can they find the least expensive food on the menu?

Which item could you buy with a £1 or £2 coin? Can your child tell you how much change you would get from these coins? This could then be extended to use notes of different values.

What can you put on your plate that is worth exactly...?

What pairs of food can you put on your plate which totals...?

Make up your own meal with the foods. How much would it cost you altogether?

### Key Words:

Value  
Most expensive  
Least expensive  
Total cost  
change

## Platinum "Kettles"

### What will this game achieve?

This activity will help your child understand that liquid is measured in litres and millilitres. It will also make them recognise  $1000\text{ml} = 1\text{ litre}$ . In addition, it will also help the children to add and subtract multiples of 100 and recognise the pairs of numbers that add up to 1000.

### You will need:



Two kettles, each marked with 1 litre and 1000 millilitres.

Lots of smaller containers labelled with different millilitre measurements up to 1000 on the back. For example: 350ml, 550ml, etc.

### Keywords:

Litre  
Half litre  
Millilitre  
Container

### Questions to ask:

Which container holds the most? Why do you think this?

Which container holds the least? Why?

How many millilitres do you need to collect a litre? 5 litres?

How many millilitre in half a litre? Quarter of a litre?

How many different ways could you make a litre?

e.g.  $500\text{ml} + 200\text{ml} + 200\text{ml} + 100\text{ml}$

$300\text{ml} + 300\text{ml} + 300\text{ml} + 50\text{ml} + 50\text{ml}$

## Platinum "Shopping"

### What will this game 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.

### You will need:



### 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  $1000\text{g}$  (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  $1\text{kg}$  ( $1000\text{g}$ ) or more. This game can be adapted to make totals to  $2\text{kg}$  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  $1000\text{g}$  (or  $1\text{kg}$ )?

Your bag weighs more than  $1\text{kg}$ . How much more?

## Platinum "Tug of War"

### What will this game achieve?

This activity will help your child develop their addition, subtraction, multiplication and division calculation and recall skills.

### You will need:

#### The Tug of War Game 2

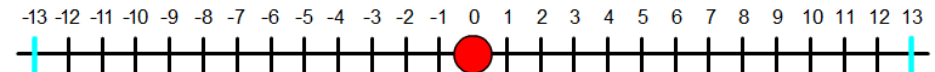
##### A game for two players

One of you is Positive and goes from left to right, the other player is Negative and goes from right to left.

Take turns to throw two dice. Add the scores to see how far you go.

If the counter gets to  $-13$ , Negative wins.

If the counter gets to  $+13$ , Positive wins.



### How do you play?

This game is for two players and you will need two dice. Decide who is positive and who is negative. Positive moves from left to right and negative moves from right to left. Take it in turns to throw the two dice and add the scores then move that number of places in your direction.

If the counter reaches  $-13$ , Negative has won. If the counter reaches  $13$ , Positive has won.

Is it better to play a game where you have to reach the end exactly, or where you can go over the end? What do you think and why?

Now change the game. This time, when you throw the dice, you can decide whether to add, subtract, multiply or divide the numbers on the dice. You must reach  $-13$  or  $13$  exactly to win..

### Keywords:

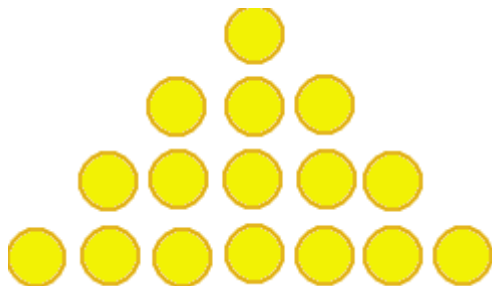
Positive, negative, add, more, total, subtract, takeaway, less, left, altogether, remaining.

**Platinum**  
**"One, three, five, seven"**

**What will this game achieve?**

This activity will help to develop your child's problem solving and reasoning skills. They will also begin to think of different strategies and become more flexible in their thinking.

**You will need:**



**How do you play?**

This is a game for two players. You will need 16 objects, like matchsticks or counters. Set the objects out in a row of 7, a row of 5, a row of 3 and a row of just 1. Players take turns in choosing a row then removing any number of objects from that row.

The player left with the last object is the loser.

Try playing it with a different number of objects.  
Try playing it with a different number of rows.

**Key Words:**

Solve, solution, columns, rows, turn, strategy.

