

## Key ideas in Reception

# Supporting your child in maths

- Say one, two, three, four... to twenty.
- Count up to 10 objects.
- Recognise the written numbers 1, 2, 3, 4... to 9.
- Use words such as *more*, *less*, *greater*, *smaller*, *heavier*, *lighter* to compare things.
- Find 1 more or 1 less than any number from 1 to 10.
- Add two small groups of objects (total 10 or less).
- Count how many are left when some objects are taken away.
- Make simple patterns and talk about them.
- Name shapes such as a *circle*, *square*, *triangle*, *rectangle*, *cube*, *cone* and *sphere*.
- Use words such as *over*, *under*, *above*, *below*, *on*, *in*, *next to*, *beside* to describe where things are.



**A booklet for Reception  
parents**

Help your child with mathematics

## Fun activities to do at home

### 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 5.



- ◆ Shuffle the animals. Put them in order from 1 to 5.
- ◆ 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.

### 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!

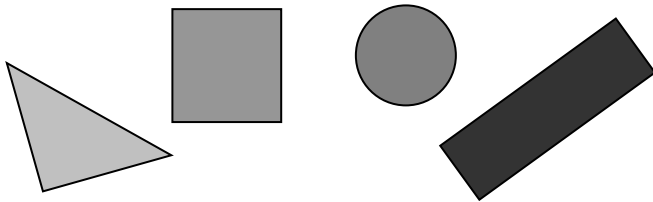
For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

### 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!



### 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!

### 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.

### 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.



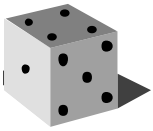
## Rhymes

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.

## Dicey counting

Take turns to roll a dice and count back to zero from the number thrown. For example:



Four. three. two. one. zero!

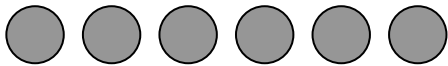
## Collections

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.

## 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.

## 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 (or use the numbered animals).

- ◆ 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.

