

EYFS – Maths Home Learning Ideas

Spring Term 3

This term, please practise with your child:

- Subitise numbers to 5
- Know 6 is made of 5 and 1
- Know 7 is made of 7 and 1

Please continue to practise:

- Counting forwards in 1's to 10
- Counting backwards in 1s from 10
- Days of the week

Key Vocabulary

subitise	instantly recognising the number of objects in a small group without having to count them.
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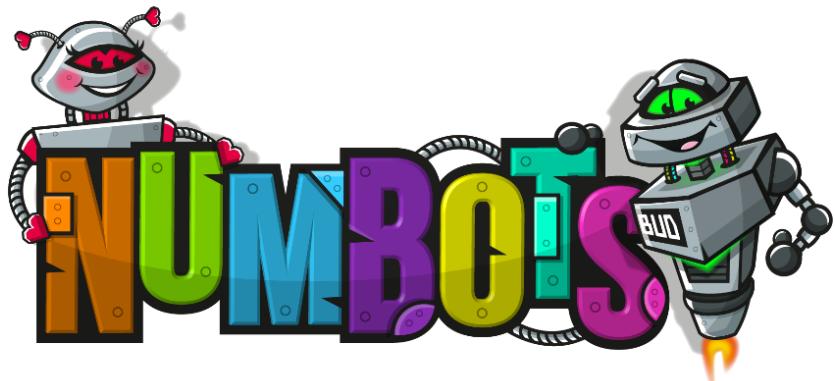


Here are some ideas to help you do this:

	Further explanation / Ideas of how to practise
Know 6 is made of 5 and 1	Make 6 or 7 using objects – rearrange the objects into a group of 5 'and a bit'
Know 7 is made of 7 and 1	Make 6 using fingers – show as 5 fingers and 1 finger Make 7 using fingers – show as 5 fingers and 2 fingers
Subitise numbers to 5 (recognise quantities without counting)	Place handful of objects (up to 3), show playing cards, use dice for board games – can your child recognise how many there are without counting?
Count forwards in 1's to 10	Regular practice counting anything and everything! Sing counting songs (eg, 1,2,3,4,5, once I caught a fish alive!) How many marbles are in this jar? How many socks are in the laundry basket? Use storybooks – count the number of eyes you can see on the page / count the number of trees you can see on the page
Count backwards in 1s from 10	Counting backwards is just as important as counting forwards!

Online Activities

The school has subscribed to NumBots. NumBots is an online platforms to help your child practise maths facts at home. They both can be downloaded as apps on your phone or tablet. Your child has a username and password. This is stuck in their reading record



A website packed full of useful Maths and English games.



Numberblocks! Watch and play games with the Numberblocks.



Maths Games to play at home!

Bingo!

- Both players draw a grid with 4 boxes.
- Choose 4 numbers from 1 to 6
- Roll a 6-sided dice. Cross out the number.
- First to cross out all 4 wins!

1	3
6	4

You can change this game by using playing cards or changing from numbers 1-6 to 1-7.

10 Special Things

- Each player chooses 10 special things and lays them out in front of them.
- Take it in turns to throw the dice and choose that number of items from their opponents set. The first player to gain all of their opponents items wins.



For more game ideas go to the school website for the 'Bare Necessities' game packs <https://stratford-sub-castle.wilts.sch.uk/maths-at-home/>