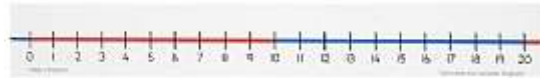


Here are a list of resources that you can make at home or buy and practise key numeracy skills with.

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 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 5.

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

How many numbers can they make with two 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 half 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).

Where can you get these resources?

100 square – Comes as part of home learning pack.

Digit cards to 10 - Comes as part of home learning pack.

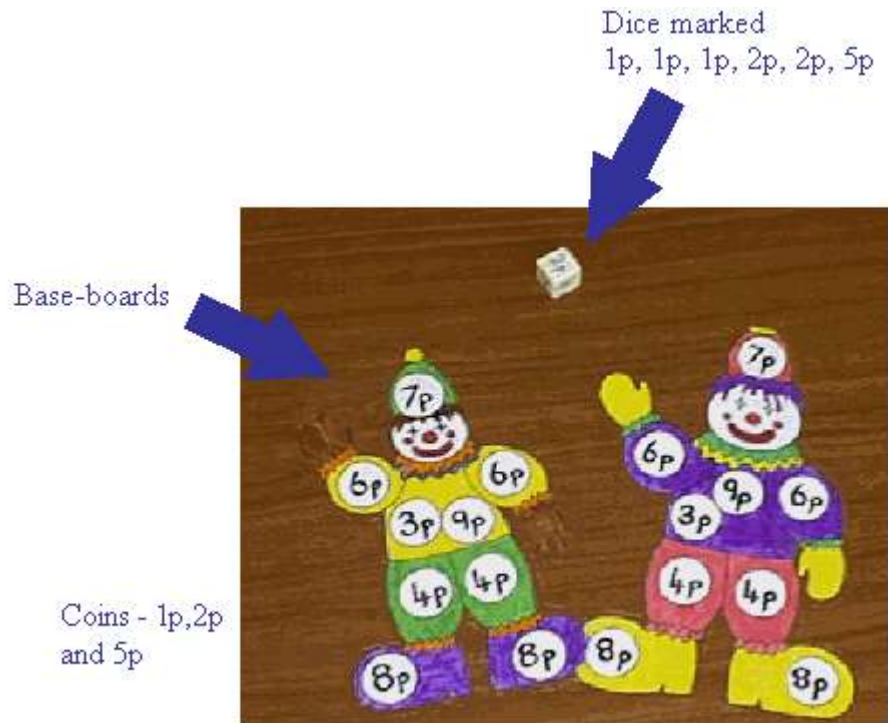
Marbles and Lolly Sticks - If you don't already have these at home then most supermarkets and toy shops will stock these.

Clocks - Comes as part of home learning pack.

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

www.fernfirst.dorset.sch.uk

Silver "Clowning Around"



How do you play?

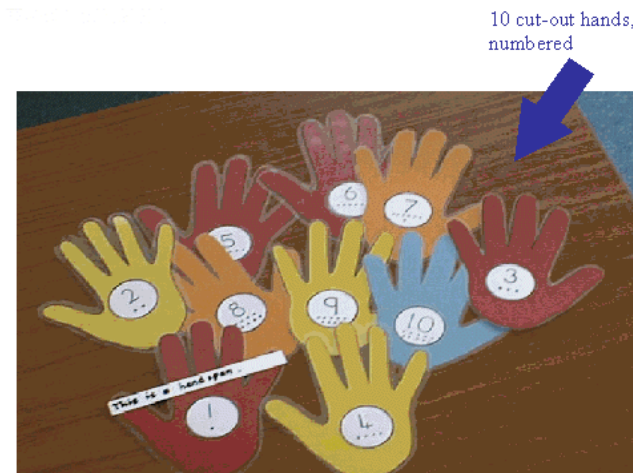
- Each player chooses a clown.
- Take it in turns to roll the dice (highest score goes first)
- Collect the coins shown on the dice each time you throw.
- When you have enough coins to buy one piece of the clown, put the coins in a pile on that piece
- The winner is the first person to buy all the pieces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

Key Words:

Numbers to ten.
Pence
Money

Silver "Hand Spans"

You will need:



How do you play?

