

Becontree Primary School

Supporting your child at home

Math Games Key Stage 1



Track games

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



- Throw a dice. Move along that number of spaces. But before you move, you must work out which number you will land on first. If you are wrong, you don't move! The winner is the first to land on 20. Now play going backwards 1.
- Throw a dice. Find a number on the track that goes with the number thrown to either make 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 the cupboard. Ask your child to hold one in each hand and tell you which is heavier, and which is lighter.
- If they are 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.

Secret numbers

- Write the numbers 0-20 on a sheet of paper.
- Ask your child to secretly choose a number on the paper. Then ask them 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?
They must only answer 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 only use 5 questions, or use bigger 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 that is. Then count aloud in tens to check. If you are correct keep the 10p coins. First person to £1 wins.

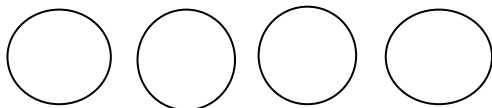


Fun activities to do at home.

Adding circles

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

- Each of you should draw 4 circles on your piece of paper. Write a different number between 2 and 12 in each circle.

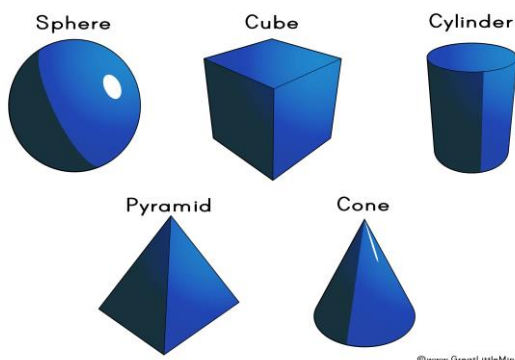


- Roll the dice twice. Add the two numbers.
- If the total is one of the numbers in your circles then you cross it out.
- The first person to cross out all 4 circles wins.

Out and about

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

3D Shapes



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.

Even All in Pairs	Odd Not All in Pairs
0	1
2	3
4	5
6	7
8	9

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?

Takings

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

- Take turns to roll the dice and take that number of small objects. Write down the number.
- Keep rolling the dice and taking that number of pieces of objects BUT, before you take them, you must write down your new total.

For example Sally has 7. She throws a 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 small objects if you are right.
- The first person to collect 20 small objects. WINS!!

