Shape Hunt

This can be played inside or outside. Choose a simple 2D shape (e.g. square, circle, triangle, rectangle) then find objects in the environment that are that shape.



What does the shape say?

Create cards with the shape on word side and then a description on the other side. Test yourself to see if you can identify the shape from the description.



Ten Frames 11-20

e.g. | have 4 equal sides. | have 4 corners. | have 4 straight edges.- Square

Education City (access until 31st May)

Username: StudentLoginl Password: StudentLoginl

Go to https://www.educationcity.com/

Use the details above to log in. This will give you access of lots of fun and exciting games and activities. It also covers literacy, science & computing. Once you log in, click on the 'subjects' icon. Level Early *** is the level for PI, but feel free to explore other levels if it is too hard or you want to challenge.

Create a 2D shape picture



Create a picture using only 2D shapes. If you have stencils then you can use these or get an adult to help you to make templates for each shape.

Cambusbarron Primary School Primary I

Maths & Numeracy Grid Week beginning: 20.04.20

These are suggested activities and ideas which your child can do. It is not mandatory to complete all activities.

Number Names to 20



Practise writing your number names to 20. Or you could use magazine/newspaper cut outs to create the words.

Shape Repeated Patterns

Using shapes try to create a repeated pattern. If you want to challenge yourself further, use more than 2 different shapes and add some colour. You can also get an adult to start a pattern and you have to complete it.



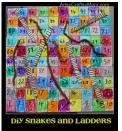
Ten Frames

Using numbers from 0-20, show these quantities on ten frames. If the number is over 10 you will need 2 ten frames. (If you want to make it more creative, you can use cotton

buds/fingers with paint, stampers, bingo dabbers)

Snakes and Ladders

If you have this board game, invite others to and play. If you don't, make one.
Get a sheet of paper, a squared grid, label square with a



add each

come

number, add ladders and snakes.