

Maths....

Ideas to help your child at home

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1.2.22



Aims for today's session:

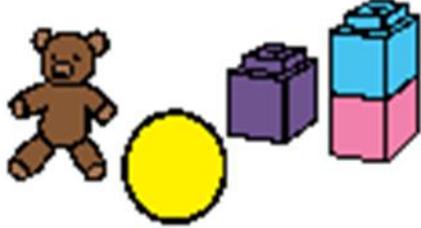
- Look at a 'small step' approach to learning new Maths skills
- Look at 'Maths' resources and ideas to engage your child
- Look at key functional Maths skills that can be developed at home

Concrete – Pictorial - Abstract

C-P-A

Supporting
small step
learning

Concrete



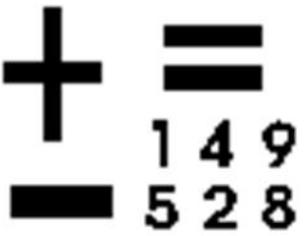
C

Pictorial

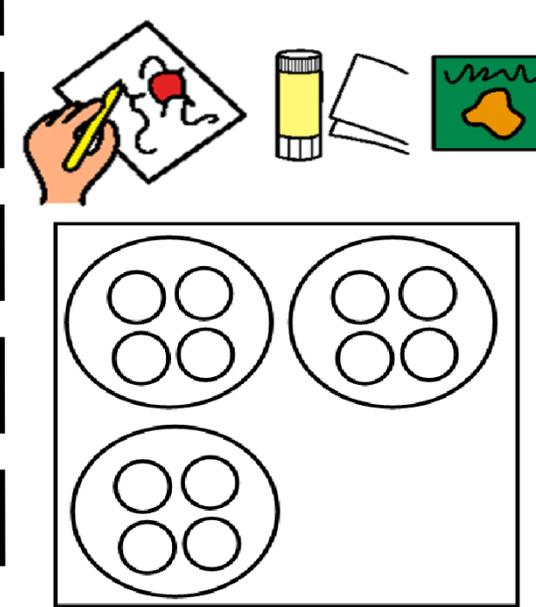


P

Abstract



A



$$4 \times 3 = ?$$

$$4 + 4 + 4 = ?$$

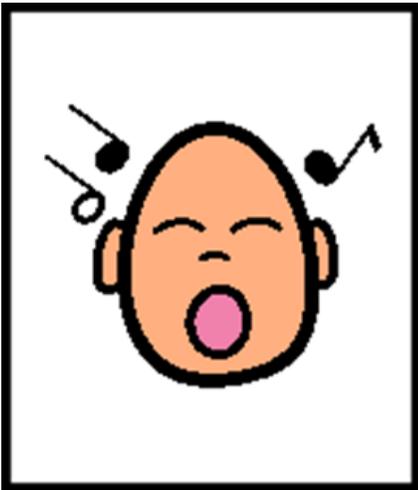
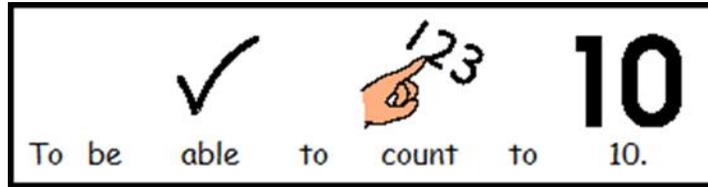
Resources and
ideas to
engage your
child

**No matter what the level or Maths
topic, make it as practical as
possible!**

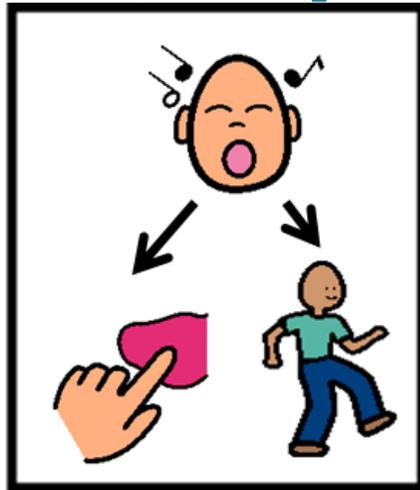
Our pupils learn best from 'doing'.
It helps them build and retain new
knowledge and skills – putting it into their
working long term memory.

Examples...

