

## Board Games

Make a board like this.  
The numbers are arranged differently from usual, but the games will still work if you use a normal snakes and ladders board.

91	92	93	94	95	96	97	98	99	100
81	82	83	84	85	86	87	88	89	90
71	72	73	74	75	76	77	78	79	80
61	62	63	64	65	66	67	68	69	70
51	52	53	54	55	56	57	58	59	60
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

- ♦ Roll a dice twice. Add the two numbers.
- ♦ Move along that number of spaces. Before you move, you must work out what number you will land on.
- ♦ If you are wrong, you don't move!
- ♦ The first to the end of the board wins.

For a change, you could roll the dice and move backwards. Or you could roll the dice once, then move the number that goes with your dice number to make 10, e.g. throw a 3, move 7.

## Straight lines

Choose 4 toys and lay them on the table in order of length. Use a ruler to measure each toy to the nearest cm.



# Supporting your child at home

## KS1

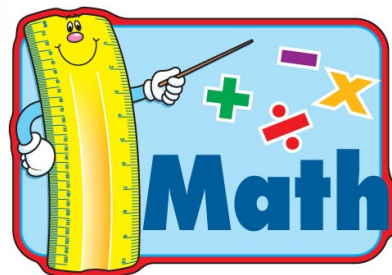
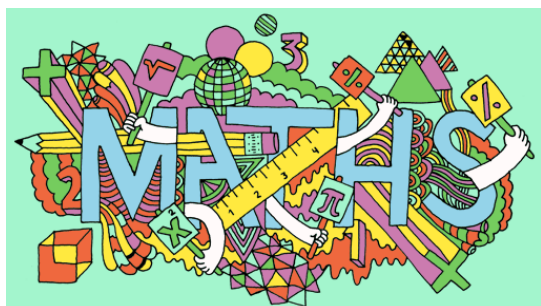
## Mathematics



# Mathematics at Twydall Primary

We have produced this booklet for you to share the maths activities together with your child.

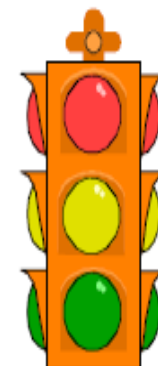
We hope you find them enjoyable.



## Shape activity

At home, or when you are out, look at the surface of shapes.

- ♦ Ask your child – what shape is this plate, this mirror, the bath mat, the tea towel, the window, the door, the red traffic light, and so on.
- ♦ Choose a shape for the week, e.g. a square. How many of these shapes can your child spot during the week, at home and when you are out?

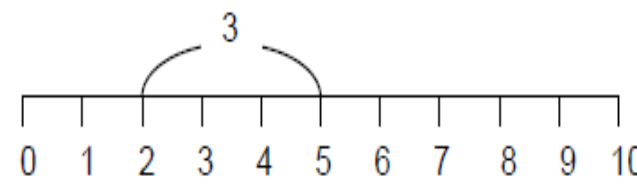


## Dice game

You need a 1–6 dice, paper and pencil.

- ♦ Take turns.
- ♦ Choose a number between 1 and 10 and write it down.
- ♦ Throw the dice and say the dice number.
- ♦ Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the difference is 3.

You could also draw a number line to help your child to see the difference between the two numbers.



### Dicey coins

For this game you need a dice and about twenty 10p coins.

- ♦ Take turns to roll the dice and take that number of 10p coins.
- ♦ Guess how much money this is. Then count aloud in tens to check, e.g. *saying ten, twenty, thirty, forty...*
- ♦ If you do this correctly you keep one of the 10p pieces.
- ♦ First person to collect £1 wins.
- ♦ Don't forget to give the coins back!

### Secret numbers

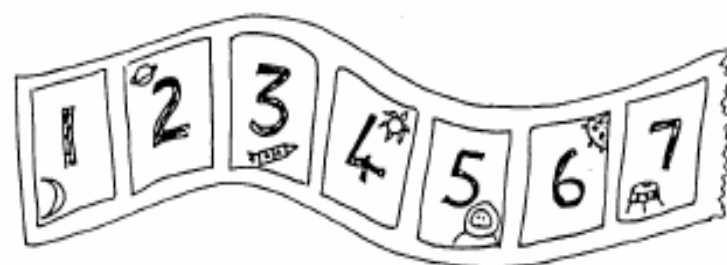
0123456789

- ♦ Write the numbers 0 to 20 on a sheet of paper.
- ♦ Ask your child secretly to choose a number on the paper. Then ask him / her some questions to find out what the secret number is, e.g.
  - Is it less than 10?
  - Is it between 10 and 20?
  - Does it have a 5 in it?He / she may answer only yes or no.
- ♦ Once you have guessed the number, it is your turn to choose a number. Your child asks the questions.

For an easier game, use numbers up to 10. For a harder game, use only 5 questions, or use bigger numbers.

### Track games

Make a number track to 20, or longer. Make it relevant to your child's interests – sea world, space, monsters... Then play games on it.



- ♦ Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 20. Now play going backwards to 1.
- ♦ Throw a dice. Find a number on the track that goes with the number thrown to make either 10 or 20. Put a counter on it, e.g. you throw a '4' and put a counter on either 6 or 16. If someone else's counter is there already, you may replace it with yours! The winner is the first person to have a counter on 8 different numbers.