**Questions to ask:**

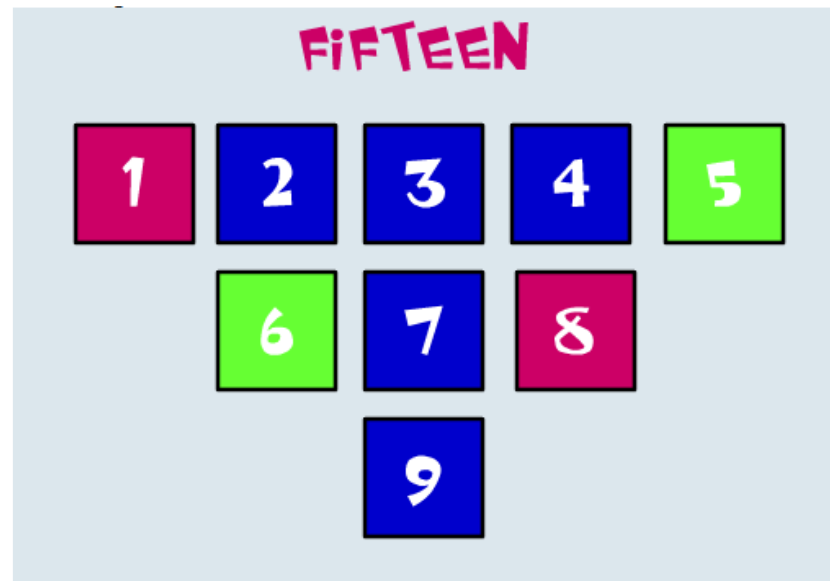
Can you find any winning strategies?  
Does it matter who goes first?

**Platinum**  
**"15"**

**What will this game achieve?**

This activity will help your child to add three numbers.

**You will need:**



**How do you play?**

Fifteen is a game for two players that you can play anywhere, anytime. Try it without writing anything down. You take it in turns to choose one of the whole numbers 1 to 9 (and each number can only be chosen once). To win you have to pick 3 numbers that add up to 15. This game works in a similar way to noughts and crosses.

**Key Words:**

Add, more, in addition to, numbers.

**Questions to ask:**

How many more do you need to make fifteen?  
What two numbers would you need next to make fifteen? How many combinations?

## Platinum "Skittles"

### What will this game achieve?

This activity will help your child add two digit numbers, which are multiples from the 5 and 10 times table. It will also help them subtract these numbers if the focus of the game changes to taking away instead of adding.

### You will need:



Pencil and score pad



10 skittles marked 5 - 50

### How do you play?

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)

### Keywords:

Total, plus, add, sum of, altogether, score.

### Questions to ask:

What is your total score?  
How did you work it out?  
How many do you need to win?  
Which skittles do you need to knock down?

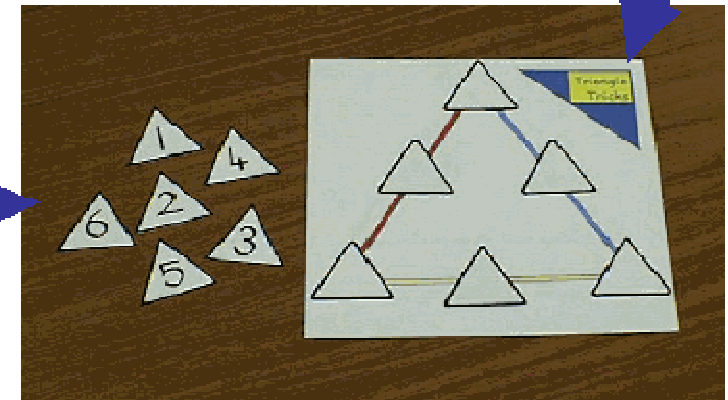
## Platinum "Tricky Triangles"

### What will this game achieve?

This will help to develop your child's problem solving skills. Set the game up as below but with multiples to ten. This will help your child to add multiples of ten.

Triangle Tricks base-board

Triangle cards numbered 1 - 6



### How do you play?

Place the number of triangles onto the base-board in this order:

		50		
	10		30	
60		20		40

Ask your child to add up the number on the yellow triangles, (the triangles along the yellow line) and write the answer down for each. Then on the blue triangle and finally on the red triangles

Your child will now see that they all add up to 120

Ask your child to rearrange the number triangles so that each line adds up to 80  
To add an extra challenge, the above can be followed using decimals. For example: instead of 60, 10 and 50, you could set up 0.6, 0.1 and 0.5.

### Keywords

Total, plus, add, sum of, makes, more than, less than.

## Platinum "Ping Pong"

### What will this game achieve?

This activity will help further your child's addition and subtraction skills when dealing with numbers below 100.