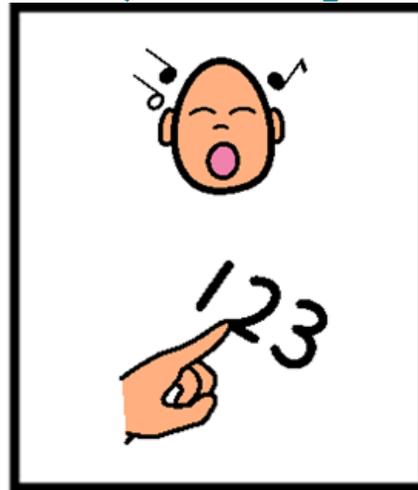
Number



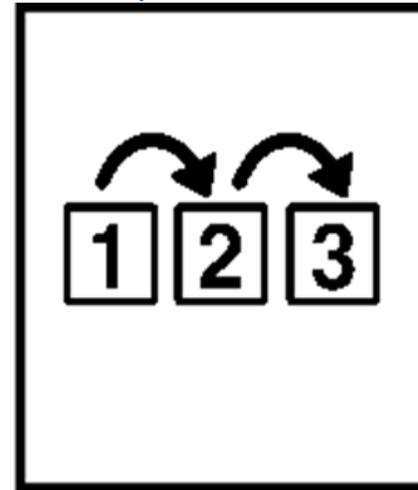
1. Sing numbers



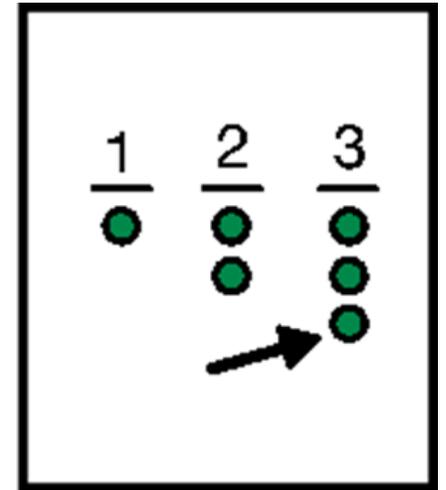
2. Sing and touch - count



3. Sing with number cards present



4. Order number cards



5. Count quantities and match to number card

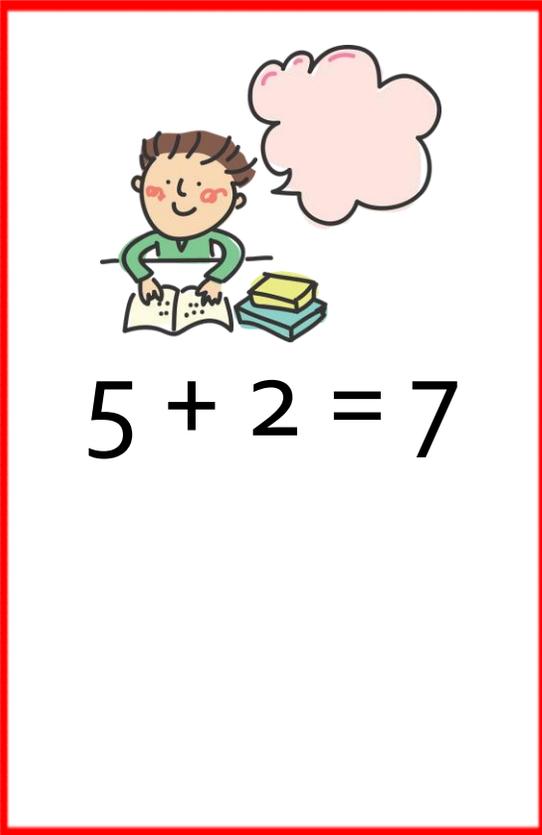
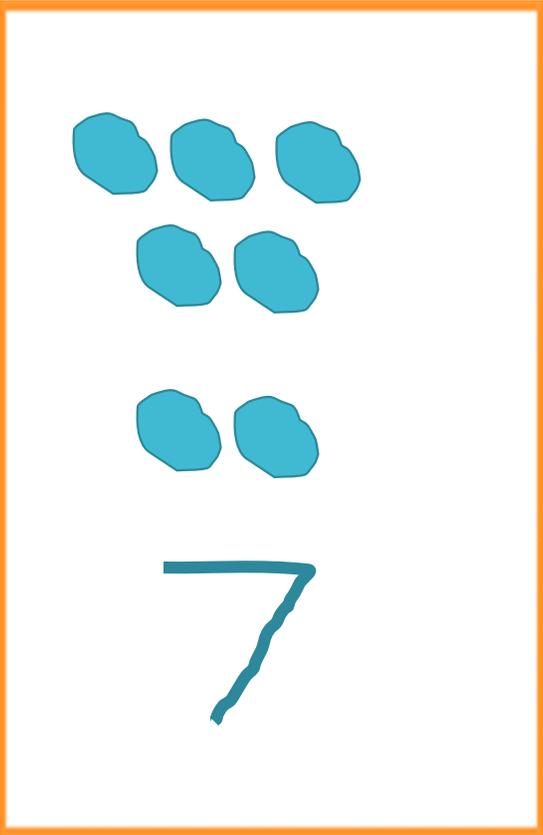
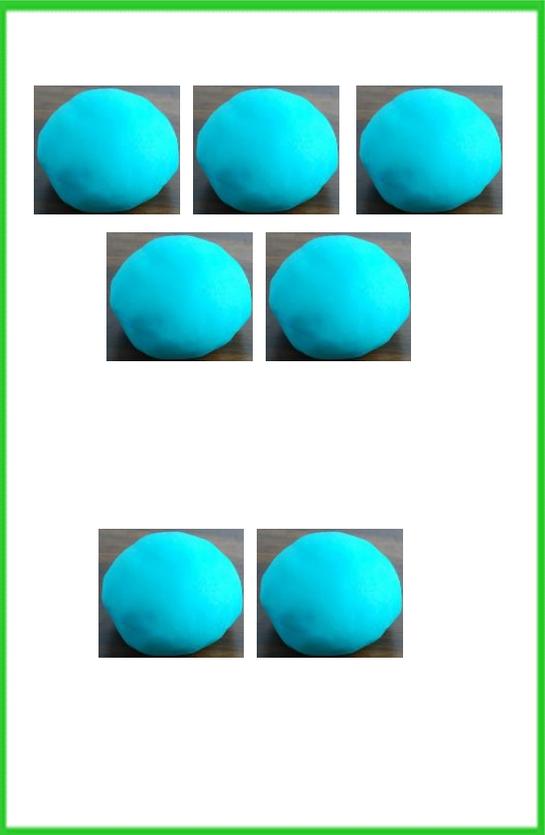


