

Numeracy Together



Using fingers:

- How many do you see?
- How many more to make 10... 20...?
- What is one more than...?
- What is two less than...?
- Can you show me ... fingers?
- Can you multiply this number by 3, 4...?
- Can you double this number?
- Can you show me different ways to make 8...?

Counting:

- Can you count on from 3 to 8? (6 to 12, 8 to 15, etc.)
- What comes after 3?
- What comes before 7?
- Can you count on? 23, 24...
- Count in 1s, 2s, 5s or 10s when climbing stairs, or walking to the shops.
- Let's count all the red cars we see on the way home.
- Can you count how many buttons I have on my jacket?

Games:

- **Popcorn** - If I say an even number, pop down, if I say an odd number, pop up!
- **Ping Pong Maths** - I say 3, you say 7 (number bonds to 10); I say 4 and 8, you say 32 (times tables)

Recognising Numbers:

- Can you tell me the number you see on that bus?
- How much money does... cost? What coins could I use to pay for...?
- How many times can you spot the number... on the way home today?
- Look at the car number plates - what numbers can you see?

- Using a number ladder or number square, ask your child to place a counter on a particular number.
- Ask your child to place a counter on a number which is one more/one less than a given number.
- Use positional language (above, below, behind, in front, beside) when putting shopping away.
- Round numbers to nearest 10

- Write and cut out numbers; order them from lowest to highest, or highest to lowest.
- Write and cut out numbers, order them in a sequence with numbers missing and ask your child to explain what the missing number is and why they've picked it.
- Match pairs of socks and gloves.

- Order and sequence when getting dressed, going to the shops, having a bath - discuss what you will do first, next, then, finally.
- Compare objects according to size, weight or capacity, e.g. the longest spoon, the lightest shopping bag, the cup which holds the most, the shortest person, the widest hand, the bottle which is half full.

- When you're serving food, discuss sharing (15 carrots, 3 plates, how many carrots each?)
- Help your child to scale a recipe up or down to feed the right amount of people.
- Let's try to find different numbers on the way home (addresses, phone numbers, bus stops etc.)

- Use a bus or train timetable. Ask your child to work out how long a journey between two places should take? Go on the journey. Do you arrive earlier or later than expected? How much earlier/later?
- Hunt for symmetrical objects. Help your child to draw or paint symmetrical pictures/patterns.

- Choose a shape of the week, e.g. cylinder. Look for this shape around you (tins, candles etc.) Ask your child to describe the shape to you (2 circular faces, 1 curved face, 2 curved edges)
- Ask your child to pick two random numbers, or roll a dice twice, and ask them to show different ways of adding the numbers.

- Make a model using boxes/containers of different shapes and sizes. Ask your child to describe their model.
- Count windows, chairs, buses, ducks, steps from one place to another.
- Count teddies, dolls, as separate groups, then how many toys altogether.
- When counting, ask how many *more* to make 10/20.

- Play 'guess my shape'. You think of a shape. Your child asks questions to try to identify it, but you can only answer 'yes' or 'no' (e.g. Does it have more than 4 corners? Does it have any curved sides?)
- Choose some food items out of the cupboard. Try to put the objects in order of weight, by touch alone. Check the package weight.

- Practise measuring the lengths or heights of objects (in metres or centimetres, or using hands or pens). Help your child to use different rulers and tape measures correctly. Encourage them to estimate before measuring.
- Use a TV guide. Ask your child to work out how long their programme is.

- Practise telling the time with your child. Use both digital and analogue clocks. Ask your child to be a 'timekeeper' (e.g. tell me when it is half past four, because then we are going swimming).
- Go shopping with your child to buy 2 or 3 items. Ask them to work out the total amount spent and how much change you'll get