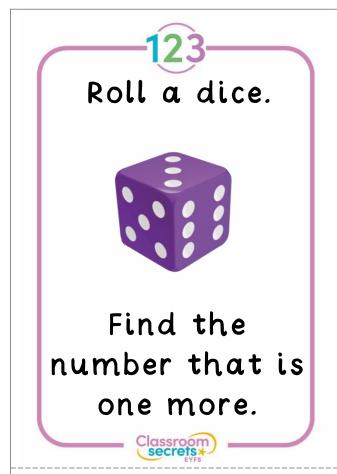
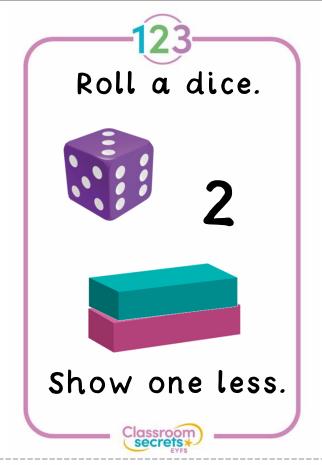
Practical Maths

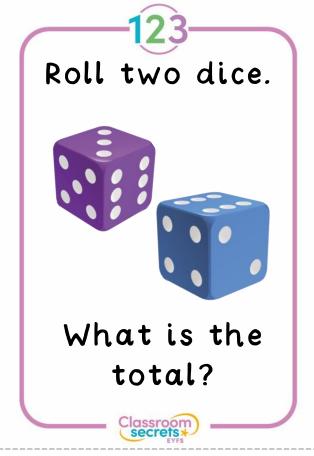


Children roll a dice and count the spots. Then identify the number that is one more and go on a 'number hunt' for that number. For example, number 6 on a clock.



Children roll a dice and count the spots. Then identify the number that is one less. Encourage children to show one less in different ways.

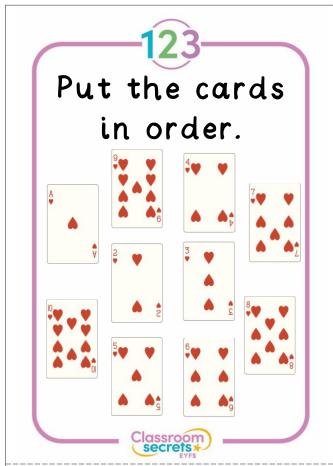
Write it, draw it, find it and show it.



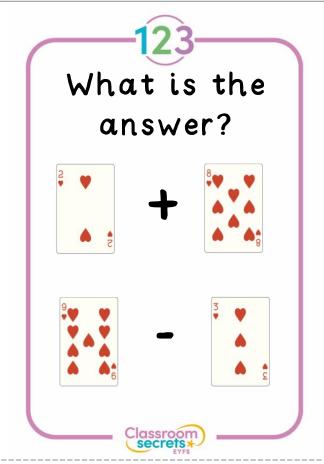
Children roll two dice and count the spots to find the total.
Encourage children to write the number sentence.



Practical Maths



Lay out playing cards 1 to 10. Children to put the card in order from smallest to largest. Children to count the number of objects on the card, to see what comes next.



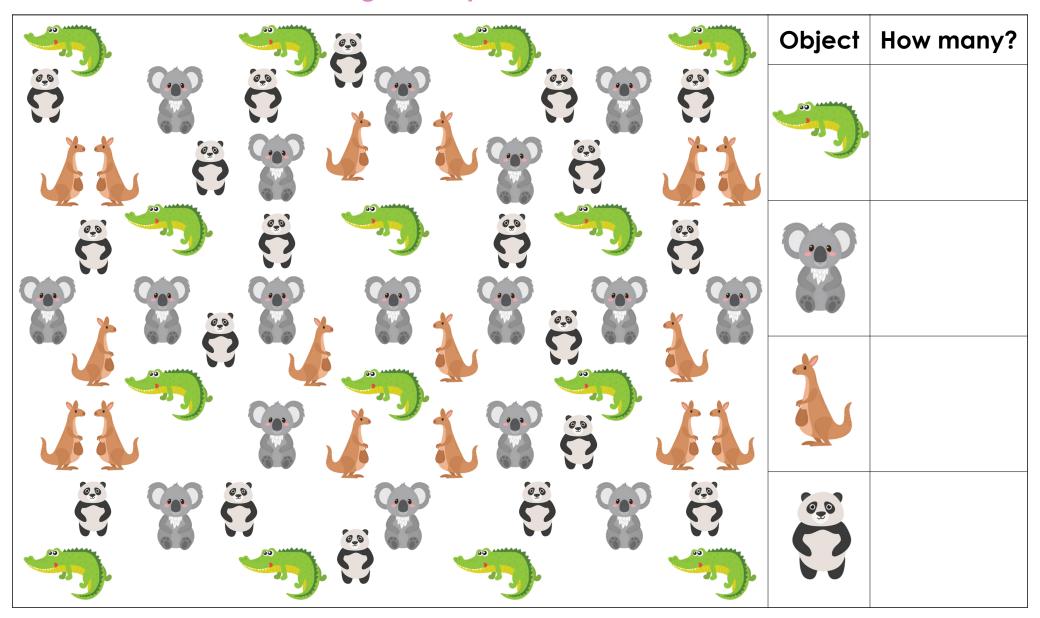
Children to pick two cards. For addition, count the total number of objects. For subtraction, discuss taking away the *smallest* number from the *largest*.



