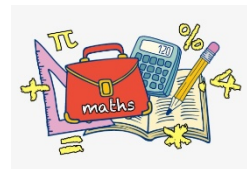


Maths and Numeracy

Fun activities for a Key Stage 2 Child



- Encourage your child to calculate combinations of items when shopping
- Involve them in more complex weighing activities whilst cooking (encourage them to choose the correct measuring instrument themselves)
- Convert a recipe for 4 people to one for 6 people
- Use computers and calculators at home to find solutions
- Discuss equivalents in everyday life, e.g. half, quarter, eighth, 10%, 20%, 0.25, 0.75 etc.
- Provide access to a variety of measuring containers to allow the child to investigate volume/capacity - discuss their findings with them
- Involve them in gardening activities to provide opportunities for area/perimeter calculation and tessellation
- Encourage reading of thermometers to develop understanding of negative numbers
- Help your child with maths-based home tasks (especially investigations)
- Talk about time, e.g. How long is it until lunch time? The journey takes $2\frac{1}{2}$ hours, when will we arrive? We need to be there at 2:00 pm, when do we need to leave home?
- Discuss the duration of popular television programmes - what percentage of the day is devoted to news programmes? etc.
- Develop subtraction by asking, "How much change will you have if you buy an item costing 73p from five pounds?" etc.
- Develop division through sharing activities - if I have 75p and I share it equally amongst 3 people, how much will each person have?
- Discuss probability through use of a variety of diced-based board games
- Look at discounts in shops and attempt mental calculations
- Develop understanding of length by estimating, then calculating, measurements of a room for wallpaper or by measuring a table before purchasing a tablecloth
- Involve your child with measuring and calculating how much curtain fabric is needed, how much wood for shelves, how many wall or floor tiles are needed, how much carpet etc.

- Investigate area by encouraging your child to work out the best locations for furniture in his/her bedroom
- Make a jelly following a recipe and using a mould to develop volume
- Look at geometric designs of companies and discuss shapes involved
- Investigate angles by looking at direction and turn
- Introduce data handling using Venn/Carroll diagrams (e.g. cars, motorbikes, red vehicles, etc.)
- Develop understanding of co-ordinates by investigating maps
- Encourage children to make databases by cataloguing their friends' addresses and telephone numbers
- "The answer is 10 (or any number), what is the question?"
- Play card games such as sevens, cribbage, pontoon etc.
- Play games involving calculating scores, e.g. scrabble, darts, bowling etc.
- Play games involving strategic thinking/logic, e.g. draughts, chess etc.
- Play specialised computer games designed for using and developing maths e.g. www.topmarks.co.uk or BBC Bitesize