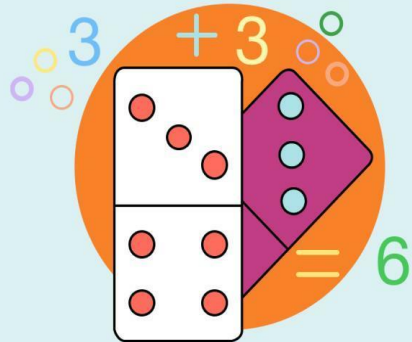


Brainy Maths

Building solid
foundations in
number



while developing
skills crucial for
learning





Lockdown Programme

Block 2 - Reception

Skills covered in Block 2:

Number, words and numerals:

1 – 5, 1 – 10, 1 – 12 / 15 / 20

Subitising: 1 – 3, 1 – 6

Counting objects / actions:

1 – 5, 1- 10, 1- 12 / 15 / 20

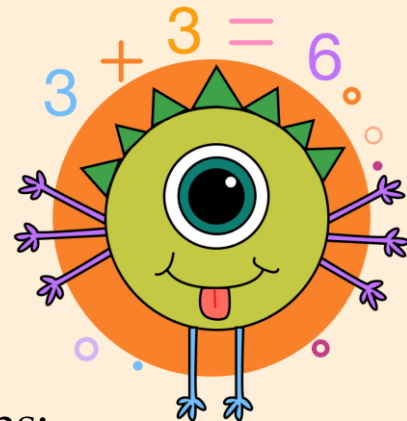
Adding & Comparing

Vocabulary:

More, Less, How many altogether? Total

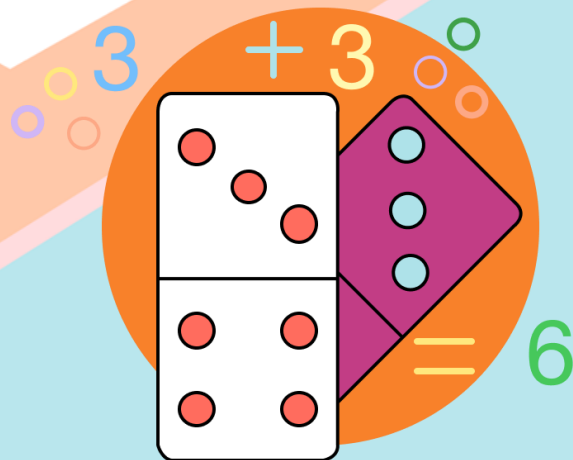
Executive Functions:

Memory, attention, self-regulation



Tips for working through Block 2:

Start with the first game in session 1. If possible, spend up to 30 minutes playing the three games in this session OR split the session up and play the games at different times.



If your child is finding an area of number difficult, e.g. counting sets of objects, provide as much practice with this skill as possible and use games from Block 1 and 2 which address this.

If your child particularly enjoys a game, keep revisiting at different times during the week and add extra challenge if possible.

Go back to games from last week that your child enjoyed playing ALSO ones they found tricky but were starting to get the hang of.

Choose the numbers you play with carefully – SEE NEXT SLIDE



Choose Numbers Carefully:

Easier: If your child is struggling to recognise numbers up to 5, limit your dice to a 6 sided dice either with numbers or dots

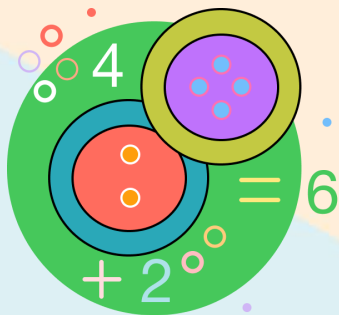
Do not feel like you have to rush to move on to bigger numbers.

Easier: If playing a game with playing cards, take out the cards over 5 and slowly introduce the larger numbers as your child builds up confidence.



Harder: If your child is confident with numbers up to 10, use two six sided dice and have children add up the dots or use a 0 – 9 dice.

A solid grasp of numbers 1 – 10 will provide an excellent foundation for your child to base their future maths on.



