MATHS – EYFS – Week 2 30.3.20

Monday To recognise and name numbers to 20. To know the names of 2D shapes. To explore characteristics of everyday objects and shapes and use mathematical language to describe them	**Quick warm-up:** count on and back in ones to 20…or further. Watch the numberblocks video on 2D shapes. https://www.bbc.co.uk/iplayer/episode/b0bp2qlb/numberblocks-series-3-flatland Go on a shape hunt around the house. What shapes can you find? Can you names them? Can you sort them into groups? Choose one example of each shape to draw around and take a picture. Challenge 1: Can you add word labels? Challenge 2: Can you find the following 3D shapes: cube, cuboid, sphere?
Tuesday To recognise and name numbers to 20. To know the names of 2D shapes. To recognise, create and describe patterns	**Quick warm-up:** Tell your child that you are going to count from 1-10 / 10 -20 or 80-100, but you are going to miss out a number. Can they tell you which number you missed out? Reverse the roles and let them count and miss out a number for you to work out. You name a 2D shape and they draw it on their whiteboard. Activity – complete the pattern by selecting the correct 2D shape. Three different levels. https://www.topmarks.co.uk/ordering-and-sequencing/shape-patterns Challenge: Have a go at the symmetry shape matching activity. https://www.topmarks.co.uk/symmetry/symmetry-matching
Wednesday To know number bonds to 10. To solve the problem of which number is needed to make the number bond to 10 / 20.	**Quick warm-up:** What is one more than ___ (numbers to 5 /10 / 20/ 100)? **Game: memory pairs**: You will need: number cards from 0 to 10. **How to play:** Shuffle the cards and place the cards face down in lines on the table. If support is needed with the memory part of the game, then place the cards 1–10 face-up. Turn over one card and say which card they need to add to this card to make 10. It's important that learners take this step to think about which card they need. Then turn over another card. If the cards make 10, then collect the cards.

	If the cards don't make10, then turn both cards back over. Take turns to repeat steps 2–5. The player who collects the most cards wins. Challenge: Using numbers 0-20 (and an extra 10), play this game with pairs to make 20.
Thursday To learn number bonds to 10 / 20. To add two amounts and find a total.	**Quick warm up:** https://www.topmarks.co.uk/maths-games/hit-the-button Number bonds – Make 10 / Make 20. Dice Addition Game 1 – see below. Challenge: Dice Addition Game 2 (If you don't have access to a printer you can play BINGO with two players. Draw two 3x3 tables and write any numbers 2-12 in each square. Roll two dice and if you have that number, cross it out. First to cross out all their numbers, wins).
Friday I can solve real-life problems involving sharing.	**Quick warm-up:** What is one less than ___? (Numbers to 10/ 20/ 100) Give your child lego bricks, pennies, buttons to help them work out these problems. Sam had 6 sweets. His mum said that he needed to share them equally with his sister. How many did they have each? Katie cooked 10 cookies, but half of them were too burnt to eat so she had to put those ones into the bin. How many did she have left? For more support – lower the numbers in the questions. Challenge: Increase the numbers in the questions.

Dice Addition Game 1

You will need: 2 dice and 2 different coloured sets of 13 counters (see below).

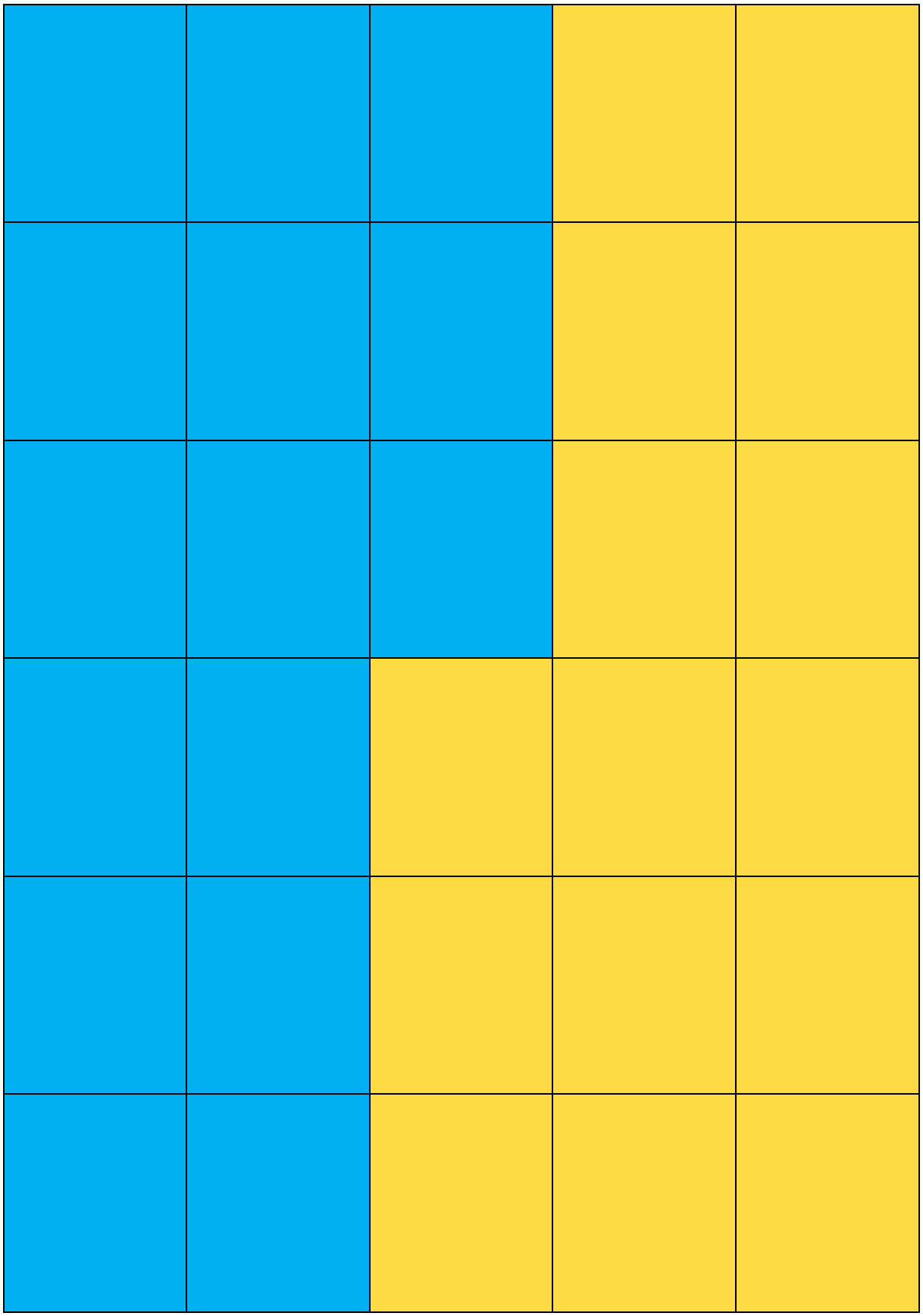
The aim of the game is to get 4 of your own counters in a row:

- Roll the dice.
- Add the 2 numbers together and place a counter on that number.

2	5	10	8	3
4	11	6	4	10
5	7	2	12	8
11	6	4	9	5
12	3	8	6	9

- Take it in turns until a player wins or the board fills up.

Counters



Dice Addition Game 2

You will need:

- 3 dice and 2 different coloured sets of 13 counters

Roll the dice and add the numbers together and place a counter on that number. Be the first to get four counters in a row.

4	9	18	12	3
5	11	16	14	10
15	17	7	13	8
11	6	4	9	15
12	3	18	16	9