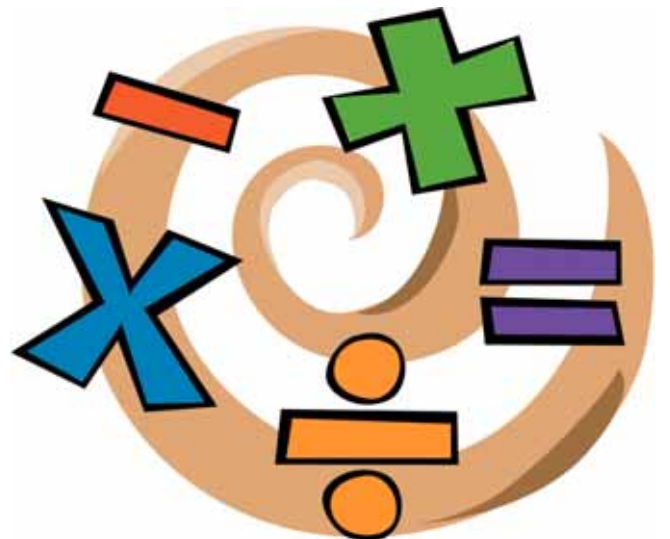


Maths Is Fun!

Activity Pack

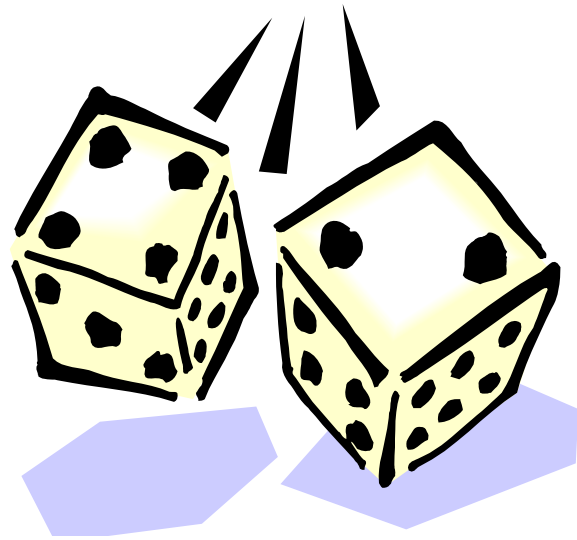
Year 1



Roll Two Dice.

Take it in turns to roll two dice.

You score a point for correctly saying a number sentence about what the two numbers add up to (e.g. "*Four plus 1 equals 5*")



Why not score a bonus point if you can work out the 'difference'. (In our example, "*Four minus 1 equals 3*")

You will be playing this subtraction version in Year 2.

Each have 10 turns.

2. Bonds Snap!

Find a pack of cards and remove all the picture cards. There should now be forty cards left: four aces, four twos, etc.



Starting with 20 cards each, take it in turns to turn over and deal a card. If both top cards add up to ten, shout 'SNAP'! The first person to shout it correctly wins all the cards on the table. The winner is the first person to collect all the cards.

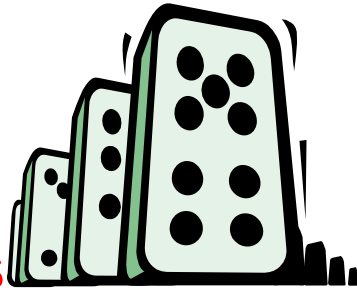
3. 3-D Shape Hunt

Have a walk around your home with your child. Try to spot a range of different 3-D shapes. To start with, just work together to find lots of different ones. See which ones your child can name.

Can they spot and name a cube, a cuboid, a cylinder and a sphere?



4. Dominos



If you don't know the rules, it is easy to find out! This is a good game for quick recognition of numbers (called '*subitising*') without counting. Cheap sets of 28 dominoes are readily available from discount shops.

In essence, the idea is to make a chain of your dominoes, but where dominoes touch, the two touching numbers must match.

Fuller sets of rules and some interesting variations can be found by searching the internet for 'how to play dominoes'.

See items 9 and 10 for further mathematical domino activities.

5. PacMan – right angle hunt

A right angle is an amount of turn equal to a quarter of a full revolution. Your child needs to practice recognising right angles as they are an important part of his or her understanding of shapes. This activity requires a small bit of construction, but the results make it worthwhile. Cut out a circular piece of card. One easy way is by draw round a tin first. Finally, cut out exactly a quarter of the circle to end up with a PacMan shape.

Your child can decorate the shape with eyes if they want, or indeed with any pattern at all. Now go round your home together and try to find 5 different examples of ‘right-angles’, which means any angle that PacMan can eat exactly – i.e. it must fit flush to BOTH of his jaws with no gaps.

Each time you play, try to find different examples of right angles in your home.

6. Count On

SIZE OF JUMP	STARTING NUMBER
2	0
3	5
4	6
5	7
10	10

This is an easy game for two players which needs no equipment at all. One of you chooses a number from the first column (the size of jump), and the other chooses a number from the second (the starting number).

Taking it in turns, you must say the next number in sequence.

So, if you chose to start with jumps of 2, and your child chooses to start at 7, the conversation would go (hopefully):

You: "7"

Child: "9"

You: "11"

Child: "13" etc.

Stop when you get up to 50, or whenever you feel that your child is struggling, and swop roles. Repeat this until you have got to 50 at least 5 times.

7. Count Back

SIZE OF JUMP	STARTING NUMBER
2	50
3	40
4	45
5	42
10	29

Once children have mastered the 'Count On' game, it is important that they also learn to count back as well.

So, this game should not be attempted before your child is familiar with 'Count On', but it does provide a useful extension activity. It is exactly the same, start from any of the starting numbers and use any of the jumps) but this time keep counting until you get to zero.

8. Number Plate Totals

This is a good one for a long boring car journey. All of us have experienced the dreaded 'are we there yet?' moments and this is one way to alleviate it!



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Ask your child to find and read an old-style number plate (see above) on a nearby vehicle, and get them to add up all the digits in it. They can also choose a number-plate for *you* to calculate the total.

You could even offer a bonus for the biggest total found that journey/day/week/ever!

9. Domino Sums

Another domino game, similar to the game with two dice. Take a full set of dominos and 13 post-it notes, numbered from 0 to 12.

Line the post-its up on the table in a long line in 0,1,2...11,12 order. Now mix the dominos up face down. Start the clock. Your child has to take it in turn to pick up a domino, for example the 3 4' domino, and say out loud "3 add 4 equals 7", placing the domino onto the post-it with '7' on. Repeat until every domino is on one of the piles. Stop the clock, and make a record of the time – you can try to beat it the next time you play. As your child does this activity, listen carefully to check they are not making any errors. Blanks are worth zero.

At the end, for a nice surprise the first time and a check for every time after that, count the number of dominos in each pile. What is the interesting pattern?

10. Clock Watch!

It is never too early to learn to tell the time, but it is best introduced gradually. Have a look around your house and talk to your child about the different clocks. Many will be digital but hopefully you can also find at least one analogue clock face with numbers on.



You can make a simple clock face by drawing round a circle, adding the numerals 1-12, and using two lolly sticks as the hands.

To start with, show them all the numbers. Explain that a clock face is a number line which is curved. Remind them that the big hand pointing to the 12 means it is 'something o'clock'. If you have a book with a toy clock face on use that. Move the hands around and ask your child to say what time it is.

Also, say a time and ask your child to move the hands to show that time. It is important to do it both ways as often as possible.

At this stage, you will probably want to stick just to o'clock (and perhaps half past but only if they are ready.)