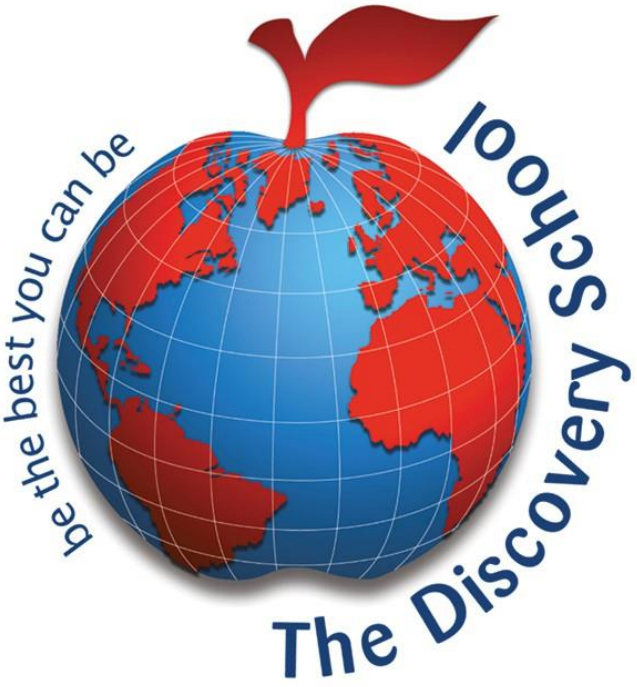
The Discovery School



Helping your child at home - Early Mathematics Skills

Introduction

In this guide you will find:

- Top tips
- Practical learning
- Online interactive games and resources
- Word list

This guide has been created to support parents/carers in helping their child with Maths at home.

The **top tips** are to give you ideas to engage your child in learning Maths at home.

The **practical learning** section is to help you support your child if they are stuck with their work. It has tips on how to break learning down to it's most basic form before building up to their year group level.

The **online interactive games and resources** section offers a range of websites your child can use to practise their Maths skills.

The **word** is an optional range of Maths vocabulary that you may wish to use if there is new vocabulary that you or your child need support with. You will not use it all but is there to support a range of concepts in Key Stage One.

Top tips

Taken and adapted from advice from THIRD SPACE LEARNING

Your role

Maths skills can be developed at home by involving them in everyday activities such as baking, looking at the best supermarket deals or sharing out sweets equally. This also develops their problem solving and reasoning skills!

Don't underestimate yourself, or the power you have as a parent getting involved in your child's learning.

Top Tip 1

Positive mindset is EVERYTHING!

You may find yourself from time to time saying 'I was never good at Maths.' Children will pick up and mirror this energy. We would advise parents to use positive language such as 'It's fine to make mistakes, we all do' or 'It's ok that you find this tricky, let's look through it together.'

Positivity can go a long way to improving their attitude towards Maths.

Top tips

Taken and adapted from advice from

THIRD SPACE LEARNING

Top Tip 2

Use Maths talk every day.

This could be as simple as asking your child to count the chicken nuggets up to 10! Then helping to share them out equally. You could further develop their knowledge by asking questions such as:
What if I had double this amount? What if you ate 3 of those nuggets? How many would be remaining? Physical objects In everyday life really help this process.

Top Tip 3

Develop their memory skills.

It has been found that the younger generation have little need to memorise things such as phone numbers. Start off with something simple like memorising a phone number. Make a game out of it to help develop their memory skills.

Top tips

Taken and adapted from advice from

THIRD SPACE LEARNING

Top Tip 4

Play maths games together.

Games have always been a fun way to engage children in their learning and a great bonding tool between adults and their children. Simple counting games, or games linked to their current objective in Maths, can support the children in engaging in their learning and retaining what they have learned.

Top Tip 5

Numbers and shapes are EVERYWHERE.