Examples...

Number: addition

	✓	+	$\begin{array}{r} 149 \\ 528 \end{array}$	↑	10			
To be	able	to	add	single	digits	up	to	10.

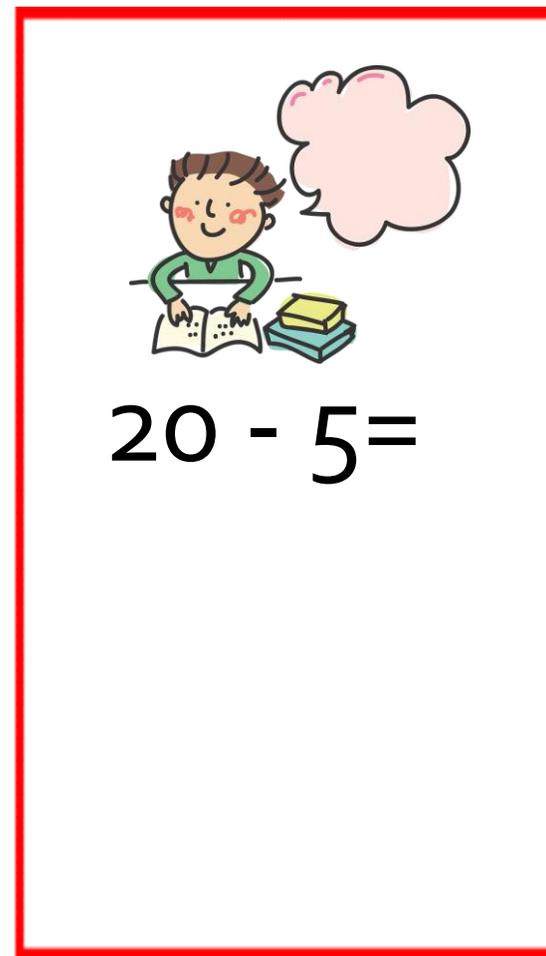
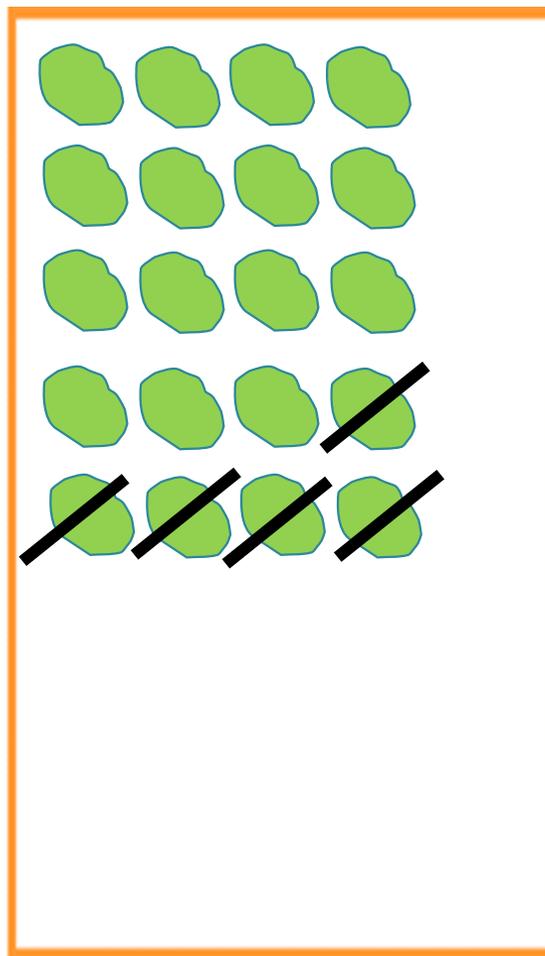
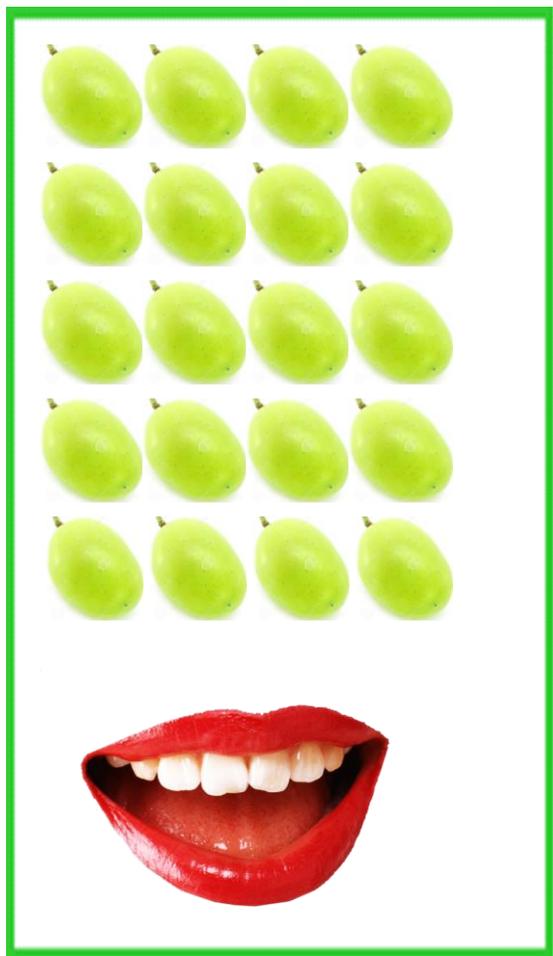
$$5 + 2 =$$



Examples...

Number: Subtraction

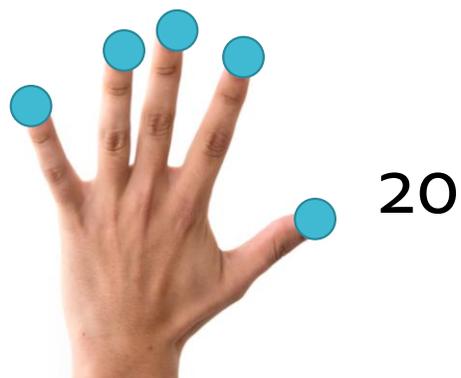
$$20 - 5 =$$



Examples...

