

Numicon is an excellent resource to help your children with mathematics

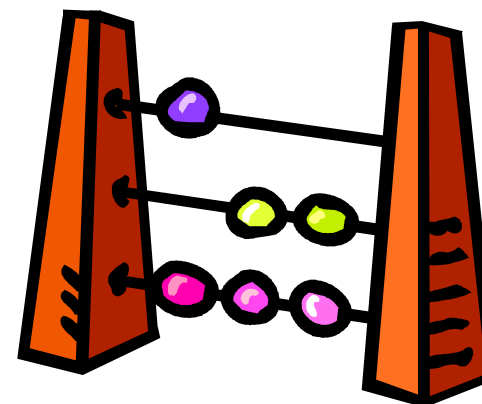
Available from [www.numicon.com](http://www.numicon.com)



Kits available from £30.98

Booklet 1

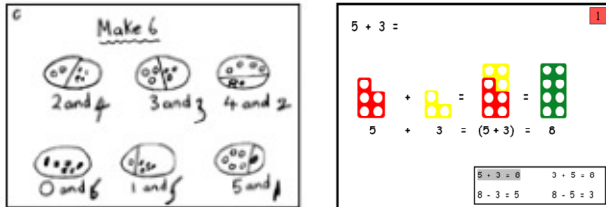
Helping your child  
with  
mathematics



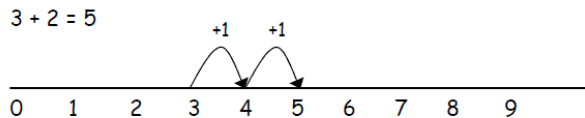
do, make sure your children  
**their Mathematics!**  
to understand, make mistakes  
p calm, make it easier, change  
hem a joke, play football, go to  
se don't get cross or impatient  
t them off maths for life!

## Addition

Pupils are encouraged to develop a mental picture of the number system in their heads to use for calculation. They develop ways of recording calculations using pictures, Numicon etc.

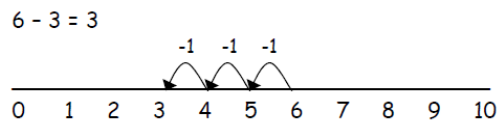
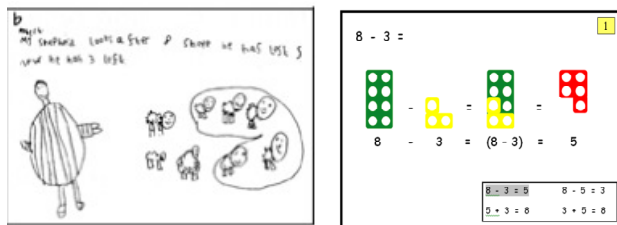


They use number lines to support calculation



## Subtraction

Pupils are encouraged to develop a mental picture of the number system in their heads to use for calculation. They develop ways of recording calculations using pictures etc.



The number line should also be used to show that 6 - 3 means the 'difference between 3 and 6' - how many jumps they are apart.

# Useful websites

<http://www.bbc.co.uk/schools/parents/resources/>

[www.mathszone.co.uk](http://www.mathszone.co.uk)

<http://www.woodlands-junior.kent.sch.uk/maths/>

<http://www.coolmath4kids.com/>

[http://www.comberps.newtownards.ni.sch.uk/maths\\_games\\_for\\_ks1.htm](http://www.comberps.newtownards.ni.sch.uk/maths_games_for_ks1.htm)

<http://www.year2maths.co.uk/numberfacts/num1/make10/make10.htm>

[www.ngfl-cymru.org.uk](http://www.ngfl-cymru.org.uk)

[www.mangahigh.com](http://www.mangahigh.com)

[www.parentsintouch.co.uk](http://www.parentsintouch.co.uk)

**Maths is all around us and we're using it everyday!**

Many of you will already be doing these mathematical activities and practising your child's numerical skills without even thinking about it!

**The most important thing is to make learning maths FUN!**

## Takings

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



Take turns.

Roll a dice.

Take that number of pieces of lego. Write down the number.

Keep rolling the dice and taking that number of pieces of lego BUT, before you take them, you must write down your new total.

You can only take your pieces of lego if you are right.

The first person to collect 20 lego pieces wins!

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.

