



Fun activities for helping your children with maths

Rhymes

Teach your child any number rhymes or songs that you know, particularly ones that involve holding up a number of fingers, like Five Currant Buns. Practise them regularly with actions.

You can get more counting songs from this BBC website

<http://www.bbc.co.uk/schoolradio/subjects/mathematics/countingsongs>

Five Currant Buns

FIVE currant buns in a baker's shop,
Round and fat with a cherry on top.
Along came a boy with a penny one day,
Bought a currant bun and took it away.

(hold up 5 fingers)

FOUR currant buns in a baker's shop,
Round and fat with a cherry on top.
Along came a girl with a penny one day,
Bought a currant bun and took it away.

(hold up 4 fingers)

THREE currant buns in a baker's shop,
Round and fat with a cherry on top.
Along came a boy with a penny one day,
Bought a currant bun and took it away.

(hold up 3 fingers)

TWO currant buns in a baker's shop,
Round and fat with a cherry on top.
Along came a girl with a penny one day,
Bought a currant bun and took it away.

(hold up 2 fingers)

ONE currant bun in a baker's shop,
Round and fat with a cherry on top.
Along came a boy with a penny one day,
Bought a currant bun and took it away.
Bought a currant bun and took it away!

(hold up 1 finger)

(hold up fist with no fingers)



Instead of just saying “a girl” or “a boy” use the names of your child and his/her friends



Dice counting

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



Four, Three, Two, One

Swings and Seesaws

Count out loud how many times you push the swing or rock the seesaw, encourage your child to count with you.

Try counting backwards as well as forwards – when you get to 0 you can have a rest!

Consider counting up and down in 2s and 3s – or more once you have got very familiar with going up and down in 1s.

Build a tower

For this game you need a dice and some building blocks, duplo or lego

- Take turns
- Roll the dice
- Collect the number of blocks to build you won tower
- The first one to reach a tower that is 10 block high wins

For a change

- Start with 10 blocks each
- Take away the number on the dice
- First to exactly zero wins.

Note: If you have 2 blocks left you need to roll a 2 or two times 1 to finish. The idea is that you can't finish with a number that is bigger than the number of blocks you have left.

Roll a shape

Cut out 12 shapes

Make: 3 Triangles, 3 Squares, 3 Rectangles and 3 Circles

Roll the dice and collect a shape that has the right number of sides eg

roll a 4 collect a square or rectangle,
roll a 3 collect a triangle
roll a 1 collect a circle,
roll 2, 5 or 6 collect nothing.

The first to have 4 different shapes wins

If your child can name each shape he or she can go first next time.