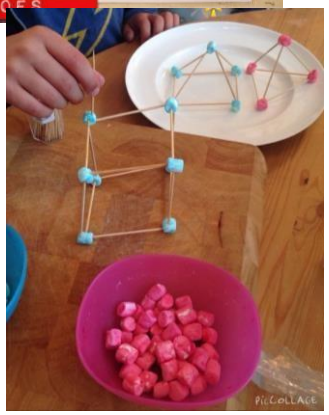
Help your child to recognise that numbers and shapes are everywhere. Asking them what the shape of a sign is on a walk or what number they see on the sign can be really important in developing their knowledge of Maths in real life contexts. This could be developed further by asking questions such as: if you were counting to ten, what would the next number be?

Practical learning

The importance of practical learning

Practical learning, especially in their earlier years, is so important in the development of your child's understanding of Mathematical concepts. ANYTHING can be made practical and you don't need our Maths resources to achieve this. This is really visual and crucial before your child moves onto pictorial and abstract learning. Below are some examples of how to make Maths fun and practical for children if they need further support with their home learning!

If you need any more ideas, please ask the class teacher on Showbie how to support your child practically with that concept.



Practical learning

Stories, songs and rhymes

- Count people/tings/objects on a page
- Look for shapes in a picture
- Sing songs and rhymes (Youtube is great for this)

Water

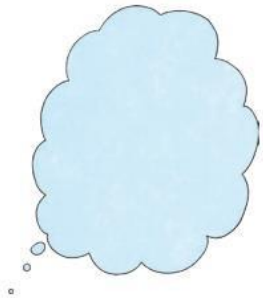
- Put different things in the bath or in a bowl to discuss heavy and light items
- How much water different containers hold to compare weight and capacity

Playdough

- Make numbers, 2D and 3D shapes
- Make a pattern with shapes and colour
- Build playdough models using time words such as now, next, etc…

Practical learning

Imaginative play



- Set the table for your toys. How many spoons will you need?
- Build a tower. Whose tower is tallest? How many bricks did you use?
- Sell food in a shop – this is great for counting, money and recognising shapes in food.

Cooking/Baking

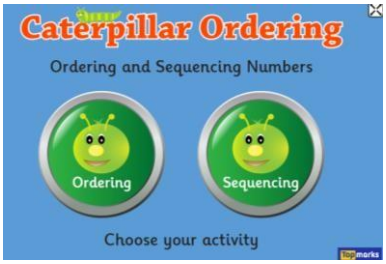
- Weigh out the ingredients when baking. Talk about how long it will take to cook.
- Decorate cakes with patterns.
- Cut food into different shapes.
- Count out how much you will need of an ingredient.

Routine

- Talk about today, tomorrow, yesterday
- Count to 20 when washing hands
- Count when tidying or picking things up. How many lego bricks did you pick up? How many of those were blue?
- Counting things on a walk.
- Looking for shapes and numbers in the world around us.

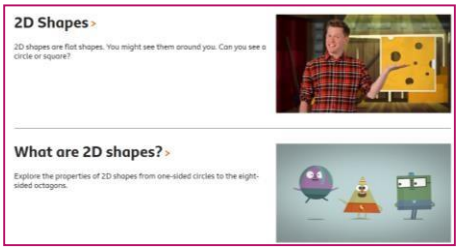
Online interactive games and resources

Topmarks offer a range of fun online games for your child to practise a range of concepts.



Youtube have a range of songs and rhymes to practise counting, shapes, adding, subtracting, multiplication and much more!

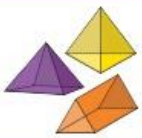
BBC Bitesize have a range of free games, songs and videos to support learning key facts at home: [Early years resources for learning at home - BBC Bitesize]



Word list

Word list

Vocabulary is so important in children's learning and developing of Maths knowledge. We know and understand that some of this vocabulary will be new or different to when you attended school so we've attached an up to date word list of possible vocabulary that can support you and your child. It is not compulsory to use this – just a support if and when required!

2D shapes 	number line 
3D shapes 	subtract 
count 	take away 
numbers 1 2 3	add 

Word list 

equals 	time 
more 	big 
fewer 	small 
money 	tall 

Word list 

be the best you can be
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short 

full 

heavy 

weight 

light 

measure 

empty 

capacity