- Look at the length of the hand span. Compare it with your hand and your child's hand
- Talk about which is the longest/shortest
- Ask your child how many hand spans long they think the table top is (Record on sheet)
- Now measure the table top by placing the hands next to each other from little finger to thumb.
- Count how many hands you have used and write the answer on the sheet provided
- Now measure other things around your house

Questions to ask:

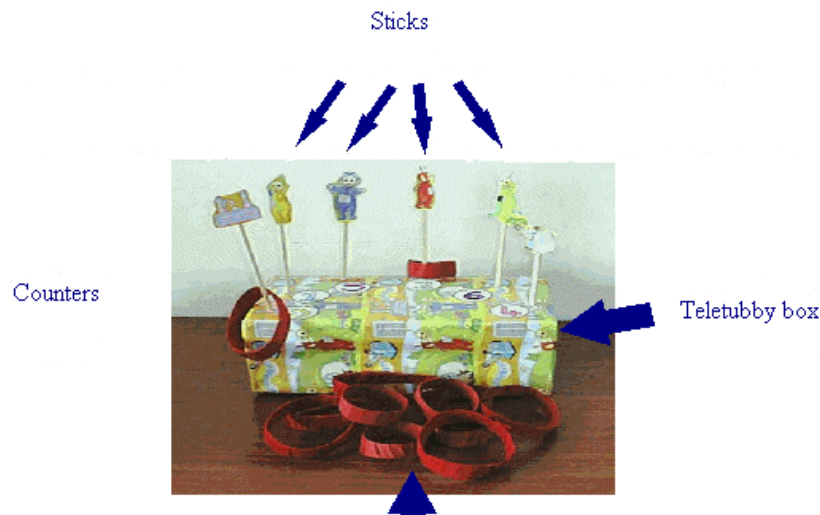
How wide do you think the table is?
How long do you think the sofa is?
How tall do you think the door is?
Was our estimation right?

Silver "Hoopla"

What will this game will achieve?

This will help your child to add pairs of numbers up to 10 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.

Key Words:

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

Questions to Ask:

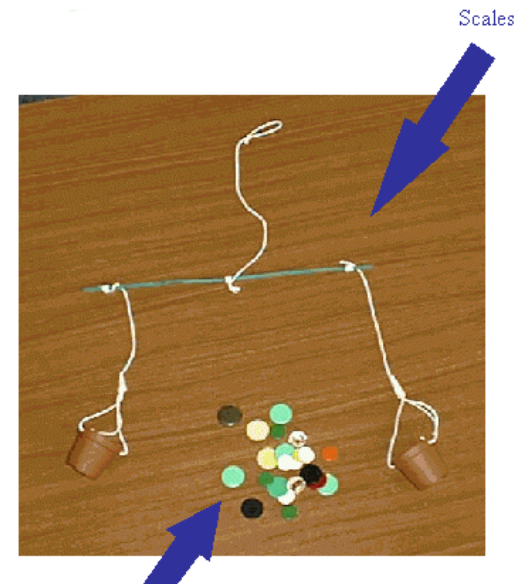
Who has the highest/greatest total?
What is the sum of your two numbers?
What is 3 plus/add 2?
Would it help if you put the biggest number first?

Silver "Heavy or Light"

What will this game will achieve?

This will help your child to compare the weight of 2 or more objects.

You will need:



How do you play?

Activity 1

- Ask your child to hold up the scales and talk about how they are well balanced
- Ask your child what he/she thinks will happen if you put a counter in one bucket
- Have a go. Was your child right?
- Try and balance the scales using another counter

Activity 2

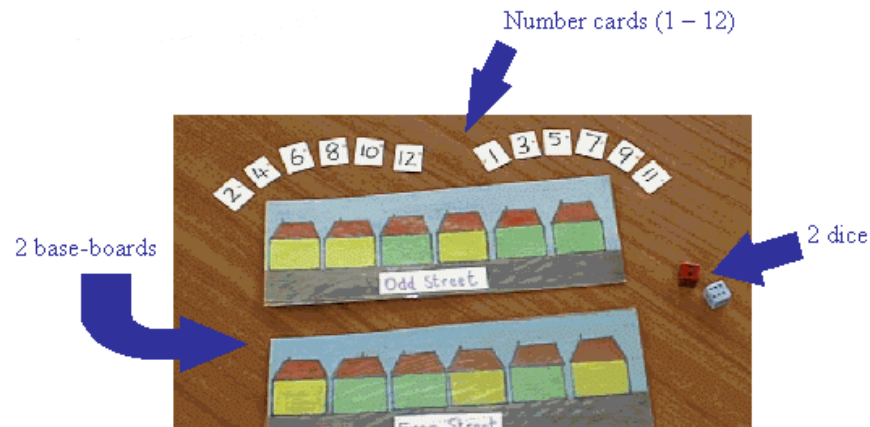
- Look at and hold all the objects. Choose 2 and see which one your child thinks is heavier
- Test the answer using the scales
- Repeat this using different objects
- Talk about which is the heaviest/lightest

Silver "Odd and Even"

What will this game will achieve?

