

Recommended Websites

www.bbc.co.uk/cbeebies

www.bbc.co.uk/schools/websites/4-11/site/numeracy.shtml

www.primaryonline.co.uk/sitetour/pol/blastoff1.html

www.ictgames.com/moneysplat.html

www.primarygames.com/math/fishycount/index.htm

www.abc.net.au/countusin/default.htm

<http://www.wldps.com/gordons/>

Year R ACE Guide to Helping with Maths at Home



Ideas for you at home

Recognising numbers

- Playing board games like 'Ludo' or 'Incy Wincy Spider', to help with one to one counting/correspondence.
- Throwing a dice and counting the spots and matching a number card. This can be developed to using two dice so that children recognise numbers to twelve.
- Choose a number between 0-9 and 'draw the number' slowly and deliberately on their back with your finger, so they can feel your finger tracing the outline. Can they guess what the number is?
- Playing dominoes.

Adding numbers

- Throw two dice and add them up.
- Tell the children a 'one more story'. For example, "Mummy Bear has a baby and Grandma comes to stay." Ask the child how many now are in the family.

Subtracting numbers

- Line eight cars in a row and ask your child what is one less than eight. Take away and hide the one car and see how many are left.

Year R Early Learning Goals

- Say and use the number names in order in familiar contexts
- Count reliably up to ten everyday objects
- Recognise numerals 1 to 9
- Use developing mathematical ideas and methods to solve practical problems
- In practical activities and discussion, begin to use the vocabulary involved in adding and subtracting
- Use language such as 'more' or 'less' to compare two numbers
- Find one more or one less than a number from one to ten
- Begin to relate addition to combining two groups of objects and subtracting to 'taking away'
- Use language such as 'greater', 'smaller', 'heavier' or 'lighter' to compare quantities
- Talk about, recognise and recreate simple patterns
- Use language such as 'circle' or 'bigger' to describe the shape and size of solids and flat shapes
- Use everyday words to describe position
- Use developing mathematical ideas and methods to solve practical problems