Number: Subtraction

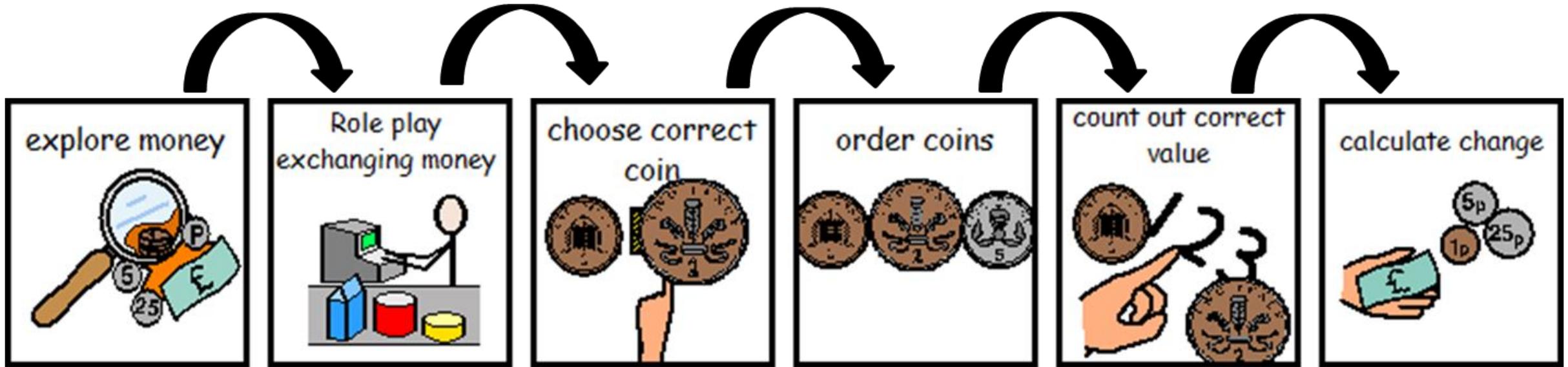
$$20 - 5 =$$



$$20 - 5 = 15$$

Examples...