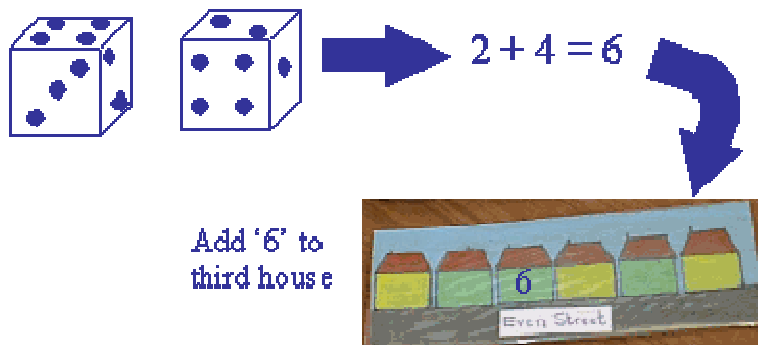
This activity will help your child recognise odd and even numbers (1 - 12).

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



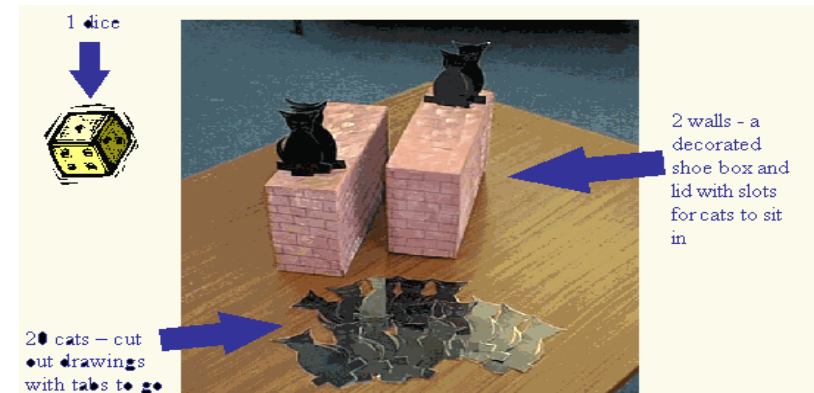
- The winner is the first person to put all the house numbers on their street

Silver "Wall Cats"

What will this game will achieve?

This activity will help your child understand 'taking away'. They will learn that as you 'take away', the number of cats decrease.

You will need:



How do you play?

- Each player sits ten cats on his/her wall
- Roll dice. The number you land on is the number of cats you subtract from the wall
- Before you remove cats you have to predict how many cats will be left
- The winner is the first person to take away all their cats

Keywords

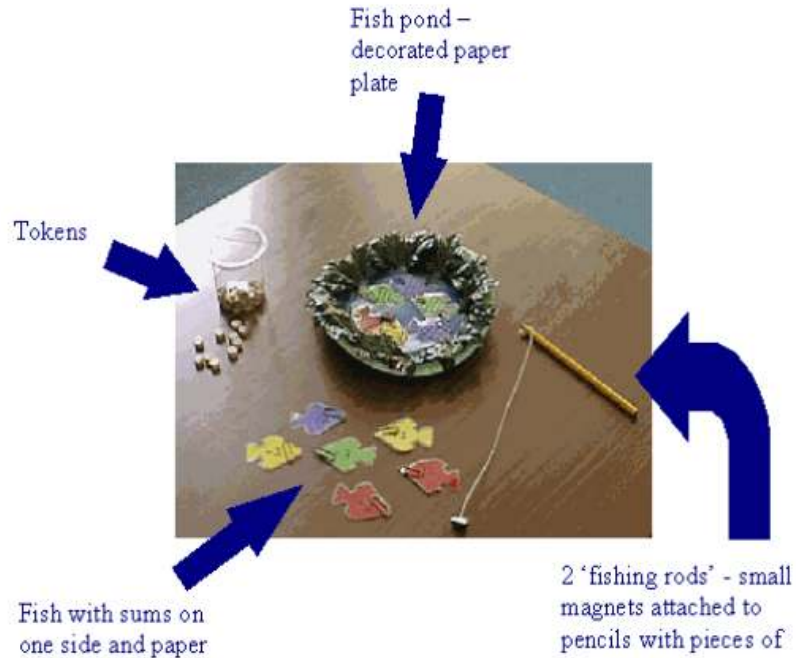
Subtract
Minus
Take-away
Decrease
Fewer
Count back

