Maths Fun for All!

Please see the table below for some quick maths activities to try at home. All of these ideas are aimed at promoting good number sense and quick recall of number facts. Playing a maths game for just 10 -15 minutes a day will help revive previous learning and help to keep your child's number recall fluent and rapid. Enjoy!

| Number Snap This is a great game for reception age children to play. It uses numerals, dice patterns and finger patterns to cement your child's understanding of early number. Play as traditional snap, or lay the numeral and dice patterns face down and turn over 2 cards at a time. If the cards match then you have made a pair! Guess my number These 10 frame images are a great way to build your child's concept of number value. Have the cards face up. Use clues such as: 'my number is 2 less than 10' and 'my number is 1 more than 7'. Can you child find the card to match your clues? Ask them to explain how they know. Ordering the | Print off 'free -cards-1' pdf. Cut out cards. 'free-cards-2' pdf is the same format, but the values are 6 to 10. |
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| picture cards from lowest to highest value, or highest to lowest is another way to use the cards alongside sorting the odd and even numbers. Matching the images is another use for the cards. | Print off 'free-cards-3' pdf and 'free -cards-4' pdf Cut out cards. |
| Teen numbers Deepening your child's understanding of teen numbers is an important part of the year 1 curriculum. We want the children to understand how these numbers are 'made up' and the ten frame images really support the fact that the are all '10 and a bit' eg 11 is 10 and 1, 12 is 10 and 2 etc. These cards can be used to play pairs, snap, ordering, guess my number and also as an image to support addition from 10 eg 10 + 1 = . Further calculation support can be seen on the free 'ten and a bit' reference sheets. This range of supporting images further deepen children's concept of teen numbers. | Active Cards Active Cards 11 16 Image: Cards 12 17 Image: Cards 13 18 Image: Cards 14 19 Image: Cards and cut them out. Print off 'free-ten-and-a-bit-no-16-20' pdf. |
| Beat the timer! These games are especially good for year 2 pupils as they recap on essential skills such as number bonds, number doubles, halves and times tables. Having a timer to work against can be an exciting motivator! | https://www.topmarks.co.uk/maths-games/hit-the-button |
| Cartoon Games Fun These online games are ideal for year 1 and 2 pupils as they revise areas like bonds to 20, counting in 2s, 5s and 10s, statistics and many more. Having the bronze, silver, gold levels certainly motivate and excite the children. | https://www.bbc.co.uk/bitesize/topics/zikphbk/articles/zf4sscw |