

Useful websites

<http://www.bbc.co.uk/schools/parents/resources/>

www.mathszone.co.uk

<http://www.woodlands-junior.kent.sch.uk/maths/>

<http://www.coolmath4kids.com/>

http://www.comberps.newtownards.ni.sch.uk/maths_games_for_ks1.htm

<http://www.year2maths.co.uk/numberfacts/num1/make10/make10.htm>

www.ngfl-cymru.org.uk

www.mangahigh.com

www.parentsintouch.co.uk

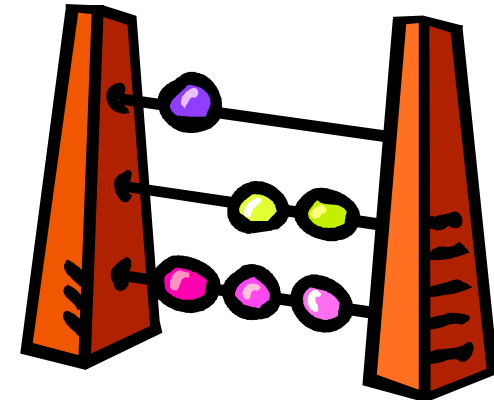
Maths is all around us and we're using it everyday!

Many of you will already be doing these mathematical activities and practising your child's numerical skills without even thinking about it!

The most important thing is to make learning maths FUN!

Booklet 6

Supporting your child with Mathematics



Whatever you do, make sure your children
ENJOY their Mathematics!

If they struggle to understand, make mistakes or get bored; keep calm, make it easier, change the subject, tell them a joke, play football, go to the park but please don't get cross or impatient - you could put them off maths for life!

Addition

Pupils extend the carrying method to include any number of digits

$$\begin{array}{r} 7648 \\ + 1486 \\ \hline 9134 \\ 111 \end{array}$$

$$\begin{array}{r} 6584 \\ + 5848 \\ \hline 12432 \\ 111 \end{array}$$

$$\begin{array}{r} 42 \\ 6432 \\ 786 \\ 3 \\ + 4681 \\ \hline 11944 \\ 121 \end{array}$$

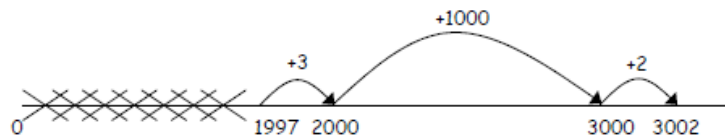
Subtraction

Pupils extend the carrying method to include any number of digits

$$\begin{array}{r} 5131 \\ \del{6467} \\ - 2684 \\ \hline 3783 \end{array}$$

Where the numbers are close together or are close to multiples of 10, 100 or 1000, pupils should use a number line

$$3002 - 1997 = 1005$$



Remainders

Draw a 6 x 6 grid like this

82	33	60	11	73	22
65	12	74	28	93	51
37	94	57	13	66	38
19	67	76	41	75	85
86	29	68	58	20	46
50	69	30	78	59	10

Choose the 7, 8 or 9 times table.

- ◆ Take turns.
- ◆ Roll a dice.
- ◆ Choose a number on the board, e.g. 59. Divide it by the tables number, e.g. 7. If the remainder for $59 \div 7$ is the same as the dice number, you can cover the board number with a counter or coin.
- ◆ The first to get three of their counters in a straight line wins!

Doubles and trebles

Roll two dice.

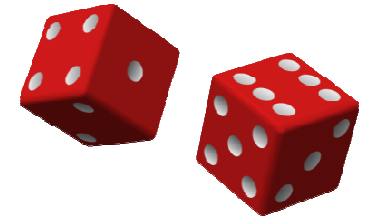
Multiply the two numbers to get your score.

Roll one of the dice again. If it is an even number, double your score.

If it is an odd number, treble your score.

Keep a running total of your score.

The first to get over 301 wins.



Here are a variety of number based games that you can encourage your children to play - why not play as a family?

Four in a line

Draw a 6 x 7 grid, like this:

26	54	47	21	19	5	38
9	25	67	56	31	49	13
39	41	6	1	75	28	90
14	50	81	23	43	4	37
45	29	72	34	7	58	17
36	2	55	11	22	40	42

Fill it with numbers under 100.

- Take turns
- Roll 3 dice
- Use all three numbers to make a number on the grid.
- You can add, subtract, multiply or divide the numbers,
- e.g. if you roll 3, 4 and 5, you could make $3 \times 4 - 5 = 7$, $54 \div 3 = 18$, $(4 + 5) \times 3 = 27$, and so on.
- Cover the number you make with a coin or counter.
- The first to get four of their counters in a straight line wins.

Multiplication

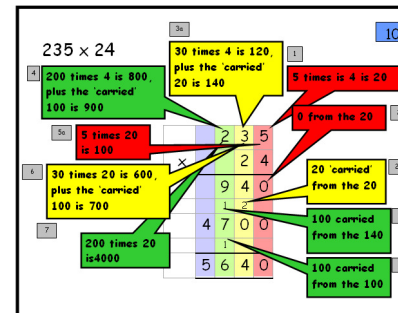
Pupils develop and build upon the grid method previously used
 235×24

Children will approximate first
 235×24 is approximately $240 \times 20 = 4800$

x	200	30	5
20	4000	600	100
4	800	120	20

4000
+ 600
+ 100
+ 800
+ 120
+ 20
<hr/>
5640
1

They then move onto recording it in columns



Division

Pupils solve calculations through long division

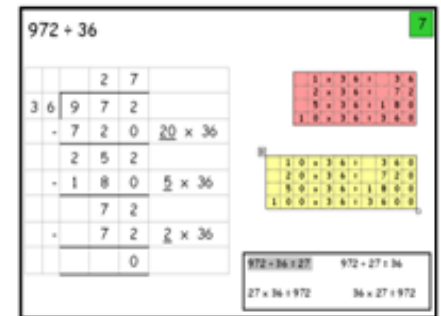
$$972 \div 36$$

$$\begin{array}{r} 27 \\ 36 \overline{) 972} \\ \underline{- 720} \\ 252 \\ \underline{- 252} \\ 0 \end{array}$$

$20 \times$
 $7 \times$

↓

Answer: 27



Rhymes

Make up rhymes together to help your child to remember the harder times-tables facts, e.g.

6 x 7 = 42 phew! 7 x 7 = 49 fine! 6 x 8 = 48 great!

Favourite food

Ask your child the cost of a favourite food item

Ask them to work out the cost of 7, 8 or 9 of them

How much change would there be from £50?

Repeat with their least favourite food



Card game

Using a pack of cards with the Kings, Queens, Jacks and Jokers removed.

- Take turns to roll the dice and pick a card
- Multiply the two numbers together
- Write down the answers and keep a running total
- The first to go to 301 is the winner



Sale of the century

When you go shopping or see a sale ask your child to work out the cost with:

- 50% off
- 25% off
- 10% off
- 5% off



Ask them to explain how they worked it out.

Animals

Take turns to think of an animal.

Use an alphabet code, A = 1, B = 2, C = 3... up to Z = 26.

Find the numbers for the first and last letters of your animal, e.g. for a TIGER, T = 20, and I = 9,

Multiply the two numbers together, e.g. $20 \times 9 = 180$.

The person with the biggest answer scores a point.

The winner is the first to get 5 points.