Silver "Gone Fishing"

What will this game achieve?

This will help your child to add and take away numbers.

You will need:



How do you play?

Put the fish into the pond sum side down.
 Each player takes 5 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:

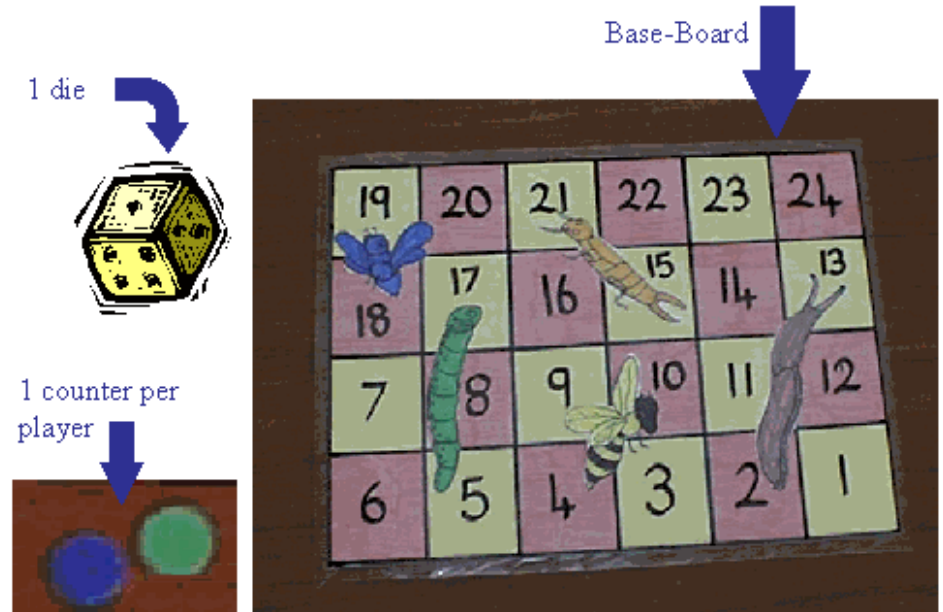
What is your total score?
 How many more did the winner score?
 What was the difference between my score and your score?

Silver "Creepy Crawlies"

What will this game achieve?

This activity will help your child to count on to 24.

You will need:



How do you play?

Start on square 1. Take turns to roll the die (highest score goes first)
 Add the number you throw to the number of the square you are on
 If you land exactly on an insect's head, you must slide right down to the end or its tail

The first to land exactly on square 24 is the winner.

Silver "Shape Jigsaw"

What will this game achieve?

This activity will help your child describe and identify 2D shapes.

You will need:



How to play:

Ask your child to look at the pieces of the jigsaw

Ask questions e.g.

- Can you find a shape with 3/4/5/6 sides?
- Do you know the names of any of the shapes?
- Which shapes have right angles? (square corners)
- Find a shape which is not a rectangle
- Which shapes have more than 3 corners?
- Which shapes have less than 4 corners?
- Can your child build the jigsaw?

Keywords:

Shape
Corner
Side
Pointed
Right angle

Silver "Money Game"

What will this game achieve?

This activity will help your child to add up money totals. It will give them the opportunity to handle money and give change.

You will need:

Toys: cut out pictures of four different toys - you will need four of each



The Bank:
paper/plastic
coins - 1p,
2p, 5p and
10p

How do you play?

- Each player chooses a colour and places their playing counter on the matching colour spot on the board
- Take turns to throw the dice and move the corresponding number of places
- Each square is marked with an amount, collect the amount of coins marked on the square you land on from the bank and put it in your piggy bank
- When you have enough money to buy a toy return the correct amount in coins to the bank, taking change if needed.
- The first person to collect all four toys and return 'home' wins.