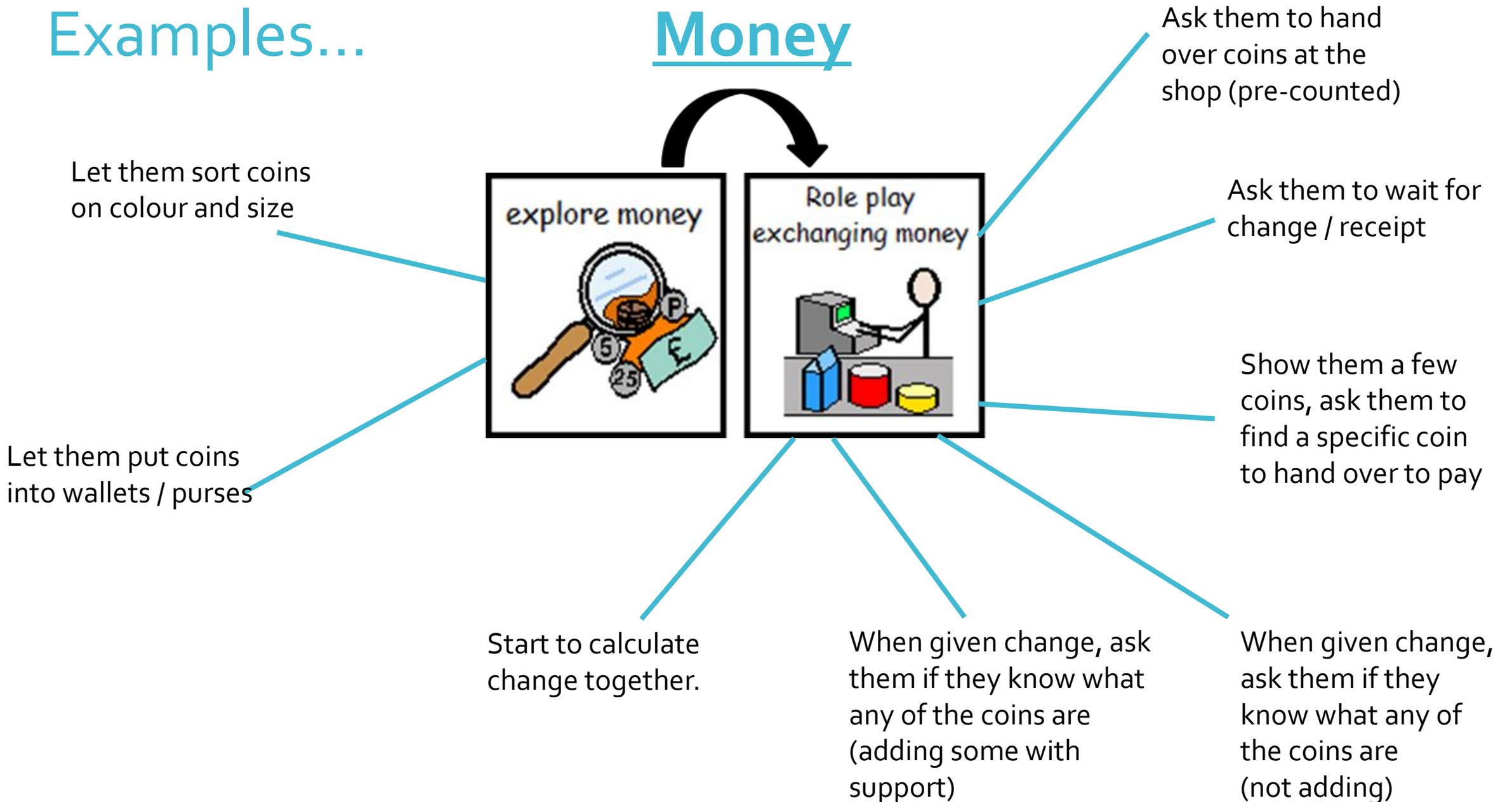
Money



Remember: Try not to jump ahead as this can cause confusion.
Pupils need to master a skill before moving on.

Examples...

Money

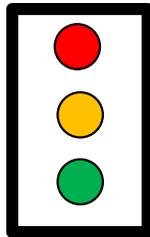
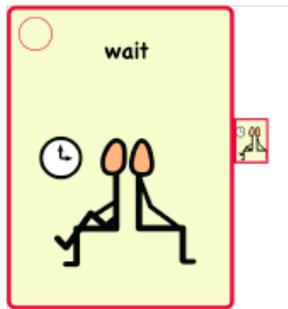


Examples...

Time

There are lots of stages to learn 'time'. Here is an overview...

Stage 1:



- Learning to wait
