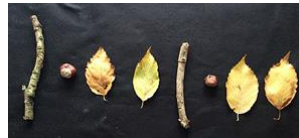


EYFS

Select from the list below and complete one each day. Whilst completing each activity look for patterns and connections. Make sure you enjoy the activity and have fun doing maths with your parents.

	Activity	Parent Comment
1	<p>Look in your food cupboard and find objects you can count like pasta, cereal or if you are lucky, sweets.</p> <p>Take a dessertspoon of each (the numbers need to all be below 20 so adjust the spoon size if necessary).</p> <p>Ask the children questions such as, do you think there are more pieces of pasta and cereal? How do you know? Can you prove it? (they could match them up in pairs to check/prove it)</p> <p>Try comparing two more sets but this time ask which has got less. Out of all of the sets which has got the most?/ the least?</p> <p>How many have you got of each object?</p> <p>Can you write a label to show the number?</p>	

2 Make repeating patterns with toys, food or natural objects found outside. Can you continue a pattern started by your parent or copy their pattern somewhere else? Can you create the same pattern with different objects?



You could even invent a code to represent your pattern.

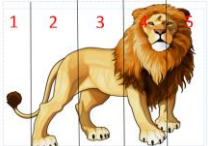


3 Buy some skittles. Can you count how many there are of each colour?

Adults make sure they touch and move each skittle as they count. Can they say how many there are now? Rearrange the same skittles so they just take up more space and ask how many there are again? Do they realise the number is still the same?

Use 2 or 3 colours to make a continuous repeating pattern all around the edge of a plate. Now pour some warm water into the middle and watch the patterns swirl.



4	<p>Can you make a model with just 2 colours of lego (or any other construction toy) that uses exactly 10 bricks? How many of each colour did you use? Can you think of a way to record this? E.g. child may draw 4 blobs of red and 6 blobs of yellow or you could write headings and they could record numbers 4 and 6.</p> <p>Can you swap one of your bricks for the other colour and record the new combination? Keep exploring this to see how many different ways you can make 10. You could do a similar activity with other numbers up to 10.</p>	
5	<p>Play dominos so that children practise quickly recognising numbers represented as dots. They could find the total of the 2 numbers that touch together each time by counting all the spots.</p>	
6	<p>Find four pictures that appeal to your child e.g. animals, aliens, dinosaurs and print them out. Cut each picture into 5 strips and label the strips from 1-5. Muddle them all up. Take turns to roll a dice with dots on and find the matching strip. Each person collects one picture. If you roll a 6 you miss a turn.</p>	

7	<p>Play a board game that involves counting spaces along a track. Now create your own board game. You could include squares where people miss a turn, go back 2 spaces or have to answer a simple maths question to win coins.</p>	
8	<p>Create a bingo game to play with the family. Draw a grid with 6 spaces on and draw sets of 1-10 objects in each space. E.g. you could draw 4 unicorns, 2 magic wands, 7 sweets etc. but don't write the numbers. Make as many grids as there are players and make sure no two grids have exactly the same sets on. Now create a set of cards with numbers on. The caller chooses a card and reads the number. If you have a set with that many objects on your board, you can cover it up. Normal bingo rules apply. (There is at least as much maths in making the game as playing it)</p>	
9	<p>Have a cinema night. Make numbered tickets for the 'customers'. Cook popcorn. Count the pops as it cooks - this will soon become impossible. Scoop the popcorn into different small containers to see what the capacity of each is. Do any surprise you? Decide which one to use as your official scoop. Ask each customer how many scoops of popcorn they want and count the scoops into a bowl to serve.</p>	

10	<p>Play in pairs. Secretly one person uses a set of 5 objects (e.g. dolls house furniture) and arranges them so the positions can be described using positional language like in front, behind, on top of, between, under etc.</p> <p>They take a photo of the arrangement on a phone or tablet to help them remember it then muddle it up.</p> <p>They then describe the arrangement to their partner using positional language. The other person tries to recreate it. When they have finished show them the photo so they can see if they are correct.</p>	
11	<p>Go on a shape hunt looking for squares, rectangles, circles and triangles. How many can you find of each shape? Which was the most common? Can you draw a rocket or a robot or a house using some of the shapes?</p>	
12	<p>Watch this story about Frog and Toad where toad makes a list of all the things he has to do that day</p> <p>https://www.youtube.com/watch?v=tqQiBsAuDZ8</p> <p>Make a list of all the things you are going to do tomorrow. Cross them off as you do them.</p>	

13

Make a spring scale like this one.



For instructions go to

<https://nrich.maths.org/13361> Have fun weighing a few different items and seeing how far they make the elastic stretch. Which item was the heaviest? Which item was the lightest? Choose another item and this time predict whether it will be heavier or lighter than the others before you weigh it.

14

Play bunny ears with a partner. Use 2 hands to be bunny ears and show a number of fingers e.g. 5. Can your partner match how you have made 5? Can you find a different way to show the same number on your 'ears'? And another?

Now be hopping bunnies. You and your partner need roll a dice and jump that many times. Can you play this game for 5 minutes before you get too out of breath?

15	<p>Empty an egg box and write a number in the bottom of each section from 0-5. Put 2 'counters' in (these could be anything that won't fall apart like pieces of pasta or dried beans). Shake the egg box and read the 2 numbers the counters land on. Show the 2 numbers with the fingers on your 2 hands. Now tap them to count how many it makes when you add them altogether.</p>	
16	<p>Build boats from different materials e.g. paper, foil, card. Check that they float.</p> <p>Estimate which boat will hold the most wooden building blocks/marbles (whatever you have) before it sinks. Add the items to the boats, counting as you go and then record which boat was able to hold the most.</p>	
17	<p>Find a stick and decorate it with paint, glitter, curling ribbon, fimo, card shapes to create a magic wand. Can you find 5 things that are longer than your wand and 5 things that are shorter and draw them? Make sure you line up the ends carefully to check. Go back to your longest object. Using your magic wand, can you now measure how many magic wands long it is. How many magic wands tall are you?</p>	

18	<p>Play a beetle drive style game where you build an alien instead. Create a menu where each body part has a value. E.g. head=1, mouth=2, eye=3, tentacle=4, leg=5, body=6. Roll a dice and draw the body part that you roll. You need to roll a 6 to start. You should soon have some crazy aliens to colour in.</p>	
19	<p>Make a set of number cards 1-12. Place all of the cards randomly but face up. Ask your grown up to close their eyes and choose a card. Put that card down and try to continue the sequence by finding and placing the next three cards. If this is easy, try to do the same activity but putting down the next few cards counting backwards instead.</p>	
20	<p>Learn a new counting song or practise an old favourite.</p> <p>You can listen and watch some classics here https://www.bbc.co.uk/programmes/p065z8z4</p> <p>Maybe you could bake some currant buns and act out that song too!</p>	