

# Maths Home Learning Parent Workshop



**St George's  
Primary School**

This homework book provides opportunities for you to support and enjoy mathematics with your child through playing various fun activities at home. All the games are focused at your child's stage of development.

The aim of all the activities is to develop mathematical confidence and fluency through practise and repetition.

Your child's class teacher may advise particular games for your child to practise, or they may let the choice be yours.

Our expectation is that your child should complete at least one activity a week.

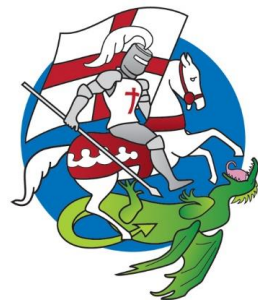
To complete the booklet they will need to complete 2/3 activities a week.

Please initial and date the activities each time you play.

It is your challenge to complete the whole book by the end of the year!

Thank you for your support 😊.

- Return the maths home learning to your class teacher on a Wednesday
- The homework will be returned to you by the following Friday



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# Maths

## Book 2

Name: \_\_\_\_\_

### Home Learning Log



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# For the following activities, you will need:

- A pencil and paper
- Objects to count
- Dice
- Counters (they can be made from paper)
- Playing cards
- Coins

The only way  
to learn  
**mathematics**  
is to do  
**mathematics.**

PAUL HALMOS

# Number Bonds Snap

Find a pack of cards and remove all Kings, Queens and Jacks. You should be left with 40 cards.

- Start by taking 20 cards each.
- Take it in turns to reveal one card at a time, keeping your piles separate.
- If both cards on top of the two piles add up to ten, shout ‘SNAP’!
- The first person to shout it correctly wins all of the cards on the table and adds them to their pile.

The winner is the person to collect all of the cards.





A♣	2♣	3♣	4♣	5♣	6♣	7♣	8♣	9♣	10♣
A♥	2♥	3♥	4♥	5♥	6♥	7♥	8♥	9♥	10♥
A♠	2♠	3♠	4♠	5♠	6♠	7♠	8♠	9♠	10♠
A♦	2♦	3♦	4♦	5♦	6♦	7♦	8♦	9♦	10♦

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# Shape Hunters

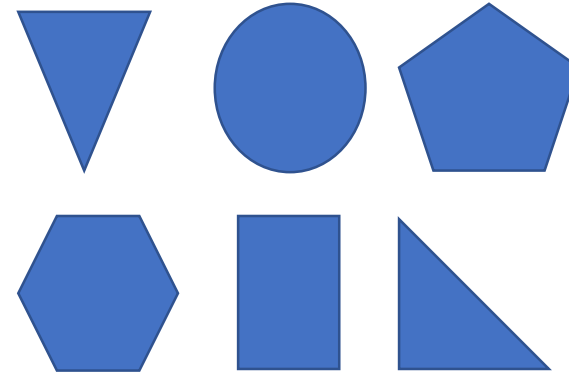


Walk around your home with your child to find as many 2-D shapes as you can find. See how many circles, triangles, pentagons, hexagons, squares and other rectangles there are (note that we say 'other' rectangles as squares are special sorts of rectangles).

A very important thing to help your child understand is that this is a square;  but so is this; . A shape can be orientated in any direction.

As an extra challenge you could:

- *Time your child*
- *Hunt for just one type of 2-D shape*
- *Find one of each 2-D shape*
- *Find 2-D shapes with an odd/even number of sides*
- *Compare the shapes they have found*
- *Look for shapes in different places (supermarket, park etc).*



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# Shop

For this activity you need to collect a range of items from around the house and put prices on them up to £1. You will also need a range of coins.

Ask your child to select the correct coins to pay for an item from the shop. You can score a bonus point if you find an alternative combination of coins to pay for the same item.

Ask your child a range of questions, such as:

*"What is the fewest number of coins you can use?"*

*"What is the largest number of coins you can use?"*

*"How many different ways can you make that price?"*



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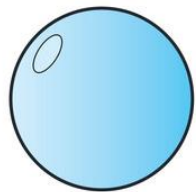
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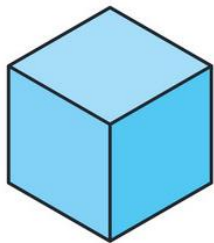
# Shape Hunt

Have a walk around your home with your child. Try to spot a range of different 3-D shapes. To begin, just work together to find lots of different examples. See which 3-D shapes your child is confident in naming.

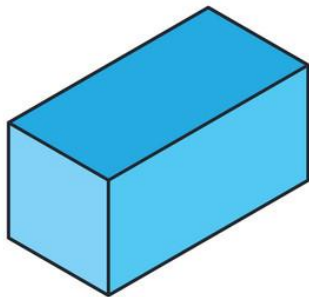
Can they spot and name any everyday objects that are the 3-D shapes below?