- Turn taking
- Early time related language
 - wait
 - soon
 - next
 - after

Examples...

Time

There are lots of stages to learn 'time'. Here is an overview...

Stage 2:

Extending early time language

- What did you do yesterday?
- Lets go to the park tomorrow.
- What do you want to do today?
- What did you do this morning?

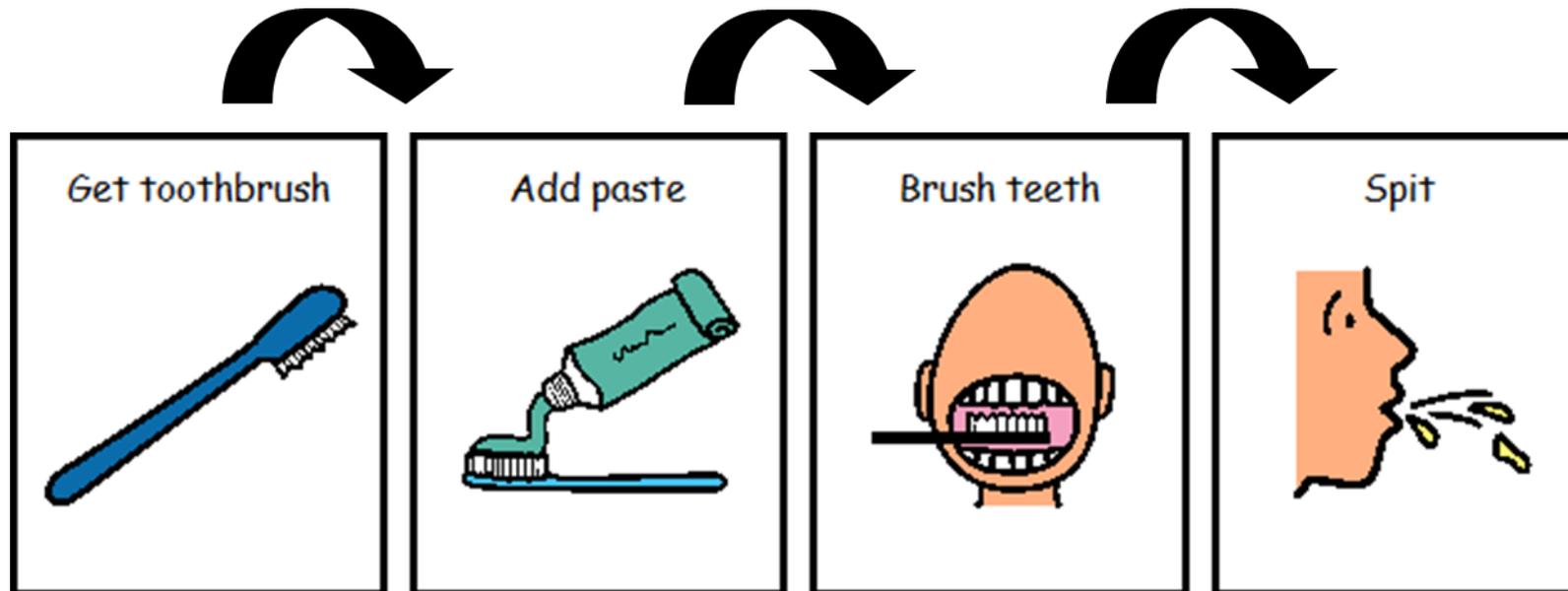
Examples...