### You will need:



### How to play:

#### Activity 1

- Each player chooses their ping-pong balls: squiggles or spots.
- Each player throws 2 balls into the tray and totals their score.  $7 + 5 = 12$ .
- Players keep totalling their score.
- The winner is the first player to reach 50.

#### Activity 2

- Each player chooses their ping-pong balls: squiggles or spots.
  - Each player begins with a score of 100.
  - Players throw 2 balls into tray - total the score, then subtract it from 100.
  - The winner is the first player to reach 0 by subtracting their scores.
- To make this even more challenging, numbers above 100 or decimals can be used and added and subtracted in a similar way.

### Keywords:

Subtract, minus, total, sum of, altogether, add, plus

### Questions to ask:

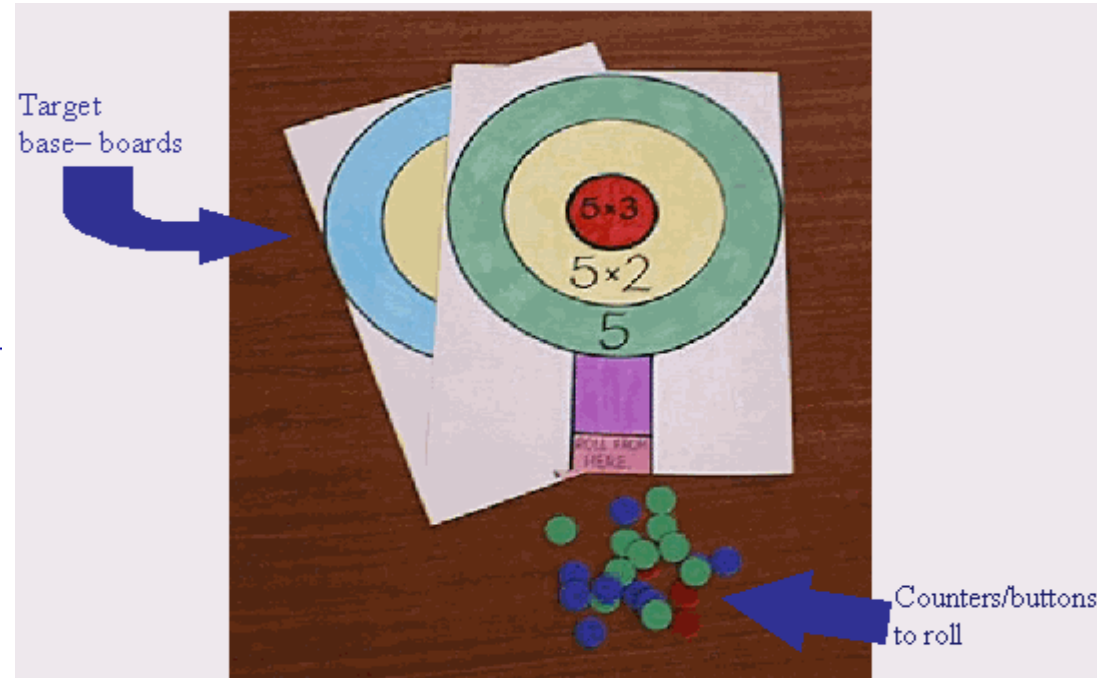
- How did you get that answer?
- Do you know a quicker way to do that?
- Will you need to write that down to work it out?

## Platinum "Rolling Targets"

### What will this game achieve?

This will help your child to practice any of their times table number facts. The picture below shows facts from the 5 times tables. You can practise with all facts from the times tables.

### You will need:



### How do you play?

Take it in turns to roll the buttons onto the target. Record the scores and add them together after each turn. The first person to reach 100 (or above) is the winner.

More circles can be added to make more rings.

### Keywords

Multiply, lots of, groups, add, times, total.

### Questions to ask:

- How are you going to work the answer out?
- How many more do you need to reach 100?

## Platinum "Super Symmetry"

### What will this game achieve?

This activity will help your child understand reflective symmetry.

### You will need:



### How do you play?

Take a piece of paper and fold in half – width ways or length ways.  
On one side of the paper draw a design.  
Then place the mirror on the fold line and get your child to draw what they see in the reflection of the mirror.

### Key Words:

Reflection, mirrored, opposite, reflect.

