



Maths Vocabulary

In numeracy, we want children to:

- Know numbers and patterns e.g. 1 – 10; 1 – 100, 1 – 1000 etc
- Be able to identify patterns within numbers
- Be able to use the basic functions of number:
 - add, subtract, multiply and divide
- Be able to recognise money and coins
- Be able to measure using objects and standard units like centimetres, millilitres, grams, etc
- Be able to know the names of 2D (flat) shapes
 - e.g. circle, triangle...
- Be able to know the names of simple 3D shapes
 - e.g. cube, sphere, cuboid
- Be able to tell the time:
 - o'clock, half past, quarter to and quarter past

smallest

largest

position

estimate

hundreds

tens

units

digit

digits



It is important for all pupils to learn their times tables. We recommend that by the end of Year 2, pupils should know their 2, 3, 4, 5 and 10 times tables.

sum
addition
total
make
plus
altogether
add

take away
subtract
fewer
less than
difference between
minus
more than

multiply
array
sets of
times
multiple
times
product
group
factor

equally
share
grouping
divide
remainder

How you can help your child at home

- ✚ It is most important that you **talk & listen** to your child about their work in maths. It will help your child if they have to explain to you.
- ✚ Share the maths activity with your child and discuss it with them.
- ✚ Be positive about maths, even if you don't feel confident about it yourself.
- ✚ Remember, you are not expected to teach your child maths, but please share, talk and listen to your child.
- ✚ If your child cannot do their homework do let the teacher know by either writing a note in your child's book or telling the teacher.
- ✚ A lot of maths can be done using everyday situations and will not need pencil and paper methods.
- ✚ Play games and have fun with maths!

EXAMPLES OF NUMBER GAMES YOU COULD TRY WITH YOUR CHILD

- ◎ Skipping – every skip count 2, 3, 4 etc.
- ◎ Hop scotch
- ◎ Ludo
- ◎ Snakes and ladders
- ◎ Dominoes
- ◎ Cards – number sequences
- ◎ Cards – Rummy, Patience, Pontoon, Snap
- ◎ Bingo
- ◎ Yahtzee
- ◎ Heads & Tails and keep a tally
- ◎ Chess and draughts
- ◎ Monopoly
- ◎ Computer programmes
- ◎ Beetle
- ◎ Connect 4
- ◎ Counting games to practise times tables
- ◎ I spy a number in town, on a journey
- ◎ Number jigsaws
- ◎ Number Lotto
- ◎ Dot to dot with numbers
- ◎ Skittles
- ◎ Number crosswords, dot to dot, puzzles



Here are some examples of how you can include mathematics at home:

SHOPPING



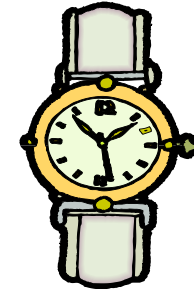
- £ Looking at prices
- £ Calculating change – which coins, different combinations.
- £ Weighing fruit and vegetables in the supermarket.
- £ Counting pocket money.
- £ Reading labels on bottles, packets, in order to discuss capacity, weight, shape and colour.
- £ Estimating the final bill at the end of shopping while waiting at the cash out.
- £ Calculating the cost of the family going to the cinema, swimming baths, etc.



Time

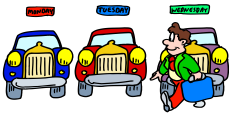


- ⌚ Looking at the clock – identify the numbers telling the time using analogue and digital clocks.
- ⌚ Calculating how long a journey will take looking at train/bus/airline timetables.
- ⌚ Using TV guide to calculate the length of programmes.
- ⌚ Programming the video or the microwave.
- ⌚ Looking at the posting times on the post box.
- ⌚ Discussing events in the day e.g. teatime, bed time, bath time.
- ⌚ Setting an alarm clock.



COUNTING

- ◆ Collections of objects – shells, buttons, pretty stones.
- ◆ Cars on a journey e.g. how many red cars?
- ◆ Animals in a field e.g. sheep, cows.
- ◆ Stairs up to bed, steps etc.
- ◆ Sports scores – cricket averages, goal averages.
- ◆ Pages in a storybook.
- ◆ Counting up to 10, 20, and 100 – backwards and forwards.
- ◆ Counting buttons, shoes, socks as a child gets dressed.
- ◆ Tidy a cupboard or shelf and count the contents e.g. tins, shoes, etc.
- ◆ Counting particular vehicles on a journey e.g. Eddie Stobart lorries, motorbikes, etc.



Beat the clock

Time your child as they do one of the following:

- Count back from 100 in tens.
- Count back from 75 in fives.
- Starting at six, count up in tens to 206.
- Starting at 39, count up in twenties to 239.
- Starting at 67, count up in thirties to 367.

Can they beat their record?

SEQUENCING

- The main events of the day;
- Routines and what comes next;
- The parts of a recipe, set of instructions;
- Getting dressed;
- Tying shoe laces;
- Imagine you have a week to do whatever you wish. Plan your week on the timetable;

	Morning			Afternoon	
Monday					
Tuesday					
Wednesday					
Thursday					
Friday					
Saturday					
Sunday					