Time

There are lots of stages to learn 'time'. Here is an overview...

Stage 3:

- Ordering key events in a day
- Following/ordering a schedule



Examples...

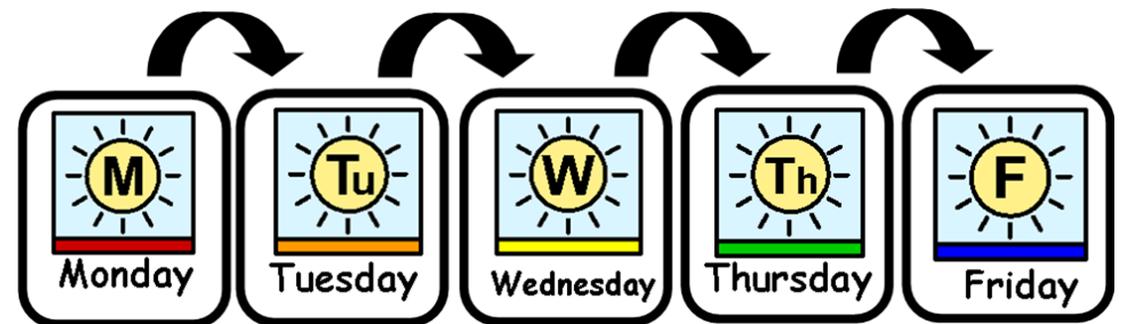
Time

There are lots of stages to learn 'time'. Here is an overview...

Stage 4:

Days of the week

- Rote learning days of the week
- Ordering days of the week
- Recalling days before or after
- Linking days to information e.g. school Mon-Fri.



Examples...

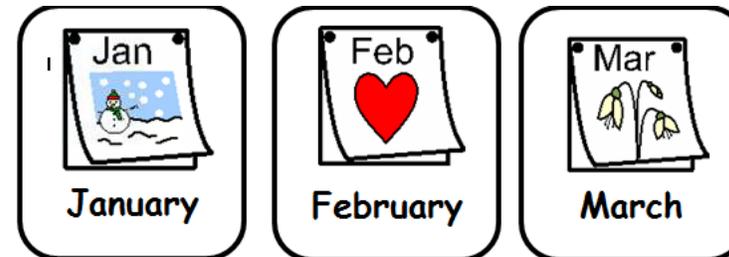
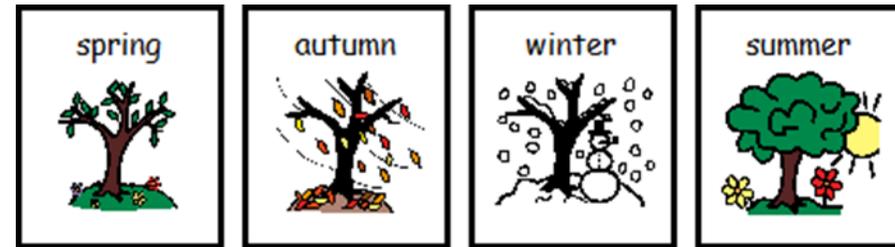
Time

Stage 5:

Seasons and Months

- Learn 4 seasons
 - connect seasons to events
 - connect seasons to weather
 - connect seasons to clothing