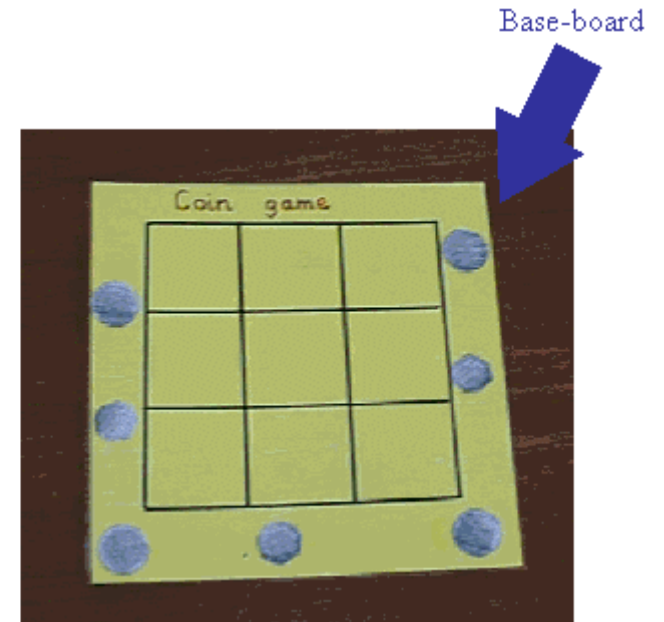
## Platinum "50-50"

### What will this game achieve?

This activity will help your child to count on in tens and twenties whilst handling money.

### You will need:

Plastic money –  
10p's and 20p's



### How do you play?

Look at the coins with your children.  
Practise counting in ten pences and then repeat this with twenty pences. Does your child see any patterns?  
Practise adding both 10p and 20p coins.  
Decide on who is going first.  
Take turns to place 10p or 20p coins on the grid.  
The winner is the first player to make a line totalling 50p in a horizontal, vertical or diagonal direction (just like playing noughts and crosses).

### Key Words:

10p, 20p, horizontal, vertical, diagonal, money, add, plus, total, pence:

### Questions to ask:

How much more do you need to make 50p?  
What is the total of the horizontal/vertical or diagonal lines?

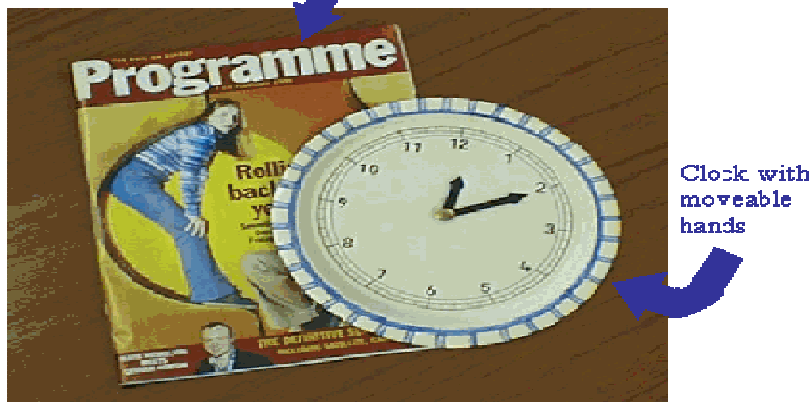
## Platinum "TV Times"

### What will this game achieve?

This will help your child to change the digital time e.g. 11.55 to analogue time . It will also help them to order days of the week.

### You will need:

Magazine with  
television listings



Clock with  
moveable  
hands

### How do you play?

This will depend on how confident your child is at telling the time.

If they can only read 'o'clock' times:

- Choose some programmes that start on the half or quarter hour e.g. 1.30, 2.15.
- Ask your child to place the clock hands at the correct time.
- Ask them to find some more of these' times in the magazine and repeat the activity.

To add to the challenge find times such as 3.05, 1.50 and ask your child to find the time on the clock.

If your child is confident at telling the time:

- Ask them to find their favourite TV programmes in the magazine.
- Ask them to set the clock hands at the correct time.
- See how quickly they can do each one.

### Keywords

Time, clock, o'clock, half past, quarter past, quarter to, minutes, hours, hands.

## Platinum "Lily Pads"

### What will this game achieve?

This activity will help your child to know what each digit in a three or four-digit number means, e.g. 123 is one hundred, 2 tens and 3 ones/units. You should look to write numbers above 100 on the lilypad.

### You will need:

Frog counters



### How do you play?

The first player throws three dice and decides which numbers it can be e.g. if 1, 2 and 3 thrown, can be 123, 132, 213, 231, 312 or 321.

The player looks for either number on their half of the lilypad. 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 lilypad.

### Keywords:

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

### Questions to ask:

What is the highest number on your side of the lilypad?

Have you any numbers higher than 160?

Have you any numbers less than 220?

Which number is greater 154 or 145? Why?