Helpful websites

http://www.oxfordowl.co.uk/home/maths-owl/maths
http://www.bbc.co.uk/schools/parents/primary_support/
http://www.mad4maths.com/math_help/
http://www.ictgames.com/resources.html
http://www.bbc.co.uk/education/subjects/zjxhfg8
http://www.familylearning.org.uk/money_games.html

Your child can learn about computer programming, developing understanding of movement, angles of turn etc whilst creating their own animations using **Scratch** which is free to download.

If you would like help in improving your own maths skills, the following website is a great place to start (many ideas found in this leaflet came from this fantastic site):
http://www.nationalnumeracy.org.uk/improve-your-maths

If you have other great ideas for supporting children with maths at home that you would be willing to share with our school communities, please contribute to our blog which can be accessed via either school website.

Maths at Home

A Parent's Guide
Key Stage 1

Complied with the support of staff, governors and families

Castlethorpe First School

St Bernadette's Catholic Primary School

Stay Positive!

Basic maths skills are essential for everyday living – shopping, cooking, paying bills, budgeting for your family needs etc.

In order to succeed in our competitive society, it is crucial that our pupils develop a good grounding in maths and develop sound numeracy skills during their primary school years. Parents and carers are vital partners with school staff in helping their children develop these all important skills.

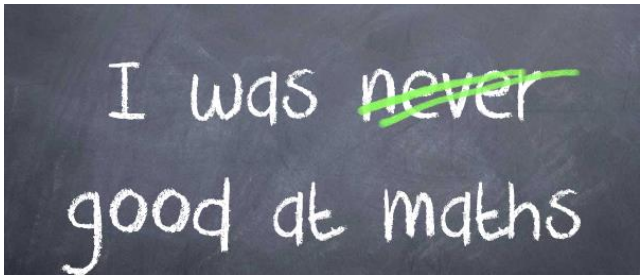
Studies show that Maths makes many adults feel anxious. You can help your child enormously by presenting a positive and enthusiastic attitude when talking about maths.

However you feel about maths, you can still make a huge difference to your child's confidence and learning.

1. Be positive. Don't say things like 'I can't do maths'...your child might start to think like that themselves…

2. Praise effort – this shows that by working hard they can always improve.

3. Talk about and do everyday maths together.



Books, TV and Radio

Books, TV and radio are a great way to keep children excited about numbers. Ask them about the maths in any story they read, point out page numbers, use positional language to describe the pictures, talk about the book using the terms *future, past* and *present*.

Whatever your child is watching on the television, there are opportunities to talk about maths - How many votes are being cast on Strictly Come Dancing? How many years ago did the people on Gory Games live? In how many minutes does this programme finish? How much of the match can you watch before bedtime? How long does the match last if you include half time?

Recommended Books

- The Shopping Basket by John Burningham.
- 365 Penguins by Jean-Luc Fromental.
- We're Going on a Bear Hunt by Michael Rosen.
- The Girl Who Never Made Mistakes by Gary Rubinstein - great for teaching that it is fine to make mistakes, and that you can learn from them too.
- The Dangerous Book for Boys by Conn and Hal Iggulden.
- The Daring Book for Girls by Andrew J Buchanan and Miriam Peskowitz - Great activities that use maths; things like finding north, writing codes, making kites etc.
- Matilda by Roald Dahl.

Out and About

- **Go on a shape hunt** – how many rectangles, triangles, pentagons, hexagons can you and your child find? Are they 2D or 3D? You can look for patterns and symmetry too.
- **Play outside games that use counting** - Hopscotch, Hide and Seek, What's the Time Mr Wolf, Skipping, Hula Hooping. Practise times tables by counting in multiples e.g. 4, 8, 12, 16...or 7, 14, 21, 28.
- **Get dancing** - ask them to create dance routines along to their favourite songs.
- **Play sport!** Sports are the perfect chance to talk about speed, scores, time and angles. Get competitive - try out different angles to try and score from. Who in the family can do the most star jumps in one minute?
- **Ask them to give you directions** to local landmarks/important places. How long does each stage of the journey take? Download maps of your local area (try google maps) and follow the map from your house to the park or local shops. Point out odd and even house numbers.
- **Use sticks for shape challenges** - how many triangles can they make with 9 sticks?
- **Explore the local area** and ask them to guess - how many buildings do they think are on the street? How far is it to the nearest river? How many cows/dogs/cats live in your town? Ask for the reasons behind their answers.

