



Welcome

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FS2

Maths workshop for parents

Contents

- 1. What aspects of Maths do we teach?
- 2. Maths expectations by the end of FS2, ready to begin Year One
- 3. What does Maths look like in FS2?
- 4. Activity time!
- 5. How to help your child at home

What aspects of Maths do we teach in FS2?

We teach and explore:

- Number
- Counting accurately
- Calculation
- 2D and 3D shapes
- Patterns
- Position
- Sorting
- Measuring and Size





Expectations of Number-FS2





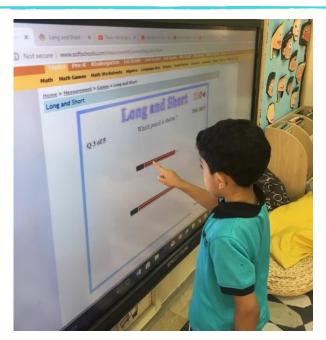
Early Learning Goal

- Children count reliably with numbers from 1 to 20
- Children order numbers to 20 and say which number is one more or one less than a given number.
- Using quantities and objects, children add and subtract two single-digit numbers and count on or back to find the answer. (Children are expected to record their own number sentences. E.g. 7-2=5.)
- They solve problems, including doubling, halving and sharing

Expectations of Shape, Space and Measure-FS2

Early Learning Goal

- Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
- They recognise, create and describe patterns.
- They explore characteristics of everyday objects and shapes and use mathematical language to describe them.





How is Maths taught in FS2?

- Continuous provision following your child's interests
- Specific, practical activities set up by the teacher in each classroom
- Short, specific whole class carpet sessions
- Small, differentiated, guided group activities
- 1:1 teaching







The importance of working at greater depth

What is greater depth?

 Greater depth allows pupils to gain a deeper understanding of each Mathematical concept at their individual level.

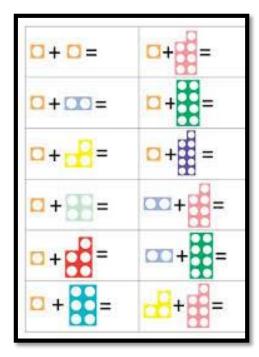
 Maths objectives are broken down into the smallest steps, so that every pupil is secure in every new concept before moving on. We focus on teaching fluency, reasoning and problem solving.

The importance of greater depth

We follow this structure:

- 1. Concrete
- 2. Pictoral
- 3. Abstract





5+1=6

Only when children are secure would we move them onto the next stage.

Language of Maths



MATHS IS EVERYWHERE!

- Language is a key aspect of Maths to help understanding.
- Adults use and model the correct language all the time with the children.



Maths language is used all the time during:

- Everyday play role play, building, racing outside
- Other aspects of the Maths curriculum are covered by using correct mathematical language
 time money positional language
 - time, money, positional language
- Teaching correct vocabulary in SSM corners, faces, edges etc.

Continuous provision activities

Now it's your turn to have a go.

Please spend some time moving around the room and exploring some of the activities your children take part in at school.

Think about the skills that your children would be applying when completing these activities.





Helping your child at home...

- Look for numbers and shapes in the environment. E.g. road signs, price tags, door numbers.
- Help to promote mathematical language such as heavy, light, empty, full, long, tall, short, big, small in relevant contexts.
- Look at your home environment to develop language, especially positional words 'The dog is *on top of* the chair', 'The baby is *in* the cot.'
- Count actual objects accurately. E.g. knives and forks when setting the table, how many grapes they have at snack, counting buttons on cardigans.
- Add objects together to see how many they have altogether. How many cars have you got, how many have I got? How many altogether?
- Practise number formation.

Helping your child at home...

Useful Maths Apps

Bugs and Numbers



• Hickory, Dickory, Dock



Beebot



Starfall



- Topmarks
- Busythings
- ICT Games

Thank you for coming.

Please take the leaflet with you for more ideas to use at home!

إلى اللقاء !Goodbye

Q & A