

# Making Maths FUN!

At Fulmer Infant School, we are embedding Mathematics into real life situations to enable the children to gain context and make their learning purposeful. This enables them to make connections, notice patterns, use and apply their skills and solve problems. This is done in a range of ways and children are encouraged to provide reasoning for their answers. Above all we make learning fun and meaningful!

KS1 will consist of a range of topics such as: number recognition and place value, addition and subtraction, multiplication and division, time, fractions, money, measurements, data handling and shapes.

Practical activities are crucial to the children learning mathematical skills. We suggest activities such as dice games, jigsaws, puzzles, number books, card games, cooking, paying for shopping with the correct amount, bingo and collecting data in an active way.

## Number recognition and place value

\* Number of the Week—spotting this in the environment in many different contexts such as gadgets that use numbers, house numbers, signs and while out and about. \* Setting the table and counting the cutlery. \* Guess the number—clues such as bigger than twenty and smaller than thirty. It has two tens and five units etc. \* Making number cards/lines—understanding which the concept of bigger and smaller. \* Use scales and clocks in context.

## Addition and Subtraction

\* Make up addition/subtraction questions using practical equipment in the environment such as leaves, sticks etc. \* Use number sentences using door numbers/registration plates/speed signs etc.

## Multiplication and Division

\* Make cupcakes and ice on multiples of the number times table they are learning. \* Give children different objects (pasta, blocks, pegs, grapes etc) to count in multiples of 2/3/4 and count the total together.





## Money

\* Children answering yes/no questions about the coin you have. \* Give children different amounts of money to pay in a shop. Encourage them to find items within their budget and pay for them. \*Children to count the change in your purse to help you calculate if you have enough to buy your lunch tomorrow. Get them to record this using £ or p.

## Measurements

\* Measure their own and their siblings height on a chart or in the outdoor area. Compare which are longer and shorter and by how much. \* Give them a measuring tape to measure different objects around the house. \* Investigations—How many chairs will it take to go across the kitchen. \*Who can jump the furthest? Mark this on the floor and get measuring with different equipment e.g. sticks, stones, a measuring tape etc. \*Find different objects around the house and make a model of things that start off short and then get longer. \*Find different containers around the house and see which can hold the most. \*Measure quantities while cooking/baking. \*Find labels on food packaging that show how much something weighs/holds and order the quantities.

## Data Handling

\* Make a table linked to another activity e.g. shape hunt and create a tally for how many things you can find. \* Go around the family and ask different members information (eye colour, number of letters in their name, favourite fruit etc) to store in a table. Make a tally and then a graph.

## Time

\* Use a stopwatch to measure amounts of times and activities—how many hops can you do in a minute? \* The walk to swimming is 10 minutes and it starts at 4.30. What time do you need to leave?

## Shapes

\* Feely bag with shapes inside—describe the properties of the shape and children to guess what shape it is. \* Shape hunts in the environment. \* Find objects that will fit inside a box/hole and sort which will and won't.

### Useful websites:

Nrich Maths

ICT games

BBC Maths

Oxford Owl

Crickweb

Maths Frame

BBC Numberblocks Videos