

Maths Activities for children in Bees Class



A booklet for Parents to help their child have fun learning Maths.

Fun activities to do at home

Maths is everywhere so take every opportunity to count, recognise numbers, add, take-away, share, notice patterns, shapes and symmetry. Wherever you look you can find maths: in the home, in the car, in nature or at the supermarket! So keep your eyes peeled, sing number songs and make Maths part of life and fun for everyone!

Number rhymes and songs

These are a fantastic way of learning sequences, one more and one less. YouTube is packed with number rhymes if you are having trouble remembering them from when you were a child!

Some examples include:

1, 2, 3, 4, 5 Once I caught a fish alive!
Five little speckled frogs
Five currant buns in a Bakers shop
One, two, buckle my shoe
Alice the camel
Ten in the bed
Ten green bottles hanging on the wall



Encourage holding up fingers to match the number.

Counting and putting numbers in order

Example: 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. Ask your child to:

- 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.



Play dominoes

And use them to play a whole host of other games:

- *Number Pairs*
- *Domino runs*
- *Car routes to collect numbers*
- *Estimate and measure how tall or long something is in dominoes?*



Practise Counting

Counting with your child is really important but it is essential that they understand that the counting relates to the number of items!

At first encourage your child to touch or move the items as they count to ensure accuracy and give them a feel of number.

Try starting at different numbers say 5, and count on from there to 11. Or Start at 9, count back to zero. Choose a different starting number each time. You could generate the starting number with a dice, playing cards, or home made number cards.



Children enjoy counting down like a Rocket Launch. Count down from 10 or 20 with a big Blast Off at Zero!

Remember counting up or down for Hide and Seek too!

Cupboard Maths

To help understand the concept of relative weight, ask your child to help you sort out a food cupboard, putting heavier items on the lower shelf and lighter items on the upper shelf.

Or order the capacity of different cups, glasses, bowls, pans etc and estimate in order which holds most to least.

Then test the predictions by filling the different receptacles with water from a measuring jug!



When your child can do this, repeat with numbers 1 to 10, gradually increasing with numbers up to 20 and beyond!

Recognising numbers

Choose a number for the week.

Encourage your child to look out for this number all the time.

Example:

Can your child see the number 2 anywhere?

- | | |
|----------------------|--|
| - at home | <i>in the kitchen
on pages in a book</i> |
| - in the street | <i>on doors
on car number plates
on buses</i> |
| - while out shopping | <i>on the shop till
on shelves
in shop windows</i> |



*Find two apples, toys, spoons, straws, sweets etc
Make patterns, such as two knives, two forks, two spoons, two knives, two forks, two spoons and repeat.
Practice writing the number 2.
Choose a different number every week.*

Dice games

Great for quick number recognition, estimation, matching amounts to numerals, sequencing, matching pairs, doubles, addition etc

Some examples include:

Use a 'dotted' dice and write the numbers 1 to 6 on a sheet of paper.

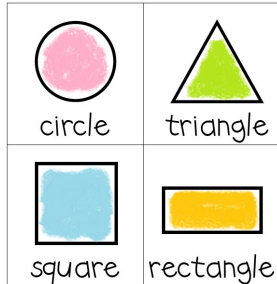
- *Throw the dice.*
- *Can your child guess how many dots there are?*
- *Check by counting.*
- *Ask your child which number on the paper matches the dots on the dice.*

Dicey counting

Take turns to roll a dice and count back to zero from the number thrown. For example: Five, four, three, two, one, zero!

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 eg. 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!

Build a wall

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 wall.
- The first to 20 wins!

For a change, start with 20 blocks or bricks each.

Take away the number on the dice.

First to exactly zero wins.

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!



Collections

You need something to collect eg. sticky shapes, dried beans, sticks, buttons, lego ... anything! Hunt for the number of items!

Clap to collect

- Choose a target e.g. 12.
- 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?
- Collect that number of items.
- The first to build something/make a pattern with the target number of items wins.

Increase the total as appropriate.

Spot the difference

Developing awareness of number, estimation, pattern and sequence.

Missing dots

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 eg. five or seven.

The tray game

- Set out a tray with an array of different items on it.
- Ask your child to count the items on the tray.
- Continue to look at the tray for one minute.
- Ask your child to look away and secretly add or remove some items.
- Cover the tray with a cloth.
- Wait one minute remove the cloth and recount.
- How many items are missing? Are there more or less?
- Which items have gone?

