

Early Level Interactive Mental Maths Games

Outcome	Websites	Description
MNU 0-02a: I have explored numbers, understanding that they represent quantities and I can use them to count, create sequences and describe order.	http://www.topmarks.co.uk/learning-to-count/teddy-numbers	Counting objects up to 15. Recognition of numbers and number names.
	http://www.topmarks.co.uk/learning-to-count/underwater-counting	Counting and number recognition
	http://www.topmarks.co.uk/learning-to-count/gingerbread-man-game	Counting, matching and ordering numbers to 10
	http://www.topmarks.co.uk/ordering-and-sequencing/chinese-dragon-ordering	Ordering and sequencing
	http://www.crickweb.co.uk/Early-Years.html	Number recognition and counting
MNU 0-03a: I use practical materials and can 'count on and back' to help me to understand addition and subtraction, recording my ideas and solutions in different ways	http://www.iboard.co.uk/activity/Simple-Addition-Stories-721#maths-year1numstrategy_yearreception	Number bonds to 5 and 10
	http://www.iboard.co.uk/activity/Alien-Pairs-to-10-733	Number bonds to 10
	http://www.topmarks.co.uk/Flash.aspx?f=WaystoMake	Number bonds to 10
	http://resources.oswego.org/games/SumSense/sumadd.html	Addition to 10
	http://resources.oswego.org/games/mathmagician/mathsl.html	Addition and subtraction to 10
	http://resources.oswego.org/games/SumSense/sumsub.html	Subtraction to 10
	http://www.bbc.co.uk/schools/numbertime/games/test.shtml	Addition