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| **Website** | **Age/Stage** | **Reason** |
| Top Marks Website:  <https://www.topmarks.co.uk/ordering-and-sequencing/shape-patterns> | 3-8 year olds | Good for shape recognition, sequencing and copying and continuing patterns. |
| Top Marks Website:  <https://www.topmarks.co.uk/learning-to-count/ladybird-spots> | 3-5 year olds | Good for counting, matching and ordering numbers 1-10. |
| Top Marks Website:  <https://www.topmarks.co.uk/learning-to-count/helicopter-rescue> | 4-8 year olds | Different game modes that allow you to focus on finding a number, finding the number between and counting on and counting back. |
| Top Marks Website:  <https://www.topmarks.co.uk/early-years/shape-monsters> | 2-5 year olds | Introduction to 2D shapes for young children. |
| Starfall Website:  <https://www.starfall.com/h/addsub/add-machine-1/?t=289973495> | 4-7 year olds | Good for practising early addition within 10. |
| Mathsbot Website:  <https://mathsbot.com/manipulatives/tenFrame> | 4-7 year olds | Virtual Ten Frame. Can be used for counting number of dots or for simple addition and subtraction. |
| Mathsbot Website:  <https://mathsbot.com/manipulatives/rekenrek> | 4-7 year olds | Virtual Abacus. Can be used for counting and for simple addition and subtraction. |
| ICT Games Website:  <https://www.ictgames.com/mobilePage/bottleTakeAway/index.html> | 5-8 year olds | Useful for learning about one more or one less than. Can be used to help with subtraction within 20. |