

# Primrose Hill Primary School

## EYFS Maths Workshop

How to support your child's mathematical  
development at home



# Build strong, positive attitudes about maths

- Before children can learn maths, they need to believe in their ability to do so.
- You can be your child's first role model for learning.
- If you engage with your child in a supportive, relaxed atmosphere, your child will enjoy exploring the world of mathematics.



# Early Learning Goals Number

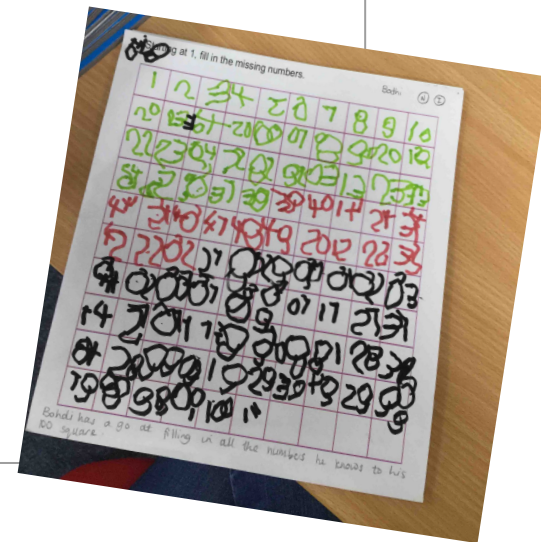
By the end of Reception children should be able to...

- Count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.
- Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.
- They solve problems, including doubling, halving and sharing.



# Our Mathematics Curriculum in the Early Years

Number	Shape, space & measures
Counting Ordering Number recognition Addition Subtraction Doubling Halving Sharing	Patterns Shape Size Position Capacity Weight Time Money



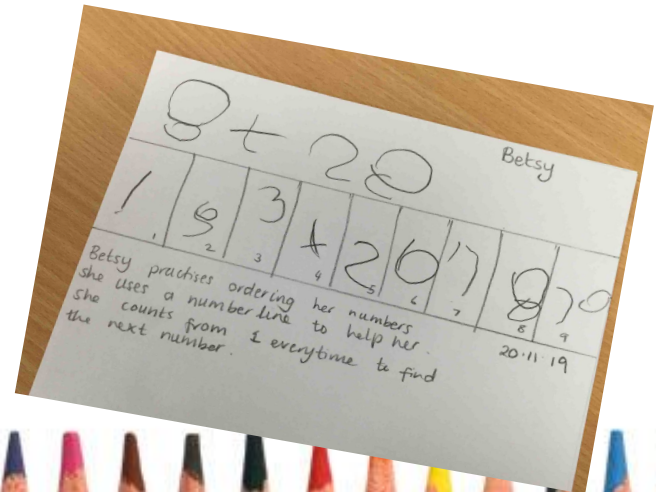


# Counting

When children first begin to count, they learn important mathematical ideas:

- One-to-one correspondence (one number for one object)
- Stable order (we count 1,2,3,4,... not 1,2,7,5,...)
- Cardinality (the last number counted tells how many)

**Top Tip** - When children learn to count they like to touch, point to and move objects as they say the number aloud - provide loads of opportunities for this and encourage them to do so.



# Counting ideas at home

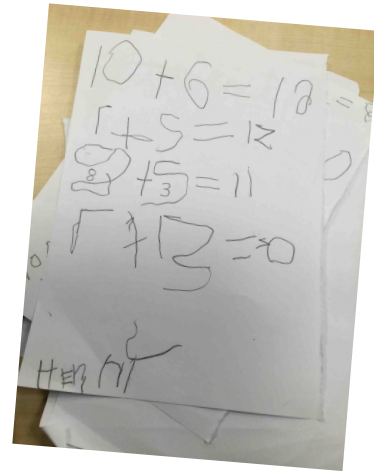
- \* Have your child count anything they are interested in counting e.g.. items of clothes as they come out of the washing machine, toys, kitchen utensils, collections e.g.. stickers, rocks, cars etc.
- \* Mix it up! Have your child count a set of objects but start at different places e.g the middle of the set rather than the beginning so they understand that the total is always the same.
- \* Sing counting songs and use counting in meaningful ways in games such as hide and seek. Sing songs that allow children opportunities to count forwards and backwards.
- \* Have your child skip count (counting in 2s, 5s or 10s) to count larger groups of items quickly e.g: pasta pieces, buttons, toothpicks anything you can get your hands on!



# Matching quantity to numeral

As children count, they learn to connect quantities (such as five buttons) with their number names (such as the word five) and symbols (such as 5).

Encourage children to record 'how many?' by using a combination of numbers and pictures.



## How to help at home:

Play a number version of I Spy. For example, "I spy something that has the number five on it," or "I spy something in this room that there are three of."

Look for numbers on doors, buses, when you are shopping, on cars- ANYWHERE!







