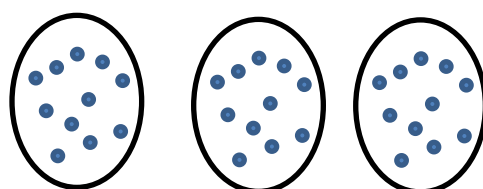







Maths Homework Options

Starting First Level

A - Counting On/Back Ask your child to start counting from any random number. Can they cross decade numbers? <ul style="list-style-type: none">“71,72,73,74,75, 76”“86, 87, 88, 99, 90, 91, 92”	B - Reading Numbers Write a few numbers on whiteboards, or paper. Can your child read them? <ul style="list-style-type: none">Reading 2-digit numbers (e.g. 49, 14).Reading 3-digit numbers (e.g. 645, 301).	C - Writing Numbers Ask your child to write down numbers that you call out. <ul style="list-style-type: none">Writing 2-digit numbers (e.g. 82, 29).Writing 3-digit numbers (e.g. 126, 491).	D - Counting by Tens (off the decade) Examples: <ul style="list-style-type: none">4, 14, 24, 34, 44, 54, ...51, 61, 71, 81, 91, 101 (give your child a handful of 10 pence coins and get them to count them)
E - Counting by Twos (beginning with any number) Examples: <ul style="list-style-type: none">24, 26, 28, ...92, 94, 96, 98 ... (give them a handful of 2 pence coins and get them to count them) {Pupils can start a wee savings bank at home – a good financial life experience.}	F - Counting by Fives (beginning with any number) Examples: 5, 10, 15, 20, 25 65, 70, 75, 80, 85 (give them a handful of 5 pence coins and get them to count them)	G - Number Before & After Say a number. Ask your child what comes after. “What comes after <u>49</u> ?” “50” “What comes before <u>44</u> ?” “43”	H - Representing Numbers Have your child represent a 2-digit number three different ways. If they’re ready, begin with three digit numbers. 34 ⇨ thirty four 14+20 30+4 3 tens 4 units
I - Count Around Counting with a group of people (or two!). One person starts and all those counting take turns. Stop at some point and reverse the counting! Example: “52, 53, 54, 55, 56, 57,58,<stop> 57, 56, 55, 54	J – Times tables facts Practice the 2,5,10 times tables with your child. Try passing a ball backwards and forwards while chanting the stations, race each other to write them out/say them, play an online game like Hit the Button or Table Mountain.	K – Doubles Ask your child to say their doubles facts – to 20 (mentally – no writing down) Example: “Double 14?” “28” Hit the Button is an excellent game for practising your doubles!	L – Halves Ask your child to say their halves facts – to 20 (mentally – no writing down - even numbers only) Example: “Half of 18?” “9” Hit the Button is an excellent game for practicing your halves!
M – Fact Families x and ÷ Give your child 3 numbers from the <u>2,5,10</u> times tables. Child writes out the fact family. Example: <div>5x table</div> 3 5 15 3x5=15 5x3=15 15÷5=3 15÷3=5	N – Borrow a game Take home one of the maths games available in school for a week. Play 3 times.	O – Word problems Pick up a word problems envelope from school. Solve the word problems on paper and hand in to be checked. Remember to draw a picture/diagram to help you solve it. Example: Mary had 30 sweets, she shared them between 3 friends, how many did each friend get? <div> = 10</div>	
P – ICT Games Choose one of the following games – play for 10 minutes, 3 times a week. <div> SumDog - - www.sumdog.co.uk  Give The Dog A Bone - http://www.primarygames.co.uk/pg2/dogbone/gamebone.html  Hit the Button - http://www.topmarks.co.uk/maths-games/hit-the-button  Ghost Blasters - http://www.primarygames.co.uk/spookyseq/rspookysegr.swf  Caterpillar Ordering http://www.topmarks.co.uk/ordering-and-sequencing/caterpillar-ordering</div> <div>Topmarks Games - http://www.topmarks.co.uk - for a wide range of free online games</div>			