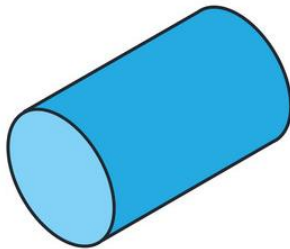
Sphere



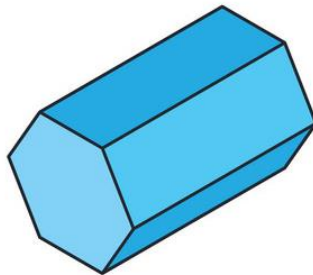
Cube



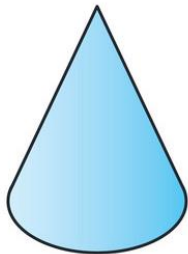
Cuboid



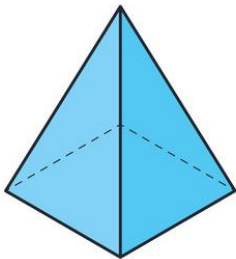
Cylinder



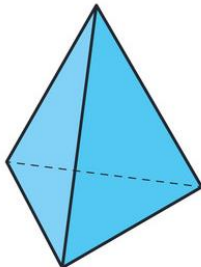
Hexagonal prism



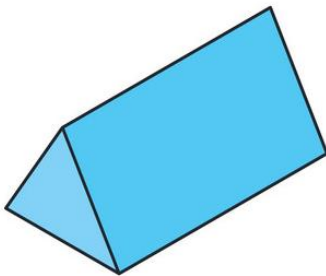
Cone



Square-based pyramid



Triangular-based pyramid



Triangular prism

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You could challenge them to find shapes in other places such as supermarket, park etc.

# Number Bonds Snap



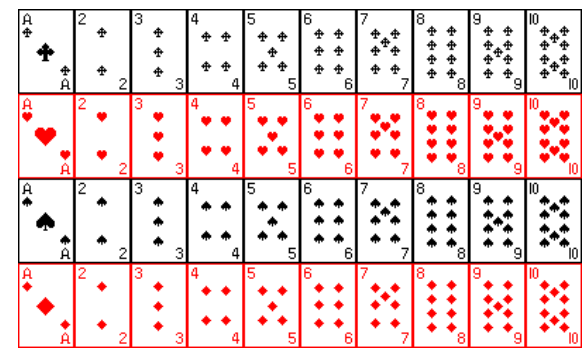
This is an extension from the activity in book one. The aim is to develop mastery of number bonds.

Find a pack of cards and remove all Kings, Queens and Jacks. You should be left with 40 cards.

- Start by taking 20 cards each.
- Take it in turns to reveal one card at a time, keeping your piles separate.
- Choose a total for your number bonds from 2 to 20 (for example you could say 13).
- If both cards on top of the two piles add up to the total (for example 6 and 7 make 13) , shout ‘SNAP’!
- The first person to shout it correctly wins all of the cards on the table.

The winner is the person to collect all of the cards.

You should increase the challenge according to your child’s confidence with their number bonds.



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# MANIPULATIVES

- CPA approach to learning
- Numicon shapes
- Counters
- Bead strings
- Cuisenaire rods
- Arrow cards
- Counting objects

# Counting On



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This is an extension from the activity in book one. The aim is to be fluent to at least 100 with counting by the end of Year 2. This is a game that requires no equipment and can be played in pairs.

One person chooses a number from the first column (jump size), and the other chooses a number from the second column (the starting number).

You must take it in turns to say the next number in the sequence.

For example, if you chose to start with jumps of 5, and your child decided to start at 4, the conversation would go:

Child: "4"

You: "9"

Child: "14" etc.

Stop whenever you reach a target number or feel that your child is struggling.

You can also swap your roles over.

Jump Size	Starting Number
5	0
10	5
1	7
2	10
3	40

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1. How can you use the activities to stretch your child's understanding?
2. What strategies would you use to support them with their counting?
3. How could this be represented visually?
4. Q & A



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# Upcoming Developments



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- Years 3 & 4 – Thursday 7th November
- Years 1 & 2 – Tuesday 12<sup>th</sup> November
- Years 5 & 6 – Wednesday 13<sup>th</sup> November

**Parent workshop  
dates**

- **Jotters** – Home learning jotters have been ordered for all year groups so that children are able to capture their mathematical thinking at home.
- **Online presence** – In the near future, we will use an online platform to share photographs of children completing activities at home.
- **School website** - Videos

# St George's Primary School

- The aims of Maths Week are to:
- ***1. Raise the profile of mathematics throughout England***
- ***2. Change the conversation about maths in the population at large to be more positive***
- ***3. Allow children and adults from all social and economic backgrounds to access and enjoy interesting mathematical experiences***
- ***4. Support teachers to plan special low-cost high-impact maths activities at their own schools during Maths Week***
- ***5. Encourage Higher-Education centres to invite schoolchildren to visit for maths events, in order to raise aspirations and encourage higher take-up of the study of maths at A-level and university***
- ***6. Make maths accessible and enjoyable for people who thought it was an elitist subject for 'clever' people: to 'love and enjoy' is a worthy goal!***

# The Whole School Picture

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**St George's  
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**Video interaction  
from professionals  
that use maths in  
their jobs**

**Bringing year groups  
together to enjoy and  
share their love of  
maths**

**Maths and art  
projects for  
exhibition on 25<sup>th</sup>  
November**

**Online competitions  
with the chance to  
win great prizes**

**Maths through story  
telling**

**Live lesson –  
Guinness World  
Record for the largest  
maths lesson**

**Maths investigations  
led by students from  
local secondary  
schools**





**MANGAHIGH**  
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**MATHS WEEK ENGLAND**

# NINJA

**CHALLENGE**  
**2019**

11th November - 16th November

