



Helping your child at home with Maths

Provide a quiet time and place for you and your child.

Give your child your full attention

Ask your child to explain the task and how they will attempt it.

Ask them to have a go.

Wait to see what they will do.

PAUSE

If they need help

Can you work it out another way?

PROMPT

Praise all efforts

PRAISE

If your child still struggles with the task, show them how to do it and at a later stage discuss it with the teacher.

PROMPTING

Prompts are hints, questions or suggestions that help the child solve the problem independently. Prompts require more than a one word response.

Drawing on what's known

What do you know about ...?
When have you used something like this before?
Does this remind you of any other problems?
What could you use to help?

Making sense by talking and showing

Tell me about
Show me
Tell me what you are doing now

Connecting ideas

What do you know about...
What do you know now that you didn't know before?
How are these ideas the same?
How are they different?
How could you use?

ACTIVITIES YOU COULD DO AT HOME

Count - anything and everything

Count steps as you walk along - count by 1s 5s 10s or 2's.
Count forwards and backwards.

Give your child coins to practice counting money

Looks at maps, street directories, google maps

Watch the speedo in the car - how fast are we travelling? What is the speed limit? How far have we travelled?

Birthday parties are great. Let your children be involved in the planning. How many hats /lolly bags do we need? If everyone gets 2 sausages how many do we need?

Have your child point out patterns

Let your child help you cook. Cooking requires lots of counting and measuring.

Give your child story problems to try and solve. Ask them to explain how they solved the problem.

Make shapes using straws, sticks, lego, playdough

Reading the bus/train/ gym

Reading a calendar. What date is it today? What date will it be on Sunday? What day of the week is your birthday? Yesterday today tomorrow.

Playing Cards

Sequence to 10

Use playing cards from Ace - 10. Shuffle and place them in the centre.

In turns turn a card over and place them in order.

The winner is the first to have cards in ascending order from 1 (Ace) -10.

Largest to smallest number

Turn over three cards. Arrange the cards to make the largest number. Read the number.

If playing with a partner - Who can make the biggest number?

Add them up

Turn over 3 cards.

Who has the highest total?

Snap

Two numbers the same

Two numbers that add up to 10

Two numbers that have a difference of 3

Tens frames

Take out the picture cards

Turn over 1 card

Put that number of items on the 10s frame (see below)

How many more do you need to make 10

(This is sometimes referred to as friends of 10)

Dominoes

Find all the dominoes that have a 5 on them

Put them in order for the number of dots

Find all the dominoes that have a total of 5 dots on them

Find all the double dominoes 6/6 3/3

Find all the near double dominoes 4/5 2/3

Make domino trains that equal 10. How many ways can you make 10.

Make a domino train that has 20 dots on it.

Dice

Roll a die. Make the number rolled on a tens frame using objects (buttons, pasta shells).

Roll two dice and model the total on ten frames.

Roll a die. Children collect that number of objects (buttons, pasta shells, cars).

After five rolls how many counters do you have altogether?

Snakes & Ladders

(vary the game by playing using two dice; start at the finish point and play backwards) Roll two dice. Which is the bigger number?

Count on from one number to the next.

Roll two dice. Add the two numbers together.

Roll two dice. Subtract the smaller number from the bigger number.

Roll two dice. Dice one= number of groups. Dice two =number in each group (multiplication)