- Learn months – Rote - order
- Connect months to seasons



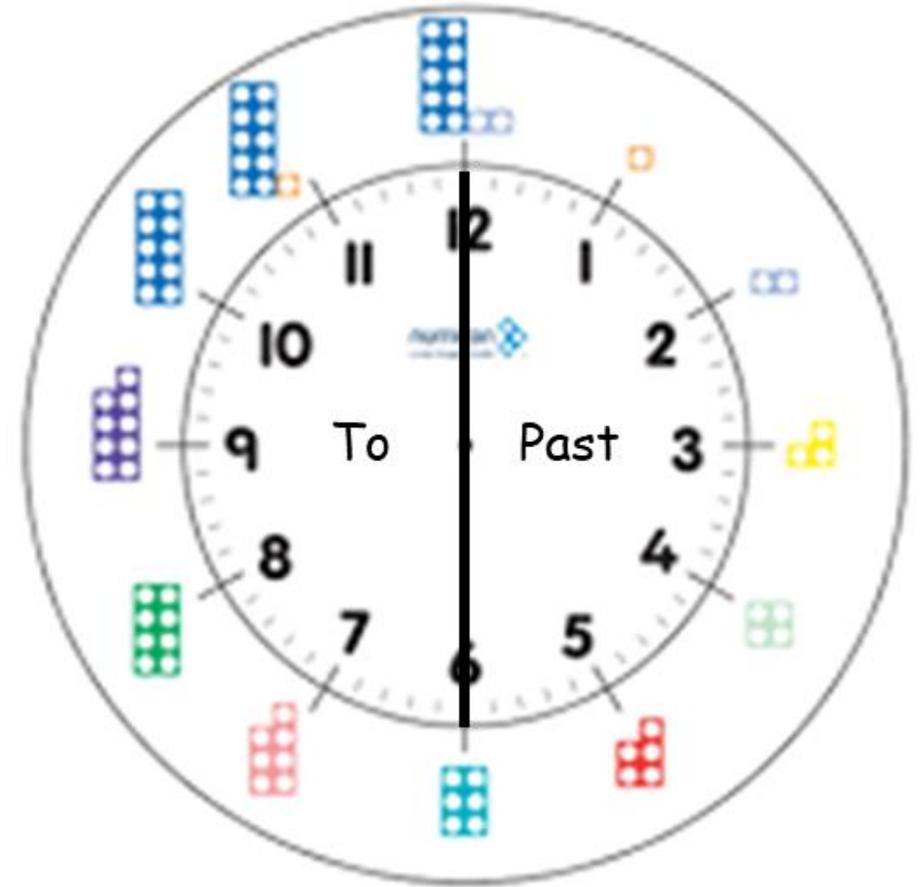
Examples...

Time

Stage 6:

Clocks

1. O'clock
2. Half past
3. Quarter past
4. Quarter to
5. 5 minute intervals past
6. 5 minute intervals to
7. Digital time
8. Connect analogue to digital



Examples...

Time

Stage 7:

Applying time to functional skills

- Getting ready for a certain time
- Getting on a bus at a certain time
- Calculating when you need to set off to arrive at a destination
- Calculating when the next bus will arrive.
- Setting an alarm for the morning

Additional games and activities to develop functional Maths skills

'Functional Maths' skills are skills that will support pupils in being as independent as possible as they get older and become a young adult.

Here are every day things you could do at home with your child to develop their 'functional' Maths skills...

Number	Money	Time
<ul style="list-style-type: none"> -Counting how many plates/cutlery to put out -reading numbers on the remote or typing numbers in for a channel -counting how many of each item is needed when food shopping -Locating and finding the correct number aisle in the shop -reading bus numbers 	<ul style="list-style-type: none"> -Count in multiples – 5,10,20 -Give them a purse/wallet of their own -Take them to the shop. Ask them to read the cost of items. -Ask them to compare items. Which costs less? -Lots of practise paying in shops! 	<ul style="list-style-type: none"> - Have a visual/auditory timer (learning to wait) - Have a clock with clear numbers - Buy your child a watch to wear - Ask your child what time it is at planned times e.g. o'clock, half past... - Have visual timers to signal when an activity starts and ends e.g. Ipad at 5 o'clock – 6 o'clock

Websites for more practical ideas...

The screenshot shows a web browser window displaying a Pinterest page. The browser's address bar shows the URL `https://www.pinterest.com/pin/35677022040058882/`. The Pinterest navigation bar includes the logo, 'Today', 'Explore', a search bar with the text 'Search for easy dinners, fashion, etc.', and 'Log in' and 'Sign up' buttons. The breadcrumb trail reads 'Explore > Education > Education Level > Elementary Schools > Math Activities'. The main content area features a large image of colorful interlocking blocks (pink, blue, green, orange) stacked into towers on a wooden surface. An orange banner with the text 'MATH TOWERS' is overlaid on the image. To the right of the image are icons for sharing and a 'Save' button. Below the image, it says 'From nurturestore.co.uk' and 'Math Archives - NurtureStore'. The NurtureStore profile is shown with a wand icon, '173k followers', and tags for 'Addition Activities', 'Subtraction Activities', and 'Kindergarten Math Activities'. A 'More information...' link is also present. Below the main image is a 'More like this' section with five smaller images: a mobile phone screen showing a math problem 'How many different figures can you make', a yellow table with math manipulatives, a 'BUILD A CITY' activity with blocks, a 'Flip it Make it Build it' activity with blocks and cards, and a pink background with math cards and blocks.

Thankyou.