

Numeracy at home

Children develop numeracy skills when they apply mathematical concepts and knowledge to assist in solving a variety of real world problems.

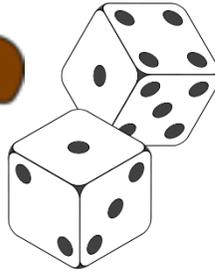
And where is a great way to do this (other than at school)?



Here are some ways you can support your child at home and help them to become excited about mathematics:

- ❖ Play board games such as Snakes and Ladders or Yahtzee. Both are great ways to practice mathematical skills.
- ❖ Play card and dice games...we've included two games you can play with your child at home on the back of this flyer
- ❖ Find numbers in the environment and discuss things such as numbers before and after, or are they odd or even.
- ❖ Get your child involved in the kitchen... reading recipes, measuring ingredients and converting recipes to make larger or smaller amounts are all great ways to practice mathematical concepts.
- ❖ Read calendars and discuss months, seasons, years, and special dates.
- ❖ Look at time tables such as bus or train timetables (or any other time tables you can get your hands on) and discuss the how long it would take to get from one place to the next etc.
- ❖ Read clocks, both digital and analogue
- ❖ Look at shapes and patterns when you are out and about
- ❖ Read maps and find familiar locations on these
- ❖ In the car, estimate travel times and discuss kilometers or how much petrol is in your tank
- ❖ Take your child grocery shopping!!! Add up the price of items in your trolley, calculate how much change you would get back, which notes or coins would be best to use to pay for the shopping?, find items on special (e.g. 20 percent off) and work out the new price or how much you would save? The list of mathematical concept when out shopping is endless.

The key to helping your child develop a love for mathematics is to look for it in your everyday lives and routines and just have fun with it.



What you need:

5 dice
Pen/pencil and paper

How to play:

1. Roll all 5 dice, if any of the die land on a 2 or a 5 these dice become stuck in the mud. All other dice are added up. For example if the 5 dice showed (1, 2, 3, 4, 5) the 2 & 5 would become “stuck in the mud” and you would add up the other three numbers ($1+3+4=8$). (The dice that are “stuck in the mud” are now out of this round.)
2. The next step is to roll the remaining dice and continue to add the numbers up until all the dice are “stuck in the mud”. Once all dice are “stuck in the mud” you add up all the scores from each roll and this is your score for the round.
3. Swap positions and allow your partner to have a turn to roll the dice and add up their scores from each roll.
4. Have a set number of rounds that are agreed upon by both partners before the start of the game.

This game can be extended by using multiplication or a mixture of addition, multiplication and division.

Roundabouts

Add up your cards in this strategy game.

Deal 13 playing cards into a circle, face down. Take turns selecting one or two cards at a time and adding their values to your total.

Carefully plan your moves, as the player who picks up the last card will add 50 points to his or her score! If you'd like the game to focus on strategy, use a calculator for help, or use paper and pen if you'd like some extra practice with addition.

What You Need:

- One deck of cards (ace = 1, jack = 11, queen = 12, king = 13)
- Paper and pencil
- A calculator (optional)

How to play:

1. Shuffle the deck. Then place 13 cards in the center of the playing area, face down, in a circle.
2. Players take turns picking up 1 or 2 cards at a time (their choice). Players write their score (the sum of their cards) on their record sheet.
3. The player who picks up the last card scores 50 extra points.
4. Deal another 13 cards. Play until ten rounds are over and the score sheets are complete. The
5. player with the highest score wins.

Variations:

- Play multiplication-style. Multiply the card(s) that are drawn to the total. Start with a value of 1.
- Play subtraction-style. Start with an initial score of 1,000.
- Play division-style. Start with an initial score of 1,000,000.
- Change the number of cards in the circle.
- Change the value of all face cards to 10.

