

## Secret numbers

0123456789

Write the numbers 0 to 20 on a sheet of paper.

Ask your child secretly to choose a number on the paper. Then ask them some questions to find out what the secret number is, e.g.

- Is it less than 10?
- Is it between 10 and 20?
- Does it have a 5 in it?

They may answer only yes or no.

Once you have guessed the number, it is then your turn to choose a number. Your child asks the questions.

For an easier game, use numbers up to 10. For a harder game, use only 5 questions, or use bigger numbers.

## Shape activity

At home, or when you are out, look at the surface of shapes.

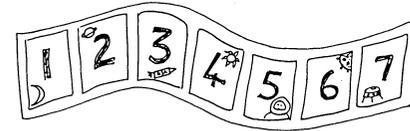
Ask your child – what shape is...this plate? this mirror? the bath mat? the tea towel? the window? the door? the red traffic light?

Choose a shape for the week, e.g. a square.

How many of these shapes can your child spot during the week?

## Track games

Make a number track to 20, or longer. Make it relevant to your child's interests – sea world, space, monsters... Then play games on it.



Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 20. Now play going backwards to 1.

Throw a dice. Find a number on the track that goes with the number thrown to make either 10 or 20.

Put a counter on it, e.g. you throw a '4' and put a counter on either 6 or 16.

If someone else's counter is there already, you may replace it with yours! The winner is the first person to have a counter on 8 different numbers.

### Cupboard maths

Choose two tins or packets from your food cupboard.

Ask your child to hold one in each hand and tell you which is heavier and which is lighter. (Check by reading the weight on each tin or packet.)

If they are right, they keep the lighter one. Then choose another item from the cupboard, try to find one that is even lighter.

Carry on until your child has found the lightest item in the cupboard. It might be suitable to eat as a prize!



### Out and about

On the way to school, see how many cuboids, spheres and cylinders you can spot.

Which did you see most of?

### Dicey coins

For this game you need a dice and about twenty 10p coins.

Take turns to roll the dice and take that number of 10p coins.

Guess how much money this is.

Then count aloud in tens to check, e.g. *saying ten, twenty, thirty, forty...*

If you do this correctly you keep one of the 10p pieces.

First person to collect £1 wins. Don't forget to give the coins back!

### Dice game

You need a 1–6 dice, paper and pencil.

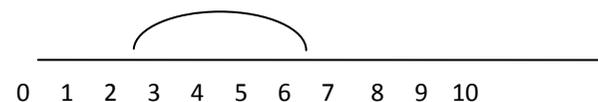
Take turns.

Choose a number between 1 and 10 and write it down.

Throw the dice .

Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the difference is 3.

You could also draw a number line to help your child to see the difference between the two numbers.



### How old?

Start with your child's age.

Ask your child:

How old will you be when you are 1 year older?

How old were you last year?

How old will you be 10 years from now?

and so on.