

EYFS – Maths Home Learning Ideas

Spring Term 4

This term, please practise with your child:

- Ordering numbers up to 8
- Know 7 the different pairs of numbers to make 7 (e.g. 6 and 1, 5 and 2, 4 and 3)

Please continue to practise:

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



Here are some ideas to help you do this:

	Further explanation / Ideas of how to practise
Know 7 the different pairs of numbers to make 7 (e.g. 6 and 1, 5 and 2, 4 and 3)	Make 7 using objects – split into two groups Make 7 using fingers – show as 5 fingers and 2 fingers
Ordering numbers up to 8	Write the numbers on pieces of paper or use playing cards and put in order.
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?
Count backwards in 1s from 10	Use storybooks – count the number of eyes you can see on the page / count the number of trees you can see on the page 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!

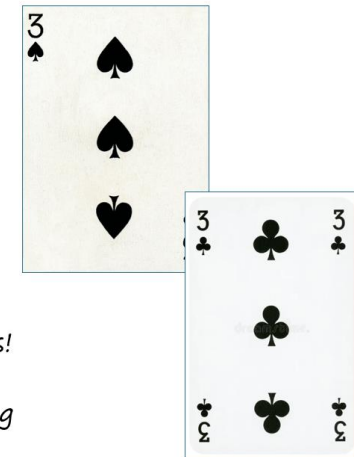
- Both players draw a grid with 4 boxes.
- Choose 4 numbers from 1 to 6
- Roll a 6-sided dice. Cross out the number.
- First to cross out all 4 wins!

1	3
6	4

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

Pairs

- A game for 2 people. Shuffle a pack of playing cards. Lay all the cards down flat. (Only use the cards 1 to 6)
- Each player takes two cards
- Add the two cards together to try and make 7. If the 'pairs of cards' make 7, the player keeps them, if not return to the table.
- The player with the most cards wins!



You can change this game by changing the target number.

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/>