

Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.

I am reliable when I count numbers from one to twenty, placing them in order, using mathematical terms accurately and can also solve some number problems. To achieve the Early Learning Goal, children need to demonstrate knowledge of many different skills.

Do not need to have 'mastery' of everything but need to use most of these skills in a range of contexts.

What are these skills?

- Counting
- Number recognition
- Number before (one less)
- Number after (one more)
- Addition
- Subtraction
- Counting on
- Counting Back
- Doubling
- Halving
- Sharing
- Problem Solving

## At Home!

There are many different ways you can help your child in Maths.

Adults use lots of Maths at home in everyday activities such as DIY, cooking and shopping.

Using money is great for counting

## **Activities**

## Make a number track together

- Play dice games- either a board game or make up actions when you roll the dice (eg if you roll a four, pick up 4 objects or do four jumps)
- Begin to play with two dice so that your child has to add two amounts together!
- Look out for numbers in the environment- they are everywhere (doors, cars, signs)
- Also look out for shapes
- Count in the car
- Lay the table with your child- ask them to get out the right number of forks, spoons, knives etc

- As you are doing these activities ask your child, what would one more be? What would one less be?
- Share out biscuits or cakes onto different numbers of plates
- Look for numbers around your home- TV controls, keypads, clocks
- Get the playdough out!
- Count toys as you tidy up
- Count how many steps it takes to get to your house from a given point.
- Count loose change together

There are hundreds of opportunities to talk about number and calculation and often these can be very simple!