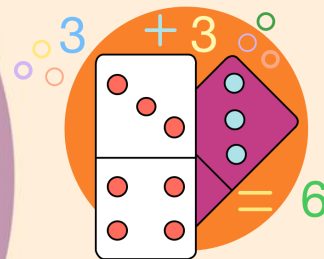
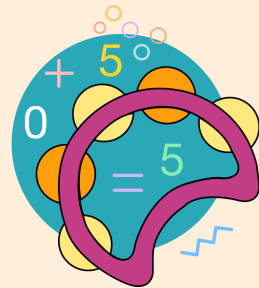
Objects to count
e.g. buttons



Playing cards (if possible
change the Ace cards to
1 using sticky labels)

Resources that will be useful in Block 2:

Instruments or
anything to shake /
bang e.g. pan and
wooden spoon



Dominoes

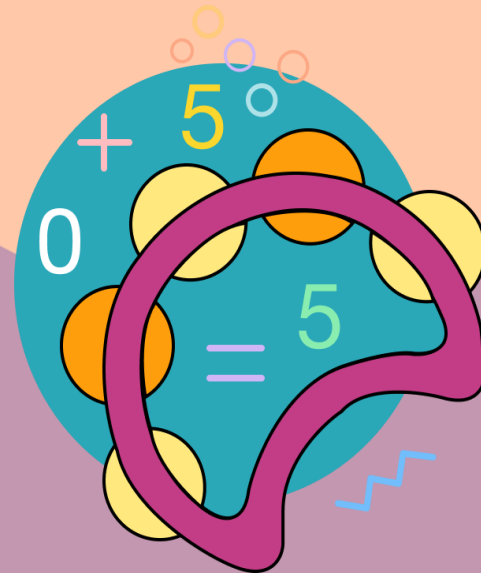
A variety of dice: 1 – 6
dot dice; 1 – 6 number
dice; 0 – 9 number dice



Session 1 Games

Jack in the Box

Tambourine Tap





Jack in the Box

Show your child a Jack in the Box (real or virtual!). Together count until he jumps out.

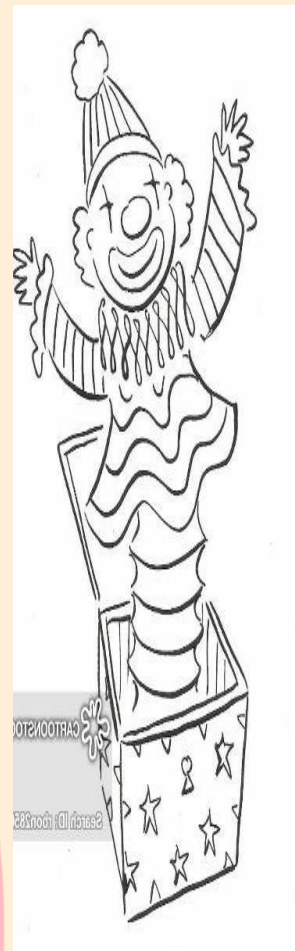
Tell your child they are now Jack in the Boxes and need to stay in a ball on the floor until a target number is reached, when they will jump up.

Generate target number by rolling 2 dice and adding the numbers together.

Challenge 1: Start at the dice total and count backwards to 0, when child will jump up.

Challenge 2: Ask children to suggest target numbers following different rules e.g. bigger than 12, less than 18, 1 more than 7 etc

