

# BISAD FS2 Maths Workshop

## Helping your child at home



## **The importance of Maths in the Early Years**

The mathematics curriculum in the Early Years is split into two categories: Numbers and Shape, space and measure.

Maths is taught in a purposeful, practical way and children will use play and exploration to acquire mathematical skills. A large majority of mathematical work is hands-on and learning happens in many different contexts around the classroom and outside.

Some whole class work exploring specific mathematical concepts is teacher led and children also have the opportunity to freely explore these concepts and further enhance their understanding through a variety of different activities and resources which are set up on a daily basis.

This booklet is designed to give you some guidance on what you might like to do to support your child's mathematical learning at home. Many of the activities can be carried out during your daily routines. We hope you find it helpful.



## Number

### Early learning goal expectations for the end of FS2 are:

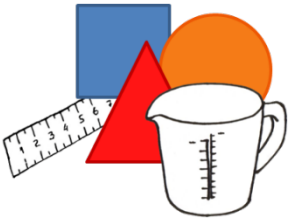
- Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.
- Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.
- They solve problems, including doubling, halving and sharing.

### You can help at home by:

- ❖ Singing songs that take away or add things e.g. 10 green bottles, 1 man went to mow, 5 current buns.
- ❖ Exploit all counting opportunities – count stairs, count buttons, count ‘red’ cars on a journey etc.
- ❖ Commercial games such as snakes and ladders - these help with the counting on strategy.
- ❖ Play games using a dice and encourage child to say how many spots without counting.
- ❖ Throwing beanbags/balls at numbered targets and adding up scores – who scored the most? The least?
- ❖ Practise counting in 2s, 5s and 10s.
- ❖ Spot numbers in the environment – on phones, microwaves, clocks, registration plates, doors.
- ❖ Ask questions like “If I took one away how many would I have left?” or “If I add one how many have I got now?”
- ❖ Use magnetic numbers. Put them in order. Miss one out of a

sequence – do they know which one is missing?

- ❖ Ask children to say how many without counting (5 or fewer)
- ❖ Ask children to set the table with enough knives, forks and plates for everyone.
- ❖ Ask children to think of their own representations for numbers e.g. one apple, two hands, three bears, four wheels on a car, five toes, six faces on a dice, seven dwarves, eight legs on an octopus etc.
- ❖ Deliberately make mistakes. Children need to understand mistakes are normal and everyone makes them e.g. get mixed up when counting, muddle two numbers when ordering them.
- ❖ Watch Numberblocks on Cbeebies. This programme is written by maths specialists to model maths concepts and represents number brilliantly.
- ❖ Hide numbers around the house or garden for children to find.
- ❖ Play outdoor maths games like hopscotch and skittles.
- ❖ Even better, let children make up their own games and decide how to score points.
- ❖ Read books with maths concepts e.g. The Very Hungry Caterpillar, One is a snail, ten is a crab, What's the time, Mr Wolf?
- ❖ Draw attention to more and less and different amounts of objects.
- ❖ Ask questions such as “How many more?”, “How many altogether?”, “How many would I have if...”



## Shape, Space and Measures

### Early learning goal expectations for the end of FS2 are:

- 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.

### You can help at home by:

- ❖ Looking for and naming shapes at home and in the environment
- ❖ Talk about 3D (solid) shape names - packaging on food items is an excellent way. For example – a cereal box is a cuboid.
- ❖ Junk model with 2D and 3D shapes – can you name them all?
- ❖ Make pictures with different shapes.
- ❖ Involve children in cooking. Look at numbers on scales and measuring jugs. Help them to weigh out the ingredients.
- ❖ Measure and compare feet sizes and height of other family members.
- ❖ Shopping activities – real or pretend – use real money to help identify coins.

## **Useful links to the songs we sing for counting:**

### **Counting to 100**

<https://www.youtube.com/watch?v=e0dJWfQHF8Y>

### **Counting back from 20 to 0**

[https://www.youtube.com/watch?v=srPktd4k\\_O8](https://www.youtube.com/watch?v=srPktd4k_O8)

### **Months of the year song:**

<https://www.youtube.com/watch?v=5enDRrWyXaw>

### **Days of the week song:**

<https://www.youtube.com/watch?v=loINI3Ln6Ck>

### **Seasons:**

<https://www.youtube.com/watch?v=8Zjpl6fgYSY>



### **2D shape song**

<https://www.youtube.com/watch?v=WTeqUejf3D0>

### **3D shape song**

<https://www.youtube.com/watch?v=2cg-Uc556-Q>

## Useful Maths Apps

Name of App	Logo
Bugs and Numbers	
Hickory, Dickory, Dock	
Beebot	
Starfall	
Topmarks	
Busythings	
ICT Games	