

## It would be great if you could find time to...

- ✓ Count forwards and backwards together in 1s, 2s, 5s, and 10s
  - pairing socks,
  - as you go up and down the stairs
  - counting 1ps, 2ps, 5ps and 10ps,
  - counting how many cars are on the road.
- ✓ Maximise opportunities for reading and writing numbers.
  - Reading addresses on envelopes
  - Recognising numbers on birthday cards
  - Reading house numbers as walking down a street
  - Car number plates
  - Bus numbers
  - Numbers on a clock.
- ✓ Use the language concerning time with the children eg you can have 15 mins on the ipad, 10 more mins out playing.
- ✓ Know numbers that are bigger and smaller than any given number and know numbers that are between two given numbers eg what number is in between 5 and 7? Tell me a number bigger than 20. What is a number less than 12?
- ✓ Familiarising children with the days of the week and months of the year. Eg how many sleeps until Friday? What day will it be tomorrow? What day was it yesterday and what did you do?
- ✓ Use the words first, second, third...
- ✓ Compare two objects or containers, and say which is longer or shorter, or heavier or lighter, or which holds more.

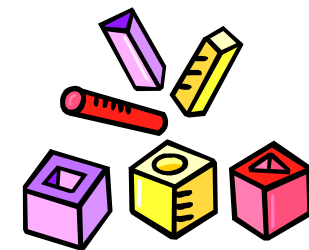
## Fun activities to do at home:

Counting forwards and backwards is a key skill and supports your child to be able to add and subtract - counting is also a skill that needs developing in different contexts eg through counting things at a distance (cars, children playing, birds flying), counting things that can't be seen (claps while your child's eyes are shut), counting things that move (bubbles).

## Takings

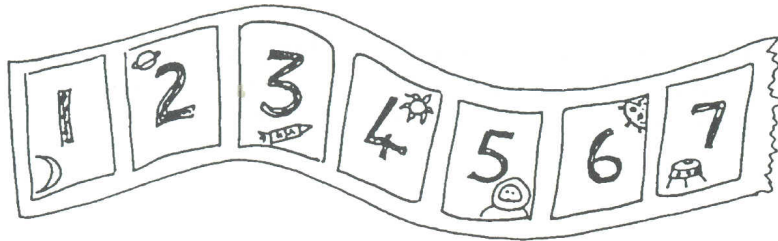
For this game you will need a dice and a collection of small things such as Lego bricks, sticky shapes or dried beans. You will also need pencil and paper.

- Take turns.
- Roll a dice. Take that number of beans. Write down the number.
- Keep rolling the dice and taking that number of beans. BUT, before you take them, you must write down your new total. For example, Sally has 7. She throws 4. She has to work out how many she will have now. She starts counting from seven: *eight, nine, ten, eleven*. She writes 11.
- You can only take your beans if you are right.
- The first person to collect 20 beans wins!



### Track games

Make a number track to 20, or longer. Make it relevant to your child's interests - sea world, space, monsters... Then play games on it.



- Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 20. Now play going backwards to 1.
- Throw a dice. Find a number on the track that goes with the number thrown to make either 10 or 20. Put a counter on it, e.g. you throw a '4' and put a counter on either 6 or 16. If someone else's counter is there already, you may replace it with yours! The winner is the first person to have a counter on 8 different numbers.

### Cupboard maths

- Choose two tins or packets from your food cupboard.
- Ask your child to hold one in each hand and tell you which is heavier, and which is lighter. (Check by reading the weight on each tin or packet.)
- If they are right, they keep the lighter one. Then they chooses another item from the cupboard, trying to find one that is lighter still.
- Carry on until your child has found the lightest item in the cupboard. It might be suitable to eat as a prize!



# How to help your Year 1 child



## A booklet for parents.

Here are some ideas to support your child's understanding of maths.