

How to help at home...

The best way to help is to play games and make it fun! Any games with dice, dominoes or playing cards that involve quick mental maths or recognition of pattern will help, even with older children.

Adding circles

For this game, you need a dice and pencil and paper.

Each of you should draw four circles on your piece of paper. Write a different number between 2 and 12 in each circle.

2 6 8 9

Roll the dice twice. Add the two numbers.

If the total is one of the numbers in your circles then you may cross it out.

The first person to cross out all four circles wins.

You can make this game more challenging by using more dice, higher numbers and allowing all operations $+$ $-$ \times \div to make the numbers.

Number facts

You need a 1–6 dice.

Take turns. Roll the dice. See how quickly you can say the number to add to the number on the dice to make 10, e.g.



and 6

If you are right, you score a point.

The first to get 10 points wins.

You can extend this activity by making the two numbers add up to 20, or 50.

Number games

Roll two dice. Make two-digit numbers, e.g. if you roll a 6 and 4, this could be 64 or 46. If you haven't got two dice, roll one dice twice. Ask your child to do one or more of the activities below.

- Count on or back from each number in tens.
- Add 19 to each number in their head. (A quick way is to add 20 then take away 1.)
- Subtract 9 from each number. (A quick way is to take away 10 then add back one.)
- Double each number.

Target 1000

Roll a dice 6 times.

Use the six digits to make two three-digit numbers.

Add the two numbers together.

How close to 1000 can you get?

Card game

Use a pack of playing cards.

Take out the jacks, queens and kings.

Take turns.

Take a card and roll a dice.

Multiply the two numbers.

Write down the answer. Keep a running total.

The first to go over 301 wins

Times Table Showdown

Choose a times table you want to practise.

Remove the Kings.

Jack = 11, Queen = 12

Lay a card down from the pack and multiply it by the times table you want to practise as quickly as you can.

See how many you can answer in 1 minute. Try to beat your score.

Countdown

Use playing cards Ace – ten face down.

Turn over 4 cards.

Use any operation.

Use the cards as single digit numbers or combine them to make two digit numbers.

Try to get an answer as close to 100 as possible.