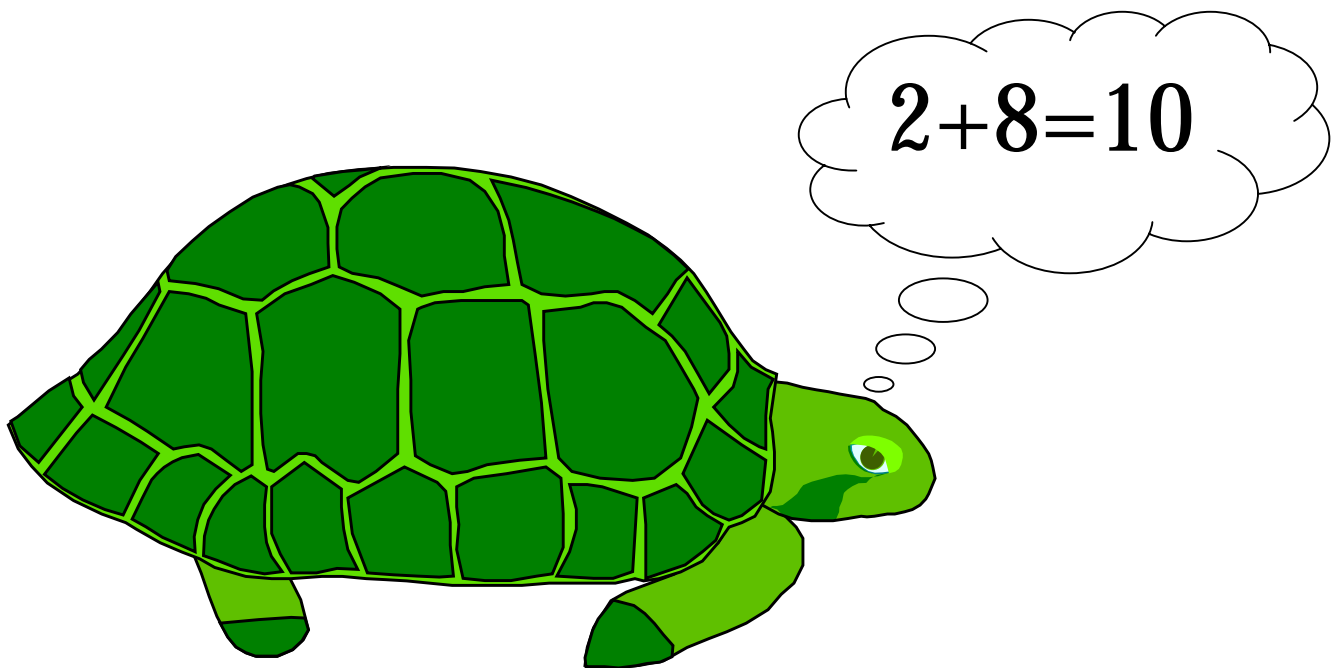


Maths at Home



Activities

Two

Year One

Activities for counting to 50

You will need:

Voices



Activity:

With your child, count out loud to 50. See if your child can do this alone. Can he/she count backwards from 50?

You will need:

Voices



Activity:

Whilst walking to school count 50 steps. When you have reached 50, start again.

You will need:

Hands



Activity:

Clap for a certain number of times whilst your child counts. Ask the child to tell you how many claps you made. Repeat with the child clapping.

Activities for counting to 50

You will need:

Voices



Activity:

You start counting aloud from 1 to twelve. Encourage your child to continue counting to 30. You continue counting from 30 and stop at 42, so your child can finish counting to 50. Repeat, but stop at different numbers this time. Use signals to show your child where to join in.

You will need:

Voices



Activity:

Find things to count in a supermarket. Try counting cars, bottles or packets.

You will need:

Smarties or similar sweets

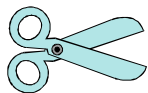


Activity:

Empty the packet of sweets. Ask your child to count them all, then count how many there are of each colour. Sort out just two colours. Count to find out how many there are altogether. Repeat for different colour combinations. Eat the sweets!

Activities for length

You will need:
Scissors and paper



Activity:

Help your child to draw round his/her hand. Cut out the drawing. Use this to measure objects around the house. How many hands long is the table? Measure carefully. (Try other things to measure, e.g. television, chair or bed)

You will need:
Scissors and paper



Activity:

Draw round your hand and cut out the drawing. Ask your child if the measurements would be the same as when he/she measured with their own drawing. Try it out.

You will need:
Dry spaghetti, pencil, spoon



Activity:

Use objects (only one at a time) to measure different things around the house. Ask your child if the measurements would be the same if you used a different measuring object. e.g. How many 'spoons' long is the television? etc.