



How you can help your child at home

- Keep positive at home – everyone can do Maths 😊
- Maths is everywhere - practise little and often!
- Ask children to explain their answers to questions. Ask the question: how do you know? when they respond with an answer.
- Use the STEM sentences at home and help your child to answer in full sentences when explaining their own knowledge.

Subitising (Don't count...see the amount!)

- Ask your child to be a Super Subitiser when looking at quantities to 5 (use natural resources, Lego, pasta shapes – anything that interests your child).
- Pose the questions: What do you see? How do you see it?
- Play games using dice and dominoes and encourage children to say how many spots without counting.

Counting

- Count steps up the stairs, cars along the road, jumps, bounces of a ball
- Sing number songs and rhymes e.g. 1,2,3,4,5, 10 green bottles, 10 in the bed, 5 little speckled frogs. <https://www.bbc.co.uk/teach/school-radio/nursery-rhymes-counting-songs/zn67kmn>
- Play board games using a dice (for subitising using the dice and counting moving spaces on a board), What's the time Mr Wolf and Hide and Seek.
- Practise Rocket Blast Off – jump on your launch pads 0-20, 20-0 – Blast off!

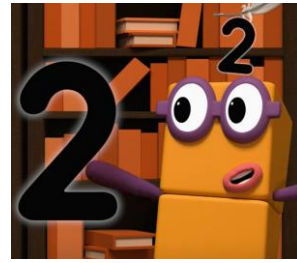
Representations of Numbers

- Display the Number Houses we send home weekly. Ask your child to explain the representations. Which number is it? How do you know? "I know it is number ___ because..."
- Watch Numberblocks episodes on Cbeebies/BBC Iplayer with your child and visit their website: <https://www.bbc.co.uk/cbeebies/shows/numberblocks>
- Practise drawing/finding lots of ways to represent numbers
- Spot numerals in the environment – on phones, microwaves, clocks, registration plates, doors etc.
- Practise forming the numerals using the number formation rhymes overleaf
- Hide numerals around the house or garden to find and place in the correct order.

Numberblocks number formation
rhymes



One line down like a stick,
makes a 1, that was quick!



One curve down is what you do,
then straight across to make a 2



Make a curve just like me, then
one more and you've got 3.



Down and right, off once more,
cross the line, that's a 4.



Down and around, then a
line up high, high 5!



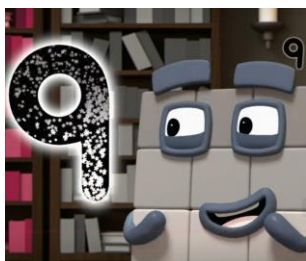
Start with a curve, round with a
swish, that's the way to make a 6.



A line in the sky, then down to the
ground, that's how lucky 7 is found.



An S to start, looking great, loop
back up and there's your 8.



A loop and then a downward
line, that's the way to make a
9!