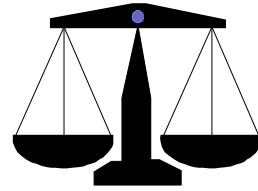


### How heavy?

You will need some kitchen scales that can weigh things in kilograms.



- ◆ Ask your child to find something that weighs close to 1 kilogram.
- ◆ Can he / she find something that weighs exactly 1 kilogram?
- ◆ Find some things that weigh about half a kilogram.

### Out and about

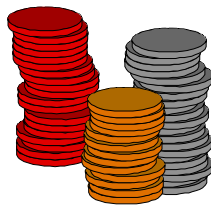
- ◆ During a week, look outside for 'thirties' numbers, such as 34 or 38, on house doors, number plates, bus stops, etc. How many can you spot? What is the biggest one you can find?

31 39 36 35 33

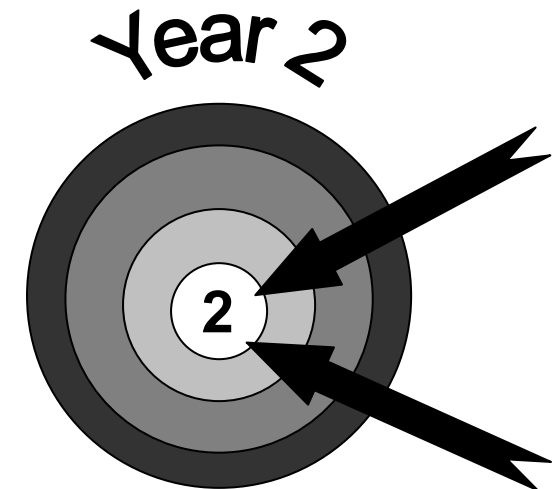
- ◆ Next week, look for 'fifties' numbers, or 'sixties'...

### How much?

- ◆ Once a week, tip out the small change from a purse. Count it up with your child.



# Supporting your child at home



**Mathematics**

**A booklet for parents**

## Speedy pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s. If you wish, you could use playing cards.

- ◆ Shuffle the cards and give them to your child.
- ◆ Time how long it takes to find all the pairs to 10.

Repeat later in the week. See if your child can beat his / her time.

## Guess my shape

- ◆ Think of a 2-D shape (triangle, circle, rectangle, square, pentagon or hexagon). Ask your child to ask questions to try and guess what it is.
- ◆ You can only answer *Yes* or *No*. For example, your child could ask: *Does it have 3 sides?* or: *Are its sides straight?*
- ◆ See if he can guess your shape using fewer than five questions.
- ◆ Now ask them to choose a shape so you can ask questions.

## Board Games

Make a board like this.

The numbers are arranged differently from usual, but the games will still work if you use a normal snakes and ladders board.

91	92	93	94	95	96	97	98	99	100
81	82	83	84	85	86	87	88	89	90
71	72	73	74	75	76	77	78	79	80
61	62	63	64	65	66	67	68	69	70
51	52	53	54	55	56	57	58	59	60
41	42	43	44	45	46	47	48	49	50
31	32	33	34	35	36	37	38	39	40
21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10

- ◆ Roll a dice twice. Add the two numbers.
- ◆ Move along that number of spaces. Before you move, you must work out what number you will land on.
- ◆ If you are wrong, you don't move!
- ◆ The first to the end of the board wins.

For a change, you could roll the dice and move backwards. Or you could roll the dice once, then move the number that goes with your dice number to make 10, e.g. throw a 3, move 7.

## Straight lines

Choose 4 toys and lay them on the table in order of length. Use a ruler to measure each toy to the nearest cm.

0 10

2 8

4 6

1 9

3 7

5 5

