



FS

### Mathematical Development workshop





## Purpose of the workshop

- To emphasise the importance of Maths from a young age-getting it right from the start!
- To give you an idea of the expectations as your child moves from FS1 into FS2 and FS2 into Year One.
- To give you an insight of the coverage and activities that your children take part in during FS1 and FS2.
- To allow you the opportunity to have a go at a variety of Maths activities.
- To explore how you can help your child with Early Maths development at home.

What aspects of Maths do we teach in FS?

#### We teach and explore:

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







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Fun, practical, topic related focused tasks- differentiated to the children's needs. Teaching includes:

- Whole class carpet sessions.
- Small group activities.
- 1:1 teaching.
- As part of continuous provision.
- Practical enhanced activities throughout the classroom.







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- Children use some number names accurately in play.
- Children count to 10 and beyond. They count actions or objects that cannot be moved and select the correct numeral to represent 1 to 9 objects.
- Children compare two groups of objects, saying when they have the same number. They begin to use the language 'more' and 'less' to compare.
- Show an interest in number problems

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#### 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-FS1

- Children show an interest in shape and space by playing with shapes or making arrangements with objects.
- Children show awareness of similarities in shapes in the environment and select a particular named shape.
- Children observe and use positional language and find items from positional or directional clues.
- Children order two or three items by length, height, weight or capacity.



• Children show awareness of symmetry.

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#### **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.



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.





- 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!

# إلى اللقاء !Goodbye



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