Welcome!!

While you are waiting.....

Find your dice template in your pack and cut out the 2 nets.





DON'T make them completely - just do stages 1 & 2 so that when the children arrive you can work as a team to put the numbers on and make the cube shape

Bracknell Forest Community Learning Team





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Counting & Early Calculation Skills

<u>The Plan:</u>

1. PARENT PREP:

- why using real objects ('manipulatives') to count and calculate is vital
- define key concepts rote/rational counting and number bonds
- how to make & use your 'magic pebbles' counting kit with your child
- 2. CHILDREN ARRIVE: work with your child to put the counting & calculating kit together and check for accurate, rational counting
- 3. Try out a variety of calculation activities with your child.

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The purpose of this session is to provide information and experiences that will help you to support your child's learning. However...... One size **doesn't** fit all!!



Each parent has different knowledge, skills & experiences - if any of the topics covered are familiar to you, please feel free to chip in and share - we can learn a lot from each other!

<u>"POST -ITs"</u> - please use them to jot down: - questions/things you want to know more about - notes on things you would like to try out with your child - any ideas or 'top tips' you can think of

EYFS statements ("Number")

Development of early counting skills

Which comes first? Talk to the person next to you to put the following skills in order:



*See if you can find them on your Progression in Counting Skills <u>handout</u> - this gives you an idea of what happens when.

Counting Skill	Agei	in months
Show curiosity about numbers by offering comments or asking questions		
Use some number names and number language, but not accurately		
Use some number names accurately in play e.g. "I have 2 cars"		0-20
Recognise groups with one, two or three objects		
Recognise some numerals of personal significance e.g. "I am 4 years old" "My house number is a four and a two"		
Understand that when counting, number names must always be said in the same order		
Count up to three or four objects by saying one number name for each item		
Count out up to six objects from a larger group		
Count actions or objects that cannot be moved e.g. spots/pictures of objects or the number of times they hear a clock chime		20-40
Begin to count beyond 10, but not always accurately		20 .0
Begin to represent numbers using fingers, marks on paper or pictures		
Select the correct numeral to represent 1 to 5, then 1 to 9 objects		
Count an irregular arrangement of up to ten objects and understand that it doesn't matter which object you start the count with		
Estimate how many objects they can see and check by counting them		
Know that the last number said in the count identifies how many objects are in a set		
Talk about order using 'first', 'second', 'third'		
Match two sets of objects, compare two sets of objects		
Count reliably up to ten everyday objects		
Recognise numerals 1 to 9		40-60
Use language such as 'more' or 'less' to compare two numbers		
Find one more or one less than a number from one to ten		
Begin to relate addition to combining two groups of objects and		,

Please continue to practise and consolidate all the above skills over the summer holidays, it really helps them to start Year 1 confidently

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Number – number and place value

Statutory requirements

Pupils should be taught to:

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers to 100 in numerals; count in multiples of twos, fives and tens
- given a number, identify one more and one less
- identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least
- read and write numbers from 1 to 20 in numerals and words.

Number – addition and subtraction

Statutory requirements

Pupils should be taught to:

- read, write and interpret mathematical statements involving addition (+), subtraction
 (-) and equals (=) signs
- represent and use number bonds and related subtraction facts within 20
- add and subtract one-digit and two-digit numbers to 20, including zero
- solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = _____9.

Number - multiplication and division

Statutory requirements

Pupils should be taught to:

 solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. Looking ahead.....

Year 1 programme of study ("Number")

Why using real objects (manipulatives) in maths is so important (and not just for EYFS classes!)

- To support sense making, mathematical thinking and reasoning
- To avoid the possibility of blindly following a taught procedure to arrive at an answer
- For children to be able to demonstrate to themselves and others mathematical truths
- To deepen childrens' understanding of abstract mathematical concepts
- To explain the meaning and justify the use of different mathematical processes such as the standard written methods

E.g. short division



Your kit.....

Dice



0-20 number cards (place value highlighted)





Pebbles & bag





Copy of 'Quack Attack' board game



Use some number names and number language, but not accurately

Counting by rote

From an early age children use numbers as labels, counting out loud using number names they know.

-often re-use known number names e.g. 1-2-3-4-5, 1-2-3-4-5, 1-2-3-4-5......

-progress to pointing to objects as they count, but not accurately.

- say number names in order (...but not necessarily know their meaning/value). Children can often do this from quite a young age and up to quite a high number .

Counting is MUCH more than remembering numbers and recognising numerals, it must be "rational" rather than "rote"

- Rational counting is counting that has meaning associated with it
- The child understands that the number name is connected with an actual value or amount of something – they know "how many"
- The child can not only say the numbers in order but recognise that 2 actually means 2 objects, 3 means 3 objects and so on

Children need to understand several concepts before they can count rationally......