### Cupboard maths

- ♦ Choose two tins or packets from your food cupboard.
- ♦ Ask your child to hold one in each hand and tell you which is heavier, and which is lighter. (Check by reading the weight on each tin or packet.)
- ♦ If he / she is right, they keep the lighter one. Then choose another item from the cupboard, trying to find one that is lighter still.
- ♦ Carry on until your child has found the lightest item in the cupboard. It might be suitable to eat as a prize!



## Fun activities to do at home

### Adding circles

For this game, you need a dice and pencil and paper.

- ♦ Each of you should draw four circles on your piece of paper. Write a different number between 2 and 12 in each circle.



- ♦ Roll the dice twice. Add the two numbers.
- ♦ If the total is one of the numbers in your circles then you may cross it out.
- ♦ The first person to cross out all four circles wins.

### Out and about

On the way to school, see how many cuboids, spheres and cylinders you can spot. Which did you see most of?



### Housey, housey

When walking down the street with your child, look at house numbers. These will probably be following a pattern of either odd or even numbers. Can your child predict what number will be on the next house? Talk about the pattern.

### How old?

Start with your child's age. Ask your child:

How old will you be when you are 1 year older?

How old were you last year?

How old will you be 10 years from now?

and so on.

### Takings

For this game you will need a dice and a collection of small things such as Lego bricks, sticky shapes or dried pasta. You will also need pencil and paper.

- ♦ Take turns.
- ♦ Roll a dice. Take that number of pieces of pasta. Write down the number.
- ♦ Keep rolling the dice and taking that number of pieces of pasta. BUT, before you take them, you must write down your new total.

For example, Sally has 7. She throws 4. She has to work out how many she will have now. She starts counting from seven: *eight, nine, ten, eleven*. She writes 11.

- ♦ You can only take your pieces of pasta if you are right.
- ♦ The first person to collect 20 beans wins!



### How heavy?

You will need some kitchen scales that can weigh things in kilograms.



- ♦ Ask your child to find something that weighs close to 1 kilogram.
- ♦ Can he / she find something that weighs exactly 1 kilogram?
- ♦ Find some things that weigh about half a kilogram.

### Out and about

- ♦ During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

31 39 36 35 33

- ♦ Next week, look for 'fifties' numbers, or 'sixties'...

### How much?

- ♦ Once a week, tip out the small change from a purse. Count it up with your child.



### Number facts

You need a 1–6 dice.

- ♦ Take turns. Roll the dice. See how quickly you can say the number to add to the number on the dice to make 10, e.g.



and 6

- ♦ If you are right, you score a point.
- ♦ The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20, or 50.

### Fun activities to do at home

#### Pasta subtraction

For this game you need a dice and some dried pasta or buttons.



- ♦ Start with a pile of pasta in the middle. Count them.
- ♦ Throw a dice. Say how many pieces of pasta will be left if you subtract that number.
- ♦ Then take the pieces of pasta away and check if you were right!
- ♦ Keep playing.
- ♦ The person to take the last piece wins !

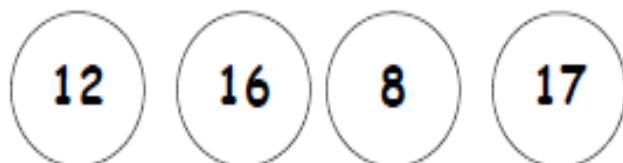
### Shopping maths

After you have been shopping, choose 6 different items each costing less than £1. Make a price label for each one, e.g. 39p, 78p. Shuffle the labels. Then ask your child to do one or more of these.

- ◆ Place the labels in order, starting with the lowest.
- ◆ Say which price is an odd number and which is an even number.
- ◆ Add 9p to each price in their head.
- ◆ Take 20p from each price in their head.
- ◆ Say which coins to use to pay exactly for each item.
- ◆ Choose any two of the items, and find their total cost.
- ◆ Work out the change from £1 for each item.

### Circle trios

Draw four circles each on your piece of paper. Write four numbers between 3 and 18, one in each circle.

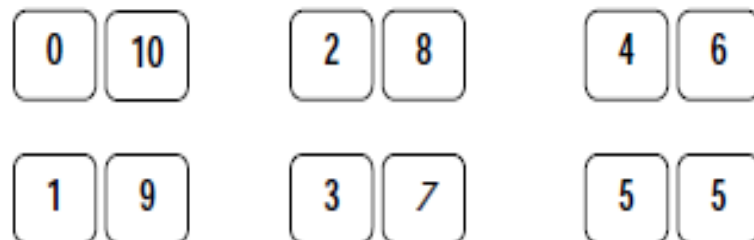


- ◆ Take turns to roll a dice three times and add the three numbers.
- ◆ If the total is one of the numbers in your circles then you may cross it out.
- ◆ The first to cross out all four circles wins.

### Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s. If you wish, you could use playing cards.

- ◆ Shuffle the cards and give them to your child.
- ◆ Time how long it takes to find all the pairs to 10.



Repeat later in the week. See if your child can beat his / her time.

### Guess my shape

- ◆ Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.
- ◆ You can only answer Yes or No. For example, your child could ask: *Does it have 3 sides?* or: *Are its sides straight?*
- ◆ See if he can guess your shape using fewer than five questions.
- ◆ Now ask them to choose a shape so you can ask questions.

