Build a tower

For this game you need a dice and some building blocks or lego bricks.

- Take turns
- Roll the dice
- Collect the number of bricks to build your own tower.
- The first to 10 wins!

For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

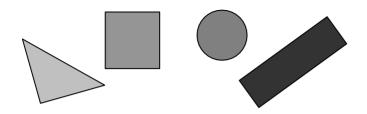
This could also be done for 20.

Roll a shape

Cut out 12 shapes.

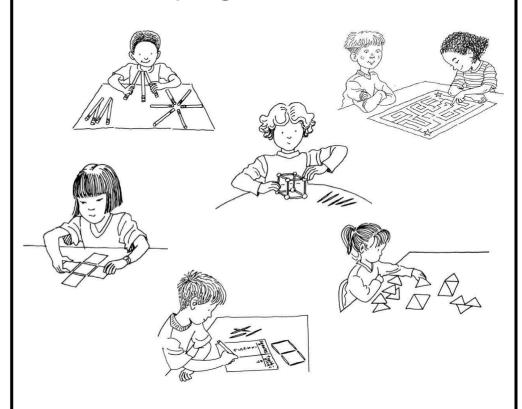
Make 3 triangles, 3 squares, 3 rectangles and 3 circles.

- ◆ Take turns to roll a dice and collect a shape that has that number of sides, e.g. roll a 4, collect a square.
- ♦ The first to have four different shapes wins.
- ♦ If you can name each shape you go first next time!



Stow Primary School

Helping with Maths



A Booklet for Parents

Early Level [1]

In the next few months, most children should be able to:

Say one, two, three, four to twenty.
Count up to 10 objects.
Recognise the written numbers 1, 2, 3, 4 to 10.
Use words such as <i>more, less, least, bigger, biggest, smaller, smallest, heaviest and lightest</i> to compare things.
Find 1 more or 1 less than any number from 1 to 10.
Add two small groups of objects (total 10 or less).
Count how many are left when some objects are taken away.
Make simple colour and number patterns and talk about them.
Name shapes such as a circle, square, triangle, rectangle, cube, cone and sphere.
Use words such as over, under, above, below, on, in, next to, behind, in front of, beside to describe where things are.

About the activities

These activities show some of the things your child should be able to do in Primary 1.

Some activities are harder than they seem, e.g. children who can count up to 10 may still have trouble saying which number comes after 5. They may have to start at 1 and count from there.

Fun activities to do at home

Rhymes

Teach your child any number rhymes or songs that you know, particularly ones that involve holding up a number of fingers, like *Five little speckled frogs*. Practise them regularly, with actions. You can get counting songs on audio tape for a very reasonable price.

Dice counting

Take turns to roll a dice and count back to zero from the number thrown. For example:



Four, three, two, one, zero!