One-to-one correspondence

Count up to three or four objects by saying one number name for each item

Children learn that each number name in the count relates to an object.

"point to each object as you count" - many children tend to rush ahead and say the next number name faster than they point to the object.

TIP 1: get them to move [count out] the objects one by one as they count. TIP 2: don't ask your child to count more things than s/he can count easily and with success

http://www.youtube.com/watch?v=hgTOAwHVgxw

Cardinality - the 'are we there yet?' of the maths world - has this ever happened to you?....

'Jake, I wonder how many beetles are in the jar?'

Jake counts '1, 2, 3, 4'.

'So how many are there in the jar?'

Jake replies, '1, 2, 3, 4'.



When asked the question 'How many?' children will initially repeat all of the numbers in the count. This can be very frustrating, but it's totally normal.

With more experience, children will not need to count again, but will just say the last number in the count.

Conservation of number

Conservation of number is the stage where the child knows there are the same

number of objects in a group however that group is structured.



A child who hasn't yet developed this concept will say there are more in the second row.

When your child makes and counts sets of objects, re-arrange the objects and ask 'how may now? - they will soon get the idea!!

⁵ ^{mins} Using your counting kit - 1

- Ask your child to count out 20 magic pebbles
- You will be checking that they can count reliably and accurately.
- You will be watching to see if they have good
 1:1 correspondence (when counting a set of objects, do they touch one object as they say each number, to arrive at the correct total number in the set?)
- Use this information to decide which numbers to work with for the rest of the session......

Smins Using your counting kit - 2

• Help your child to cut out their 0-20 number cards



- Ask them to choose a number <u>less</u> than 10, and give you the matching number of magic pebbles
- Check for cardinality (e.g. having counted a set of 6 objects, can they say "there are 6" without needing to re-count?)
- Check for conservation of number (do they understand that a certain quantity will remain the same even if the position, shape, or size is changed?)
- Now ask them to choose a number <u>more</u> than 10, and give you the matching number of magic pebbles

s mins Using your counting kit - 3

• Work with your child to put spots/numbers (or both!) on the dice nets. E.g. 0,1,2,3,4,5 and 6,7,8,9,10, ©







• Work as a team to assemble the dice



Top tip: You can draw numbers in pencil first for them to trace over - the number formation rhyme sheet can help with this



⁵ ^{mins} Using your counting kit - 4

Have fun throwing the dice and making sets of pebbles to **practise early calculation** – try one of these ideas:

- Roll one of the dice and get the matching number of pebbles: experiment with one more, one less
- Roll both dice and make 2 sets of pebbles: compare the sets, using mathematical language to describe - bigger, smaller, more, fewer
- Roll both dice and make 2 sets of pebbles: combine the sets ("how many altogether?")
- Roll the 6-10 die and get the matching number of pebbles, then roll the 0-5 die to decide how many pebbles to remove

*remember to work with numbers that your child is confident with

** encourage them to write or draw their findings......

1 more, 1 less

Use a set of objects to explore what happens when things are added or taken away



"How many in your set?" (8) "Can you add (take away) one pebble?" "How many in your set now?" (9) / (7) "Can you write or draw what you did?" /

Comparing numbers

Match two sets of objects, compare two sets of objects

Use 2 sets to match & compare

Compare sets, using 'bigger' 'smaller' Compare objects, using 'more' 'fewer', how many more etc.



Combining sets

Use 2 (small) sets practise addition

Throw the dice to randomly select 2 numbers & ask your child to get pebbles to match

"How many in this set?" (5) "How many in this set?" (3)



*encourage your child to push the 2 sets of pebbles together

"How many altogether?" (8)

Exploring Number Bonds

- 'Number bonds' describe how 2 [or more] quantities combine to make a particular total. For example: combining 3 objects with another 4 objects gives us 7 objects altogether. [in short, 3+4=7]
- "Foundation blocks" for calculations, where children begin to see patterns in numbers and to learn mathematical principles and relationships.
- Lots of number bond practice with real objects will make a huge difference to children's mental arithmetic skills and to their speed and confidence in all calculation work.

5 Mins Using your counting kit - 5

Play the Quack - Attack game using your (6-10?) dice to choose how many pebbles to play with





- Find all the different ways to split that number into 2 sets (how do you know you've found them all?)
- Draw or write the different ways







Make more dice at home: <u>http://www.firstpalette.com/Craft_themes/Alph</u> <u>abet_and_Numbers/paperdice/paperdice.html</u>



Technology has a place: -fun way to practise and consolidate -doesn't replace experience with real objects

http://www.ictgames.com/mucky.html



The blue form 😳

Bringing Serving to the

Family Learning Evaluation

24	5
21	Bracknell
1	Forest
	Council

+10

(...)

