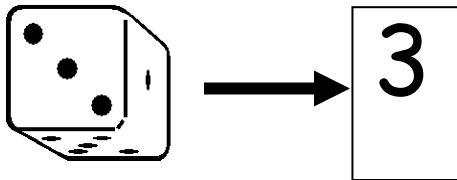


### **Recognising numbers**

- Choose a number for the week, e.g. 2.
- Encourage your child to look out for this number all the time.
- Can your child see the number 2 anywhere?  
At home—in the kitchen, on pages in a book  
In the street— on doors, on car number plates, on buses  
While out shopping— on the shop till, on shelves, in shop windows
- Find two apples, toys, spoons, straws, sweets, etc.
- Make patterns, such as two knives, two forks, two spoons, two knives, two forks, two spoons...
- Practise writing the number 2.
- Choose a different number each week

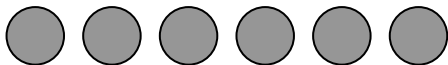
### **Dice game**

- Use a 'dotted' dice and write the numbers 1 to 6 on a sheet of paper (or use the numbered animals).
- Throw the dice. Can your child guess how many dots there are? Check by counting.
- Ask your child which number on the paper matches the dots on the dice.



### **Spot the difference**

Draw a row of six big coloured spots.



- In turn, one player closes his or her eyes.
- The other player hides some of the spots with a sheet of paper.
- The first player looks and says how many spots are hidden.
- Try with other numbers of spots, e.g. five or seven.



**St John's**  
CofE Primary School

Help your child with  
Maths  
Year R

## Fun activities to do at home

### Counting and putting numbers in order

- Use old magazines, comics or greetings cards.
- Cut out pictures of animals, or anything else your child is interested in. Label the animals 1 to 5.



- Shuffle the animals. Put them in order from 1 to 5. Remove one animal. Ask your child which number is missing. Repeat with other numbers and more than one missing number.
- Ask your child to say what number comes before or after a number you choose.
- When your child can do this, repeat with numbers 1 to 10.

### Build a tower

- For this game you need a dice and some building blocks or lego bricks.
- Take turns.
- Roll the dice.
- Collect the number of bricks to build your own tower.
- The first to 10 wins!
- For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

### Roll a shape

- Cut out 12 shapes.
- Make 3 triangles, 3 squares, 3 rectangles and 3 circles.
- Take turns to roll a dice and collect a shape that has that number of sides, e.g. roll a 4, collect a square.
- The first to have four different shapes wins.
- If you can name each shape you go first next time!

## One more, one less

- For this game you need a dice, a coin and some building blocks or Lego bricks.
- Take turns to roll the dice
- Build a tower with that number of blocks or bricks.
- Then toss the coin. Heads means take one brick off. Tails means add one on.
- If you can guess how many bricks there will be after this, you keep them!
- The first to collect 20 bricks or more wins!

### Counting

- Practise counting. Start at 5, and count on from there to 11.
- Start at 9, count back from there to zero.
- Choose a different starting number each time.

### Cupboard Maths

Ask your child to help you sort the food cupboard out by putting **heavier** items on the lower shelf and **lighter** items on a higher shelf.

### Rhymes

Teach your child any number rhymes or songs that you know, particularly ones that involve holding up a number of fingers, like *Five little speckled frogs*. Practise them regularly, with actions.

### Dicey counting

Take turns to roll a dice and count back to zero from the number thrown. For example:

Four, three, two, one, zero!



### Collections

- You need something to collect, e.g. sticky shapes, dried beans.
- In turn, one player claps 1, 2, 3, or 4 times while the other player closes his/her eyes and listens.
- How many claps did you hear? Take that number of shapes.
- The first to make a pattern with 12 sticky shapes wins.