Resources: Jack in the box (or a picture / you tube clip), dice



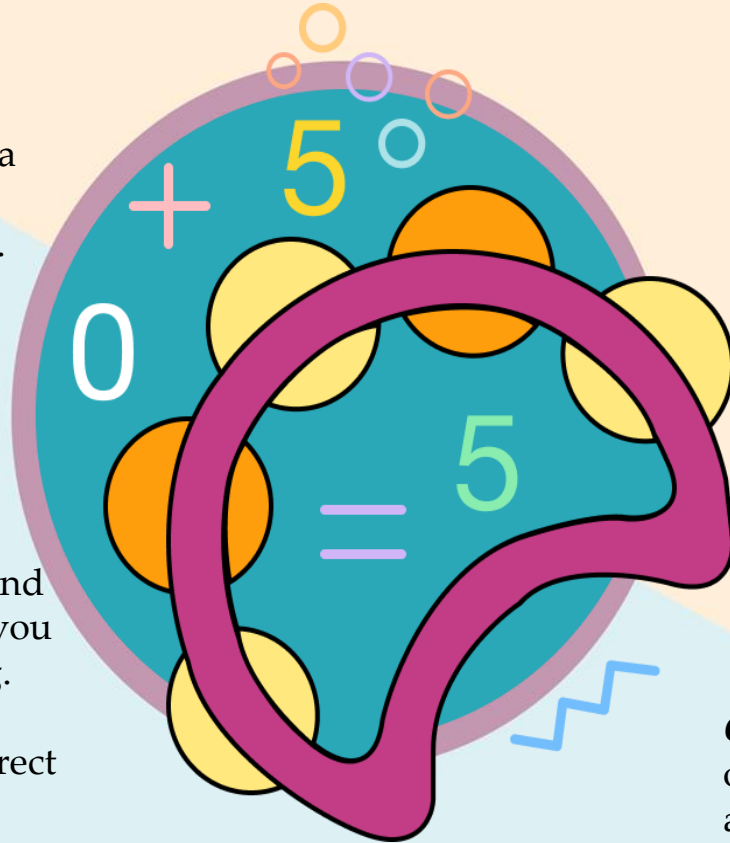
Tambourine Tap

Tap a steady number of beats on a tambourine or any instrument or home made instrument available.

Repeat before child does anything. Child counts the beats and show the correct number on their fingers.

Tap a different number of beats and this time ask your child to show you the number in a different way e.g. using a dice / finding the correct number card / picking up the correct number of cubes.

Reverse so you show your child a number on a dice / using objects and they tap the correct number on the tambourine.



Resources: Tambourine or any instrument. Can make a drum using pans and wooden spoons or a shaker with an empty bottle and dried lentils; number cards; dice; objects to count out e.g cubes

Challenge: Children roll 2 dice or pick up 2 playing cards, total and tap the correct number on the tambourine

Session 2 Games

Dice Splat

Play Your Cards Right – SNAP!



Dice Splat

Lay cards 1 – 6 in front of your child.

Roll a dice.

Child 'splats' the correct number using a fly swatter / ruler / wooden spoon. Once confident, jumble up the number cards.

If possible to play with two children, give them both something to splat with and the child to splat the number first scores a point.

Challenge: Use playing cards and assign 11 to Jack and 12 to Queen OR make number cards 1 – 12 and use two dice to find the number to splat.



Resources: Playing cards, dice, something to splat with



Tip: If your child does not yet recognise dice patterns, look at the Nursery programmes for ideas on how to practise this.

Play Your Cards Right – SNAP

Share out the cards with the joker included and explain to the child that the joker can be any number / pattern that they like.

Each player turns over their top card at the same time. First player to identify a match according to number and shout snap and the number wins the cards. If there is no match, everybody turns over a new card. Play continues until all of the cards are used up.

Challenge: Change the rules so you can snap according to pattern or number.

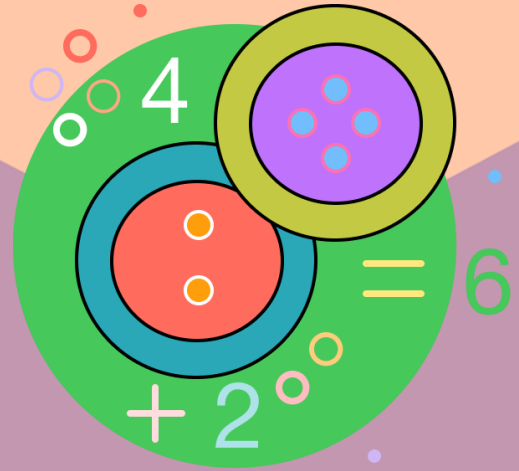
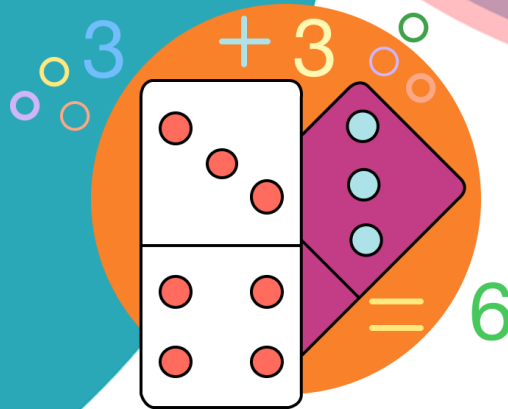
Resources: Pack of playing cards



Session 3 Games

Dominoes – Add & Compare

Buttons, Beads, Counters &
Cubes: Adding



Dominoes – Add & Compare

Turn the dominoes face down.