Session Attended: 'Magic Pebbles' (counting & early calculation skills) Tutor: Heather Williams

We hope you have enjoyed today's session - In order for us to monitor the quality of our courses, we would be grateful if you could spend a couple of minutes completing the sections below:

Your name: Date:

1. Glad you came?

Did you enjoy your time in school today?

Yes/No

Did you learn something new? Please rate increase in knowledge/skills:

+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
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Two things I have found useful today:

We want our sessions to be as useful as possible - what could we do better?

2. Want to do more/something else? We run a variety of short courses

.....

- please circle any of interest (many are FREE)

Family Learning sessions: Maths /Literacy /anxiety /transition & change /other.....

Parenting courses: Challenging behaviour/ self esteem/ sleep/ anxious thoughts & worries

Back to work courses: working with children / be your own boss / retail / hospitality /

customer service / food safety / health & safety / first aid

Soft Skills: Managing change / confidence building/ team building/ effective communication

English/maths for adults - informal 'café style' sessions (brush up skills / gain a qualification)

IT skills: Word / Excel / Outlook / Power Point / IT for jobseekers

Something else? Phone number/email address.

Thank you for your time

Concentration issues?

- Keep the pace going try a range of different activities and games (5 mins max per activity)
- Try a different game I have lots they can choose from

What's the	Difference?
2-4 players	

Materialis: A pack of twenty to thirty dot cards () to 10 dots in dice and regular patterne), counters or after objects to use as counters e.g. lege bricks, Ip colve, paste pieces.

Rules: Spread out ten cards face down and place the rest of the cords in a pile face down. The first player turns over the top pile card and places it beside the pile. Her/she than chooses are of the spread cards and turws in over. The player works out the difference between the number of dats on each cord (using their pabbles arranged in two rows as a practical way to work this out). The player then takes that number of counters/objects. (For example, if one card showed 3 dats and the other 8, the difference is 5 and so the player would take 5 counters.) The spread and is turned force down again in its place and the next player turns the top pile card and chooses one of the spread cards to turn over. Continue to take turns until all the pile cards how been used. The winner is the player with the meet counters: therefore the stretegy is to nonember the value of the spread cards so that the one realiting in the maximum difference can be chosen.

Variations/Extensions

 Try to turn the spread conds that give the minimum difference, so the winner is the player with the fewest counters.

Asil a die instead of using pile cards. Start with a set number of counters (say twenty), so that when all the counters have been claimed the game ands.

'Deal and Copy' game

3-4 players

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----- W = 161

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Materials: Fifteen dot eards with a variety of dat patterne representing the numbers from one to five and a plantiful supply of counters, or other objects e.g. mechane, buttere, parts places.

Rules: One shild deals out one cand face up to each other player. Each shild then used the counter's to register the annanyment of data on hucher cand and any the number should. The dealer sheels each result, then deals not a new cond to each player, placing it on top of the previous aand. The shildnen then rearrange their counters to metab the new cond. This continues until all the cande have been used.

Variations/Extensions

 East-child can predict aloud infather the new card has more, fewer ar the same multier of date on the predicate cord. The prediction is checked by the dealer, by shear-ving whather countrier need to be taken every or odded.
 Encrease the number of date on the cords.



How Many?

Cover up a small number of pebbles [or any kind of object] with a cloth.



Ask your child to take some of the pebbles out from under the cloth and then suggest how many they think are still covered. Take the cloth away to check their suggestion

*You can make the task easier by allowing them to remove one or two more pebbles, or to feel the pebbles still hidden.



You can extend this game in various ways:

- "I'm covering up 15 cubes. How many would I have to take out for there to be 8 left under the cloth?"
- Give your child some cubes from under the cover, telling them how many are still hidden and ask "How many did I have to start with?"
- Start with a known number of pebbles and put them under the cloth. Ask your child to close
 their eyes while you add a few more pebbles. Ask child to remove cloth and count up the
 pebbles what was the scerer number 1 added?"

Time for children.......

- Help your child to count out 20 'magic pebbles' and put them in their special bag (check that they are consistently using 1:1 correspondence and counting reliably and accurately up to 20)
- Cut out your 0-20 number cards (check for cardinality and conservation of number, make it fun by inventing your own games)







Have some fun with dice
 ('customise' to suit your child, try some calculation activities)



Quack Attack Shake and Spill



 Play the 'Quack Attack' game (a fun way to investigate different number bonds)

And if you have time, try some of the other games available