HELPING YOUR CHILD WITH MATHS

Give your child lots of praise and encouragement for their effort, rather than just getting the correct answer. By working hard, they can always improve and push themselves to further to explore their ideas and theories.

Make Maths fun and a part of everyday life!

MATHS IN OUR ENVIRONMENT

Number Hunt – chat about how numbers appear in the environment around us: odd/even numbers on houses, Roman numerals on buildings, %s in sales, distances on road signs, temperatures on the weather

Tally – how many of a type of transport/aeroplanes/birds can we spot on the way to school? Colour of cars? Makes of cars?...

Counting – encourage children to count objects in 2s, 3s or 5s rather than 1 by 1 to encourage efficiency

Shapes in the environment – what 2D/3D shapes can we see? What shapes form different buildings? Are some shapes more common than others?

Patterns & Symmetry – what examples can we see in the natural world?

Angles – what angles are formed in different buildings or paving slabs? Which cars are **parallel** parked?

Fractions – what would half/quarter of a meal look like? What would half of the recipe look like?





CARD GAMES

Total of 10 – Lay 20 cards on the table. The goal is to find as many sets of cards as possible that add up to 10. Sets can be as many cards as needed. Why not give face cards a negative value for an extra challenge?

Place Value Cards – Each player takes it in turns to pick a card from the deck. The player must decide where to place the card, either in the ones, tens, hundreds or thousands column to make a 4-digit number. The player with the biggest number at the end wins. Challenge – use decimal places.

I'm the Greatest – Deal six cards to each player. Make a 3-digit plus 3-digit addition problem using the numbers on your cards. Try and find the greatest sum possible.

Declare a Fraction War – Deal two cards to each player – one card becomes the numerator and one the denominator. Can you determine which fraction is the largest?

Fast Facts – A two player game. Deal out half the deck of cards to each player. Flip them over simultaneously. The fastest person to call out the product of the two cards wins both cards. Face cards worth 11 or 12.

Make 24 – using four cards only and applying the rules of BODMAS, can you make a number as close to 24 as possible?
(**B**rackets, **O**rder, **M**ultiplication, **D**ivision, **A**ddition, **S**ubtraction)

HELPING WITH HOMEWORK

How your child completes calculations may appear to be very different from how you did things when you were at school. This is because children are now taught and encouraged to make calculations mentally, where possible, making jottings if they feel the need. Doing a written method may not always be the most efficient approach.

There is a lot of merit in children being able to explain and reason why they've chosen a certain approach.

When you're helping your child with their work, focus more on encouraging them to talk about how they've worked something out rather than simply if they've got the right answer.

If they're struggling, encourage them to think about how they've solved similar problems in class or if they notice any patterns in the calculation. Discussions and verbalising problems is a key element in solving problems and leads to a much better, all-round understanding of learning.

Always encourage your child to discuss any worries or questions they have with their class teacher – homework should never be stressful!

REAL-LIFE PROBLEMS

- Shopping – when shopping with your child, ask them to estimate the approximate cost of a selection of items by rounding their values to the nearest £1 or 50p.
- Days Out – involve your child in helping work out train times or travel times *(eg. What time will we get there?...)*
- Cooking – help your child to scale a recipe up or down for the required amount of people
- Party Planning – work together to calculate costs based on a budget
- Model Making – make something out of boxes/containers of different shapes and sizes. Ask your child to describe their model based on its properties.
- What's the Time? – practise telling the time with your child. Use both digital and analogue clocks. Ask your child to be a timekeeper *(eg. Tell me when it is half past 4 togo swimming)*
- Items in the Cupboard – work out the combined weights of objects in the cupboard/fridge with your child. What would the weight in kilograms or grams be?



HOME LEARNING



BOARD GAMES

- Snakes and Ladders
- Ludo
- Frustration
- Monopoly
- Connect Four
- Bingo
- Rummikub
- Darts
- Battleships



EDUCATIONAL ONLINE GAMES AND APPS

- **Times Tables Rockstars** (TTRS) – We have a subscription to TTRS as a school. Your child will have their own unique login which they can use to access the site, after entering the school postcode (SK13 2DR). Login details can be obtained from class teachers. Online competitions will be set on a regular basis.
- **MyMaths** – This is the site that is used to set homework. There are games and activities to access too. Logins can be obtained from class teachers. The school-level login details are as follows:

User: standrews7 **Password:** compass120

Ultimately, anything at home should be low-key, low-risk, exploratory and engaging. The last thing we want is a child to become disillusioned with their Maths learning.

A question we often get as teachers is how can I help my child learn their times-tables facts. The only real solution is little and often practise – but always fun!

For more information about your child's Maths learning or if you have any questions, please don't hesitate to speak to their class teacher or Mr Hyde – Maths subject lead - via Class Dojo.