## Dice game

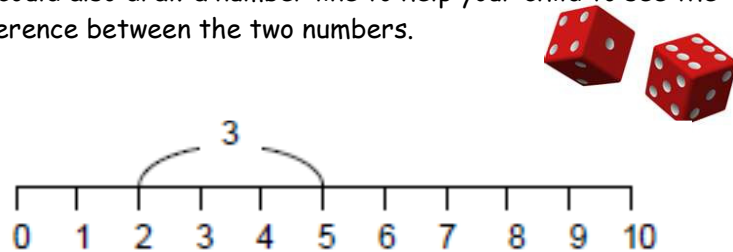
You need a 1-6 dice, paper and pencil.

Take turns. Choose a number between 1 and 10 and write it down.

Throw the dice and say the dice number.

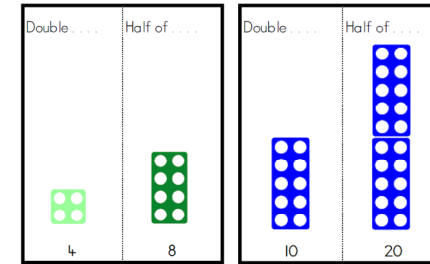
Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the difference is 3.

You could also draw a number line to help your child to see the difference between the two numbers.



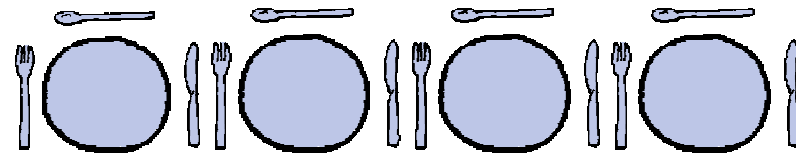
## **Multiplication**

Children should recall double and halving facts to 10.



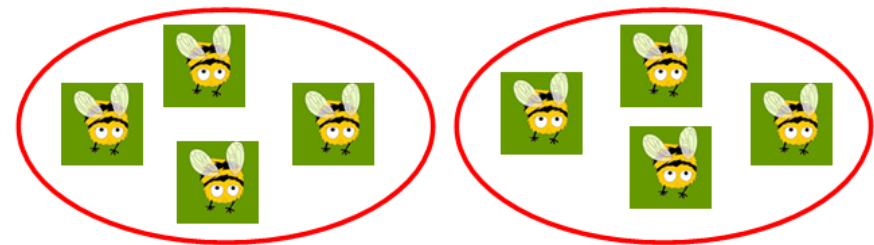
Sort objects and solve simple problems by drawing e.g.

If one plate has one knife, fork and spoon, how many does 4 plates have?



## **Division**

Pupils will understand equal groups and share items in play and problem solving



Here are a variety of number based games that you can encourage your children to play - why not play as a family?

### Dicey coins

For this game you need a dice and about twenty 10p coins.

Take turns to roll the dice and take that number of 10p coins.  
Guess how much money this is. Then count aloud in tens to check, e.g. *saying ten pence, twenty, pence, thirty pence, forty pence .....*



If you do this correctly you keep one of the 10p pieces.  
First person to collect £1 wins.  
Don't forget to give the coins back!

### Secret numbers

Write the numbers 0 to 20 on a sheet of paper.  
Ask your child secretly to choose a number from the paper. Then ask him /her some questions to find out what the secret number is, e.g.

Is it less than 10?  
Is it between 10 and 20?  
Does it have a 5 in it?

He /she may answer only yes or no.

Once you have guessed the number, it is your turn to choose a number.  
Your child asks the questions.

For an easier game, use numbers up to 10. For a harder game, use only 5 questions, or use bigger numbers.



### Adding circles

For this game, you need a dice and pencil and paper.

Each of you should draw four circles on your piece of paper. Write a different number between 2 and 12 in each circle.



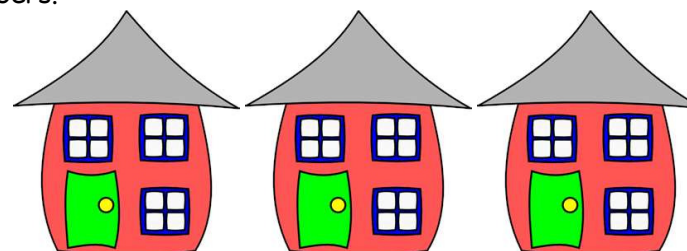
Roll the dice twice. Add the two numbers.

If the total is one of the numbers in your circles then you may cross it out.

The first person to cross out all four circles wins.

### Housey, housey

When walking down the street with your child, look at house numbers.  
These will probably be following a pattern of either odd or even numbers.



Can your child predict what number will be on the next house?  
Talk about the pattern.

### How old?

Start with your child's age. Ask your child:  
How old will you be when you are 1 year older?  
How old were you last year?  
How old will you be 10 years from now?  
and so on.

