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!

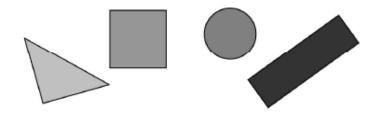
For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

Roll a shape

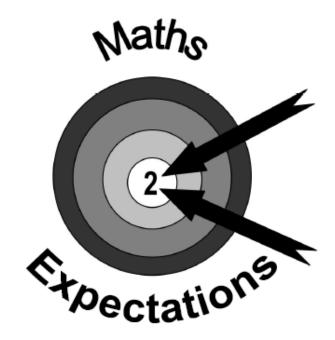
Cut out 12 shapes.

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!



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

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. There are plenty of counting songs available online.

Dicey counting

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



Four, three, two, one, zero!