

How to help your child with maths

At this age, children are learning to...

- explain why they think something is correct
- count up to 100 and put numbers up to 100 in the correct order
- add and subtract
- recognise odd and even numbers
- name 2D and 3D shapes
- measure the lengths and weights of objects
- put events in the correct order, for example, giving instructions for a familiar journey
- collect information to work out answers to questions, for example, how do people travel to school?
- <http://www.familymathstoolkit.org.uk/activities-for-children>

Around the home

- **Talk about time.** For example, get them to work out what time you need to leave the house to get to school on time.
- **Cooking.** Measure ingredients and set the timer together. Get them to work out how much more food will you need if extra people are coming for dinner.
- **Talk about the shape and size of objects.** Look online for interesting facts, like tallest and shortest people, or biggest and smallest buildings etc.
- **When you are sharing food** like pizza or cake, ask your child to help you share it equally between the number of people eating.
- **Solve maths problems at home.** For example, ask them how many apples to buy at the shop and why, or how long will it take you to get to Gran's house if you go to the library on the way.
- **Collect information** and create a tally chart, for example to find out the family's favourite animal or fruit etc.
- **Make patterns** with objects, colouring pencils, paint or Play-Doh, and build structures with Lego or boxes.

Games

- **Play with cards.** Take 2 cards and add the numbers together, the player with the highest number wins. Try it with subtraction, multiplication, and division too.
- **Play 'Think of a number'.** Think of a number between 0-100 and get them have to guess what it is They can ask questions like 'is it less than 20?'
- **Play with blocks like Lego or Jenga.** Talk about the size, colour, shape, weight and texture of them, and create patterns and structures. Ask them to guess how many blocks they could pile up without them falling down and then build them up to see if they were correct.
- **Play with containers.** For example 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, such as up, down, over, under, between, through, beside, behind, in front of, and on top of. Make the game more challenging by giving 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, Jenga, Snakes and Ladders, or Dominos.
- **Ask your child to design their own board game and dice.** Play the game together and talk about the mathematical thinking, reasoning, or problem solving the game used.

Maths and Money

- **Estimate.** At the shops ask your child to estimate how much 3 or 4 items will cost together.
- **Give them small amounts of pocket money.** For example, give them 50p a week and ask them what they think they can buy with it or, if they want to save for something bigger, how long will it take to reach their goal.
- **Talk about the items you buy.** Ask them which are more expensive, which are cheaper, which are heavier, and which are lighter etc.
- **Explore quantities** by asking them to think about how many different ways they can make £1. For example how many 10p coins do you need to make £1.
- **When you buy something,** get your child to hand you the correct money and check the change with them afterwards.

Out and About

- **Go on a shape hunt.** How many circles, squares, rectangles or triangles can your child find? Are they 2D or 3D? Try getting them to look for patterns and symmetry.
- **Play outside games that use counting.** Hopscotch, hide and seek, What's the Time Mr Wolf, skipping or hula hooping are a great place to start. Practise times tables by counting in multiples e.g. 4, 8, 12, 16, or 7, 14, 21, 28.
- **Dance.** Ask your child to create dance routines along to their favourite songs.
- **Sport.** Sports are the perfect chance to think about speed, scores, time and angles. Get competitive; try out different angles to score from, ask them how many star jumps can they do in a minute.
- **Ask them to give you directions** to local landmarks or important places. Get to work out how long each stage of the journey takes.
- **Use sticks for shape challenges.** Ask them how many triangles can they make with 9 sticks etc.
- **Explore the local area.** Ask them to guess how many buildings do they think are on the street, how far is it to the nearest river or How many dogs and cats live in your town. Ask for the reasons behind their answers