Key Language to Use

Past, present, future, predict, pentagon, hexagon, symmetry, sphere, cylinder, pyramid, cube, cuboid, left, right, score, compare, how many more/less, how much more/less, fewer, discount, reduction, sale, change, total, cheaper, more expensive, (practise counting in steps of 2, 5 and 10. Rote learn times tables).

Indoors

- **Talk about time** - 'What time should you leave the house to get to school on time?' or, if they have a 20 minute turn on the computer and they've already used 10 minutes, how much longer can they use the computer for? Have an analogue clock visible in your home and refer to it regularly; "look, you have 10 minutes until half past seven and bed time"
- **Measure ingredients** and set the timer together when you are cooking. How much more food will you need if extra people come for dinner?
- **Talk about the shape and size** of objects – use the internet to find interesting size facts like tallest and shortest people, or biggest and smallest buildings etc.
- **When you are sharing** food like pizza, cake or berries, ask your child to help you **share it equally** between the people eating.
- **Solve maths problems** at home, e.g. How many apples should we buy at the shop? Why?' or 'How long will it take us to get to Gran's house if we go to the library on the way?'
- **Collect information** together and create a tally chart, e.g. find out the family's favourite animal or fruit etc.
- **Make patterns** with objects, colouring pencils, paint or play-dough, and build structures with Lego, or cardboard boxes.

Maths and Money

As your child starts to understand a bit more about money, you can start using it for more maths conversations and activities. Remember to talk to your child about where money comes from.

Suggestions for activities at home

- **Estimate** – at the shops ask your child to estimate how much 3 or 4 items will come to.
- **At the shops** - if you are buying a couple of items in a shop, ask them to guess how much they will cost.
- **Give them small amounts** of pocket money e.g 50p - what can they buy? If they want to save for something, how long with it take them? Encourage saving – give them a money box and help them to add up their savings each week.
- **Talk about the items you buy** - which are more expensive, which are cheaper? Which are heavier, which are lighter? Explain what a sale/discount/reduction is.
- **Explore quantities** by asking them to think about how many different ways they can make 50p. How many 10p coins do you need to make £1?
- **When you buy something**, get your child to hand over the money. Check the change with them afterwards.

Games – Maths is fun!

Games help children develop a positive attitude towards maths. Whenever they are playing something that involves maths, tell them it's maths! This helps children realise just how much we use maths every day.

- **Play games with cards** – players take two cards and add the numbers - the player with the highest number wins. Try it with subtraction, multiplication, and division too.
- **Play 'Think of a number'** – you think of a number between 0-100, and they have to guess. They can ask questions like 'is it less than 20?' Is it an even number? Is it in the 5 times tables?
- **Play with blocks** like Lego or Jenga – talk about size, colour, shape, weight, texture. Create patterns and structures. Can they predict how many blocks they can pile up before they fall down and then build them up to see if they were correct.
- **Play with containers** – e.g. How many sweets are in the jar? Ask your child to guess and then count to see how close they were.
- **Pick an object** and give your child clues to find it by using directional language: up, down, over, under, between, through, beside, behind, in front of, and on top of. Make the game more challenging: give more complicated directions e.g. 'It's on top of the table and to the left of the magazine'.
- **Play board games** like Connect 4, Battleships, Shut the Box, Mastermind, Spirograph, Snakes and Ladders, Jacks, Dominos, or the Rush Hour Game.
- **Ask your child to design** their own board game (and dice). Play the game together. Afterwards, talk about the mathematical thinking, reasoning, or problem solving the game used.
- **Play the numberplate game** – take turns on a journey. Each time a car passes, take turns to add the numbers on the number plate – who will win each round?
- **Need dice and can't find one**? – Follow this link to find a range of different online dice. You can also download dice apps for your smartphone,