Silver "Crazy Cafe"

What will this game achieve?

This activity will help your child to add money values to 50p and £1.00. They will understand 100 pennies are equal to £1.

You will need:



How do you play?

Look at the different foods with your child. 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 for 20p/50p? Can your child tell you how much change you would get from 20p/50p for this food? You can go to the cafe. What can you put on your plate that is worth exactly 50p? What can you put on your plate which is exactly £1.00? Make up your own meal with the foods. How much would it cost you altogether?

Key Words:

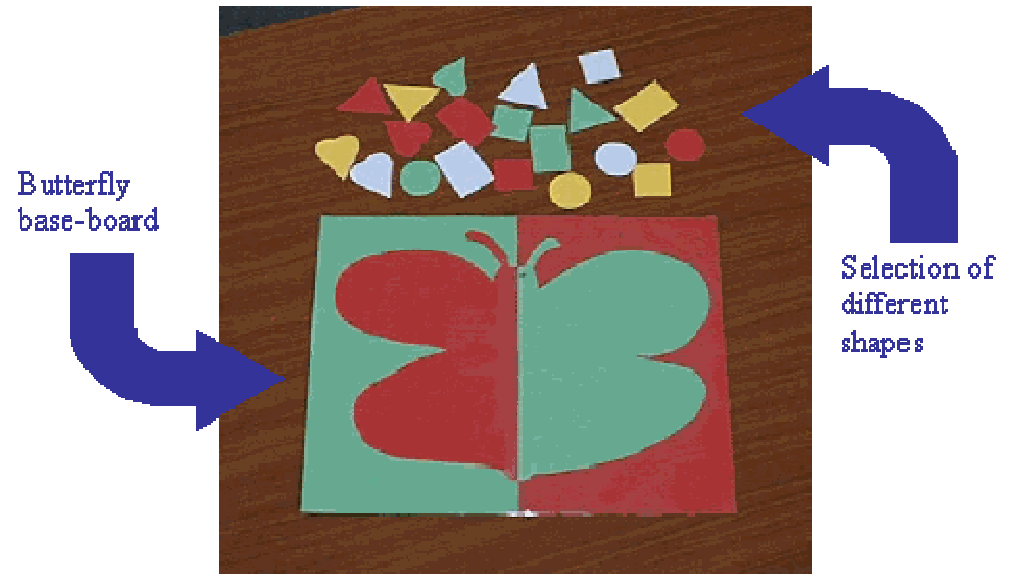
Value
Most expensive
Least expensive
Total cost
Change

Silver "Butterfly Symmetry"

What will this game achieve?

This activity will help to develop your child's understanding of symmetry and consolidate their knowledge of a range of 2D shapes.

You will need:



How do you play?

Talk with you child about symmetry. What does it mean? Look around your home. Can you find anything which is symmetrical (paper, faces, wallpaper, windows) Make a pattern on one side of the butterfly using the shapes. Can your child make the butterfly symmetrical?

Key Words:

Symmetry
Symmetrical
Line of symmetry
2D shape names

Silver "Skittles"

What will this game achieve?

This activity will help your child add two digit numbers which are multiples of 10. It will also help them subtract these numbers if the focus of the game changes to taking away instead of adding. Look to label each of the skittles with: 0, 10, 20, 30, 40, 50, 60, 70, 80 and 90

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 of the game can be the first to reach a total, or the person to get the largest number after a certain amount of goes.

Keywords:

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

Questions to ask:

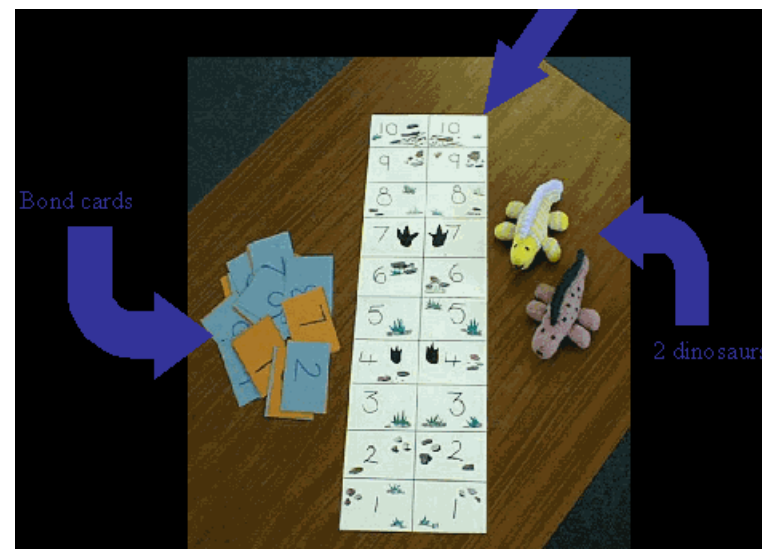
- What is your total score?
- How did you work it out?
- How many do you need to win?
- Which skittles do you need to knock down?

