

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.

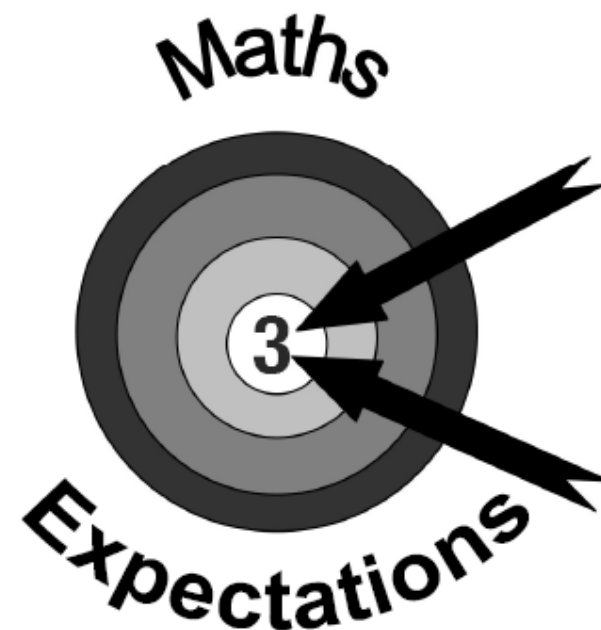
Choose a different starting number each time.

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.



Expectations for pupils in Reception



A booklet for parents

Help your child with mathematics

Expectations - Reception

By the end of this year, most 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.

use quantities and objects to add and subtract two single-digit numbers and count on or back to find the answer.

solve problems, including doubling, halving and sharing.

use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.

recognise, create and describe patterns.

explore characteristics of everyday objects and shapes and use mathematical language to describe them.

About the expectations

The statements show what is expected of pupils at the end of Reception.

Some statements are harder than they seem, e.g. children who can count up to 10 may still have trouble saying which number comes after 5. They may have to start at 1 and count from there.

Fun activities to do at home

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.