Lay out playing cards 1 to 10 (the Joker card could be used as 0). Play a number bond pairs game. After each turn, count the total of the two cards. Does it equal 10?



Maths – Number – Counting Activity

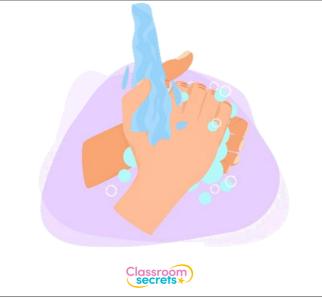




Maths – Time – Sequencing Events















Maths – Time – Sequencing Events

Put these images in order.









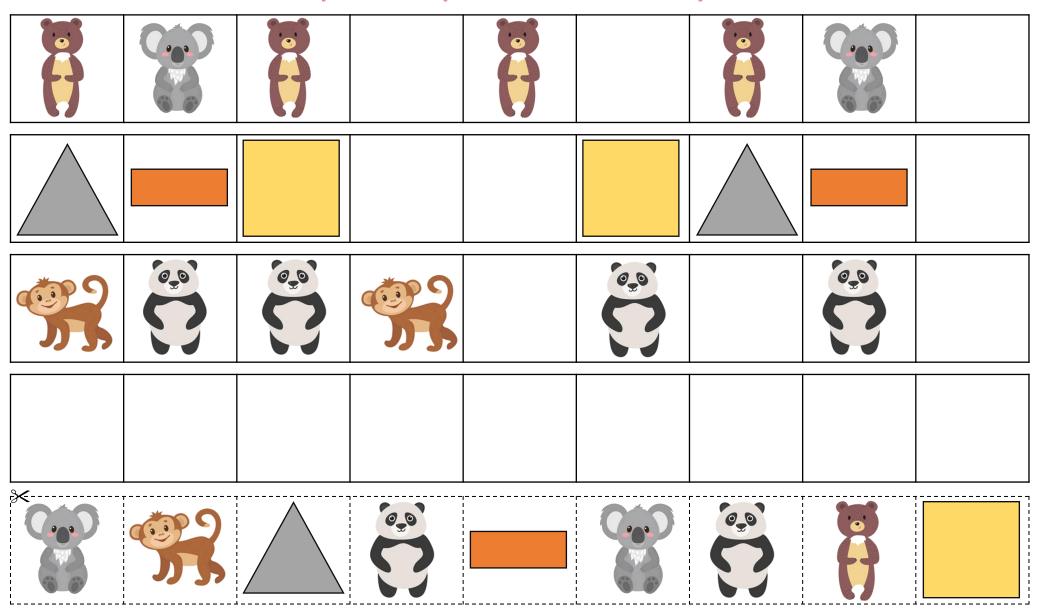








Maths – Patterns – Complete the patterns and make your own





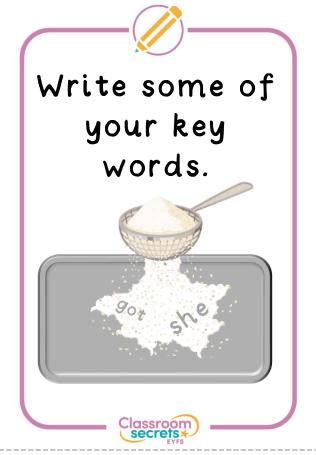
Phonics Ideas



Ask your child to find five objects. Sound them out, encouraging your child to identify all sounds in the word, e.g. c-ar in car and s-o-ck in sock.



Using a toy catalogue, encourage your child to cut out anything they can find with a 'b' sound. Change the sound and see what else they can find.



Say a word and ask your child to mark make it in flour. Can they read the word back to you?



Useful Information – Phonics

Here is a list of letter sounds and 'high frequency' words your child may be working on at school.

Letter Sounds

Phase 2	Phase 3	Phase 4	Phase 5
satpinmdgoc keurhbfl ckffllss	j v w x y z qu ch sh th ng ai ee igh oa oo oo ar or ur ow oi ear air ure er	This phase puts previous learnt sounds together, e.g. clip, pram, brick, milk, bank, tent.	ay oy whou ir phie ue ew ea aw oe au a-e e-e i-e o-e u-e
These four sounds come at the end of words, e.g. sock, pack, tell, fill, miss.	Sounds such as 'sh' may come at the beginning of words, e.g. shock, or at the end, e.g. fish. Sounds such as 'ai' are often in the middle of words, e.g. rain.	Challenging words include stump, tramp and grasp. See if your child can hear, and maybe write, all 5 sounds!	These are different ways to write/spell the same sounds previously introduced. Some children, but not all, will be working at this level.

Words your child may be able to read using their letter knowledge (use these for the suggested activities)

Phase 2	Phase 3	Phase 4	Phase 5
sat tap pin nap man dog mop cot kit rat rub hop bin pick huff tell fuss	jog van web box six yum zip quick chop ship bath path ring pain feet light soap boot hook farm corn hurt cow boil hear fair pure letter	flat trap plum swim grin pond jump hint tent band	hay boy whip cloud girl phone pie glue few sea claw toe sauce cake eve pile note tune



Useful Information – Phonics

Tricky words

These words are taught in school as 'tricky', they cannot be sounded out and need to be learned on sight.

Phase 2	Phase 3	Phase 4	Phase 5
I into of the no go	he she we me be was you they all are my her	said have like so do some come were there little one when out what	Mr Mrs oh their people looked called asked would should could

