

# Fun activities to do at home

## **Rhymes**

Teach your child any number rhymes or songs that you know, particularly ones that involve holding up a number of fingers, like *Five little speckled frogs*. Practise them regularly, with actions. You can get counting songs on audio tape for a very reasonable price.

## **Counting**

Practise counting. Start at 5, and count on from there to 11.

Start at 9, count back from there to zero.

Choose a different starting number each time.

## **Collections**

You need something to collect, e.g. sticky shapes, dried beans.

- ◆ In turn, one player claps 1, 2, 3, or 4 times while the other player closes his eyes and listens.
- ◆ How many claps did you hear? Take that number of shapes.
- ◆ The first to make a pattern with 12 sticky shapes wins.

## **Recognising numbers**

Choose a number for the week, e.g. 2.

Encourage your child to look out for this number all the time.

- ◆ Can your child see the number 2 anywhere?

**at home** - in the kitchen, on pages in a book

**in the street** - on doors, on car number plates, on buses

**while out shopping** - on the shop till, on shelves, in shop windows

- ◆ Find two apples, toys, spoons, straws, sweets, etc.
- ◆ Make patterns, such as two knives, two forks, two spoons, two knives, two forks, two spoons...
- ◆ Practise writing the number 2.

Choose a different number each week

## **Dice game**

Use a 'dotted' dice and write the numbers 1 to 6 on a sheet of paper

Throw the dice. Can your child guess how many dots there are? Check by counting.

- ◆ Ask your child which number on the paper matches the dots on the dice.

## **Counting and putting numbers in order**

Use old magazines, comics or greetings cards. Cut out pictures of animals, or anything else your child is interested in. Label the animals 1 to 6.

- ◆ Shuffle the animals. Put them in order from 1 to 6.
- ◆ Remove one animal. Ask your child which number is missing. Repeat with other numbers and more than one missing number.
- ◆ Ask your child to say what number comes before or after a number you choose.

When your child can do this, repeat with numbers 1 to 10, then 1 to 20.

## Build a tower

For this game you need a dice and some building blocks or lego bricks.

- ◆ Take turns.
- ◆ Roll the dice.
- ◆ Collect the number of bricks to build your own tower.
- ◆ The first to 10 wins!

For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

## Spot the difference

Draw a row of six big coloured spots.

- ◆ In turn, one player closes his or her eyes.
- ◆ The other player hides some of the spots with a sheet of paper.
- ◆ The first player looks and says how many spots are hidden.
- ◆ Try with other numbers of spots, e.g. five or seven.

## One more, one less

For this game you need a dice, a coin and some building blocks or Lego bricks.

- ◆ Take turns to roll the dice.
- ◆ Build a tower with that number of blocks or bricks.
- ◆ Then toss the coin. Heads means take one brick off. Tails means add one on.
- ◆ If you can guess how many bricks there will be after this, you keep them!
- ◆ The first to collect 20 bricks or more wins!

## Roll a shape

Cut out 12 shapes.

Make 3 triangles, 3 squares, 3 rectangles and 3 circles.

- ◆ Take turns to roll a dice and collect a shape that has that number of sides, e.g. roll a 4, collect a square.
- ◆ The first to have four different shapes wins.
- ◆ If you can name each shape you go first next time!

## Cupboard maths

Ask your child to help you sort a food cupboard out, putting **heavier** items on the lower shelf and **lighter** items on an upper shelf.