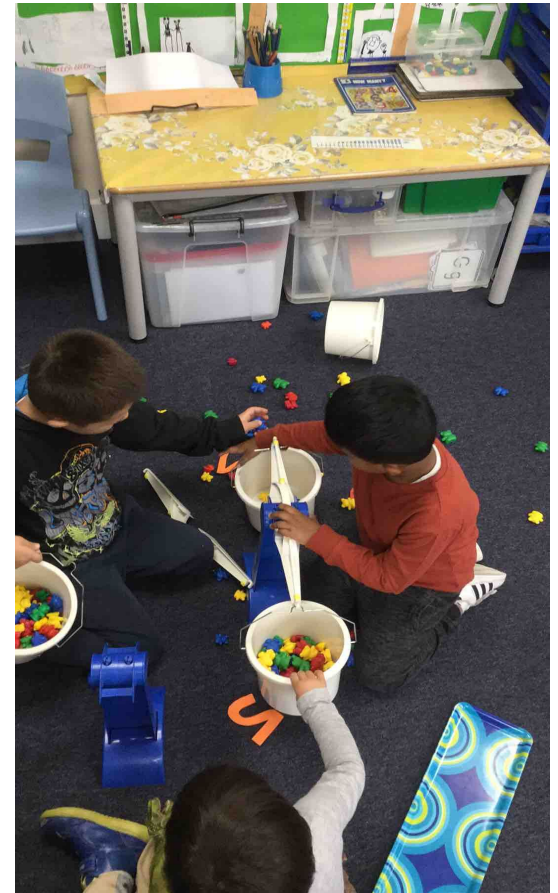
# Problem Solving

Try and involve your child in using numbers to solve problems and make everyday decisions.

*"We need six tomatoes to make our sauce for dinner, and we have only two. How many more do we need to buy?"*

*"How many sweets do you have altogether?" "Two guests are coming to eat dinner with us. How many plates will we need? How many utensils?"*

**Top tip** - Encourage your child to talk about and show a maths problem in a way that makes sense to him or her - for example, your child may act it out, use the actual materials, draw it or count on his or her fingers!





# Early Learning Goals

## Shape, space and measure

- Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
- They recognise, create and describe patterns.
- They explore characteristics of everyday objects and shapes and use mathematical language to describe them.



# Early Years Curriculum

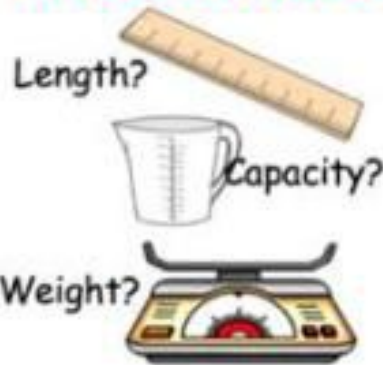


## Measures

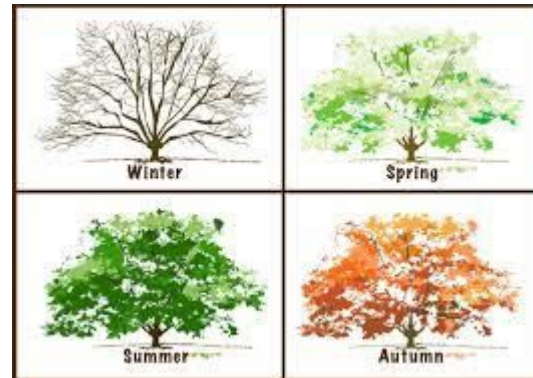
Use everyday language to talk about:

- size
- weight
- capacity
- position
- distance
- time
- money
- patterns

## Measures



Months of the Year	
January	July
February	August
March	September
April	October
May	November
June	December



# How can you help at home?

Remember to talk about what the numbers mean. Count anything - how many lamp posts are on our street? How many houses have a red door? How many dogs can you count in a day?

Play games that use counting Hopscotch, Hide and Seek, What's the Time Mr. Wolf, Skipping, Hula Hooping - let them teach you!

I SPY... Look for numerals... on doors, buses, cars, signs, at home, at the shops... anywhere!

Be active! Sports are the perfect chance to talk about speed, scores and time! Get competitive - how many goals/points can your child score? How many can you score?





# Maths Games- Make it Fun!

- Board games-Snakes and ladders, Ludo, Connect Four
- Card Games - Snap, memory pairs
- Jigsaw puzzles
- Use dice - roll and recognise numbers, roll it twice- what's the total?



# Get cooking!

Cooking is a fun and enjoyable way to incorporate maths into everyday life. Cooking activities will allow opportunities to:

**Count-** How many spoonfuls do we need?

**Recognise numerals-** When reading a recipe together.

**Understand more/less-** How many more tomatoes do we need?



# Songs and rhyme

- Children often first learn about numbers and counting through rhyme - they learn the pattern of words before they understand the meaning of the words and concepts.
- Songs and rhyme are an important way for all children to learn about number order, forwards and backwards, counting and calculating.
- Using actions, fingers or objects when singing will help children develop skills even further, for example they could also learn to match quantity to numeral and have opportunities for counting rather than just reciting in order.

For example:

- 1,2,3,4,5 - number names, Counting/ordering forwards to 10
- 10 in the bed - counting backwards from 10
- 5 little ducks - subtraction





# Useful Websites

- Nrich  
<http://nrich.maths.org/early-years>
- You Tube for number stories, rhymes and songs
- Top Marks
- 100 Splat game



# Thank you for coming



## Any Questions?