Silver "Dinosaur Tens"

What will this game achieve?

This activity will help your child learn numbers which add together to make 10 (bonds to 10).

You will need:



How do you play?

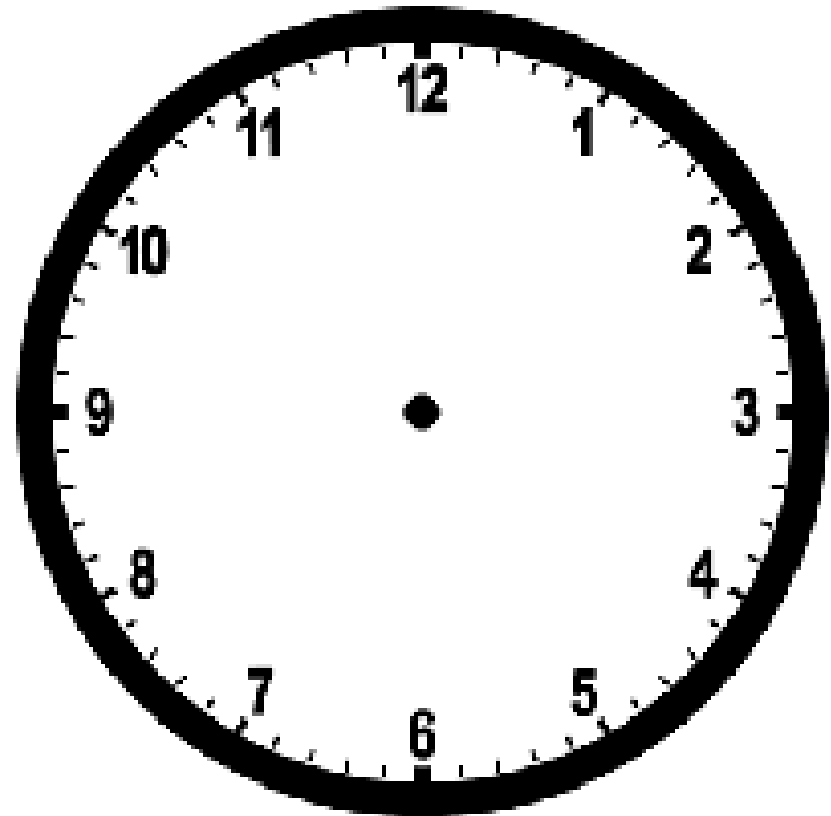
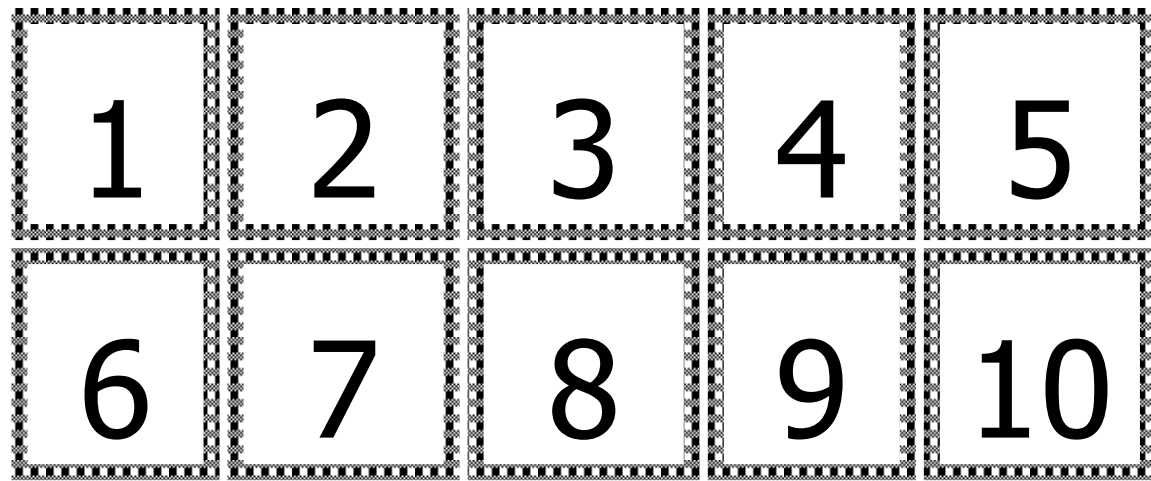
- Each player decides which dinosaur they will use and which side of the base-board they will play on.
- The bond cards should be placed in a pile in a central position.
- Each player takes it in turns, to turn over the top card. If the cards when added together make ten, they shout "TEN", and they can move one space on the board. If they do not total ten they remain where they are.
- The winner is the first player to reach 10 on the board