Each player picks a domino and counts how many dots altogether.

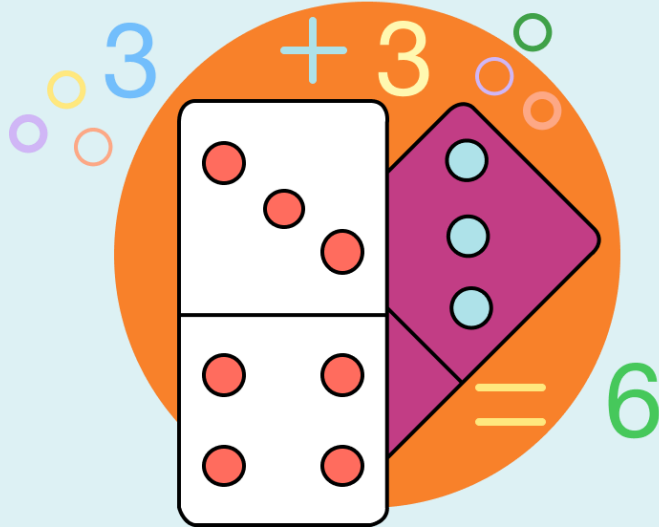
The player with the **greatest number** of dots on their domino altogether wins the round.

The winner of the round takes the dominoes of any of the other players and starts a domino line. Play more rounds and players add to their domino lines when they win a round.

Use to reinforce language of **more, greater** and **most**. Player with the most dominoes at the end is the winner.

Resources: Dominoes

Challenge: Each player picks two dominoes and totals the number of dots



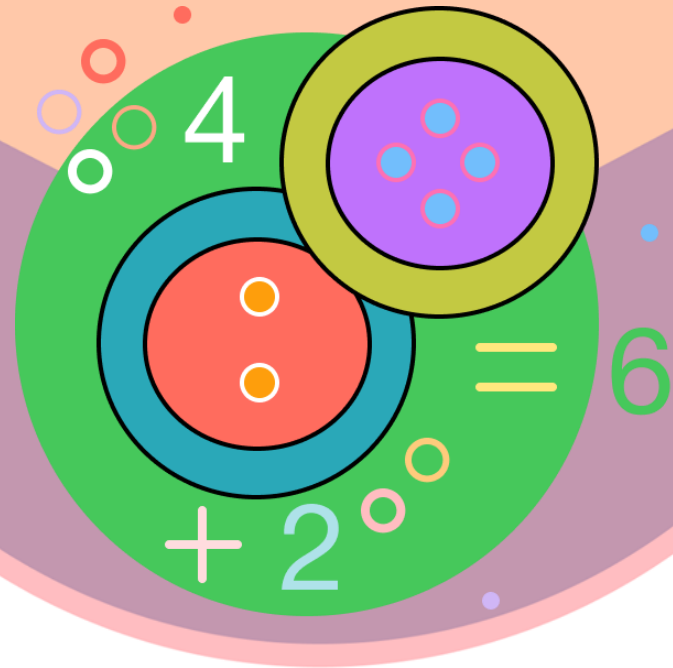
Buttons, Beads, Blocks & Counters: Adding

Place a few objects in a hoop and a few more in another hoop. Ask your child to count how many objects in each hoop and then how many altogether. Help your child to write an addition sum.

Move some of the objects from one hoop to the other and ask your child to count how many are in each hoop and how many altogether. Observe if your child knows that the total will remain the same. Write a new addition sum and talk about how numbers can be made in different ways.

Pick a card and share the totals

Resources: Objects to count, number cards, 2 hoops / bowls or plates to put objects into.



Tip: If your child is struggling to count accurately, take a look at the Nursery programme and provide as much practice as possible for children to count objects.

Any Questions or Comments?

Visit our website: www.brainymaths.co.uk

Visit our [Facebook](#) page

Email sera@brainymaths.co.uk

If you found this resource helpful, please comment on our Facebook page and, if at all possible in these uncertain times, donate via our PayPal tip box on the website.



See you next week for
Brainy Maths Lockdown
Block 3!

