

Maths Activities to try at home!

Maths

As part of the transition into **Reception** it's important that the children develop early mathematical concepts in classifying, matching, comparing and ordering. Here are some examples of activities you can try at home.

Classifying:

Provide your child with a box that includes a range of objects such as: shells, toy cars, spoons, conkers, leaves. Ask your child to sort the contents of their box in anyway that they choose. Encourage them to explain how the objects have been sorted and why. For example, the conkers and leaves could be put together because they both grow on trees.

Matching:

Place some pairs of socks on a washing line and explain that they are muddled up. Ask your child to match the pairs of socks and discuss whether each sock has a pair.

Comparing:

Place a selection of books on the carpet and explain that you want your child to put the books away but not all books will fit on the shelf. Ask your child to find out which books will fit on the shelf using vocabulary such as, too tall, taller and shorter.

Ordering:

Provide your child with related objects sorted into sets such as 2 spoons, 4 knives and 5 forks. Ask your child to match the related objects to find out whether they can make sets with one knife, one fork and one spoon in it. Discuss which they have the most of and which they have the fewest of. You could then ask your child to sort the objects into three sets: knives, forks, spoons and to place the sets in order.

Children in **Years 1 and 2** can have fun playing the game "Mouse". Don't forget to bring in your mouse to show us.

Mouse:

You will need: 1 die and a pencil and paper.

The aim of the game is to be the first to complete a mouse. Each roll of the die enables a particular body part to be drawn as follows:

- 6=body
- 5=nose
- 4=whiskers
- 3=eyes
- 2=ears
- 1=tail

The body must be drawn before the other body parts are added to it, so players must therefore roll a 6 to start. The other body parts can then be added in any order. If you roll a number that relates to a body part that has already been drawn you miss your go and pass the die on. Can you come up with a similar game but make rules to form a different animal?