Keywords:

Add, plus, total, altogether, bonds to ten, count on.

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



Silver "Feeling Hungry?"

What will this game will achieve?

This will help your child to recognise coins of different values. It will also give them practice working out how to pay an exact sum using smaller coins. There might also be some opportunities to work out change.

You will need:



How do you play?

How do you play?

- Each player takes a menu
- Spread out the food cards face down
- Take turns to roll the money die and collect that amount
- If you have enough money you can buy an item of food and place it on your menu
- For the most expensive items you will have to collect enough money over a few turns
- The aim of the game is to buy each item of food on the menu. The winner is the first person to buy every item

Questions to ask:

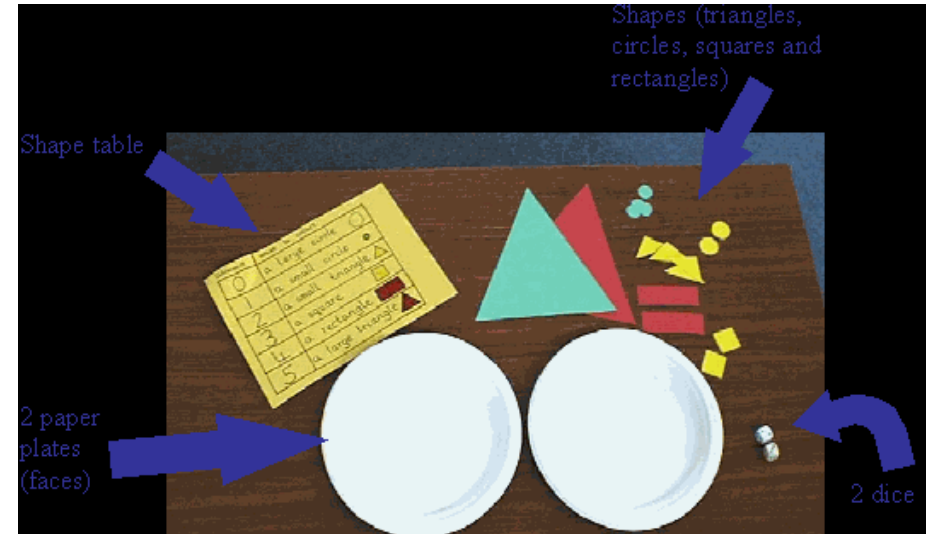
Do you have the exact money to buy a pizza?
 How much more do you need?
 Will you need some change?
 How much will it be?

Silver "Clown's Face."

What will this game will achieve?

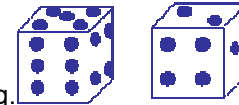
This activity will help your child understand subtraction, especially "the difference between" two numbers. It will also reinforce the names of 2D shapes

You will need:



How do you play?

- Take turns to throw the dice and work out the difference between the two scores



e.g. The difference between 5 and 2 is 3.

- Look at the table and see if which shape you can collect for the value of the difference (if 3, square)

Difference	What to collect
0	a large circle ○
1	a small circle ●
2	a small triangle ▲
3	a square □
4	a rectangle ▭
5	a large triangle ▲

- BUT The first throw must be two matching numbers for the score to be zero and to collect the large circle for the clown's face
- The winner is the first person to complete a face.