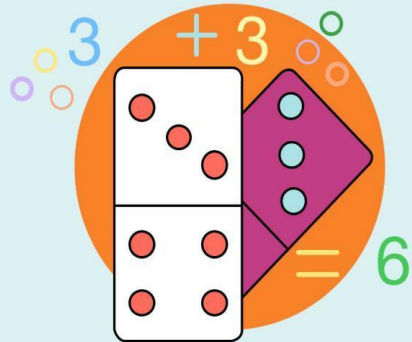


# Brainy Maths

Building solid  
foundations in  
number



while developing  
skills crucial for  
learning





# Lockdown Programme

## Block 2 – Reception+

### Skills covered in Block 2:

Number, words and numerals:

1 – 5, 1 – 10, 1 – 12 / 15 / 20

Counting objects / actions:

1 – 5, 1 – 10, 1 – 12 / 15 / 20

Subitising: 1 – 3, 1 – 6

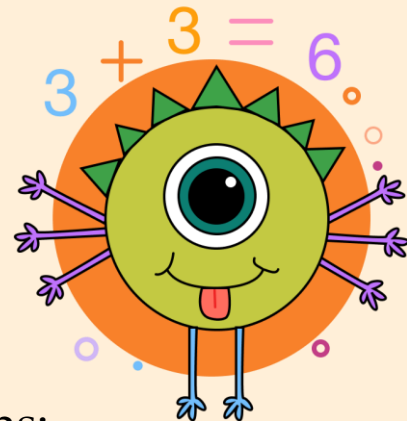
Adding, Composition & Comparing

### **Vocabulary:**

More, Less, How many altogether? Total

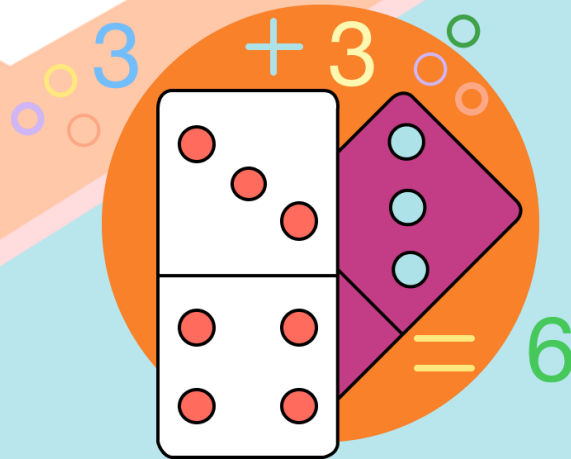
### **Executive Functions:**

Memory, attention, self-regulation



## Tips for working through Block 2:

Start with the first game in session 1. If possible, spend up to 30 minutes playing the three games in this session OR split the session up and play the games at different times.



If your child is finding an area of number difficult, e.g. counting sets of objects, provide as much practice with this skill as possible and use games from Block 1 and 2 which address this.

If your child particularly enjoys a game, keep revisiting at different times during the week and add extra challenge if possible.

Go back to games from last week that your child enjoyed playing ALSO ones they found tricky but were starting to get the hang of.

Choose the numbers you play with carefully – SEE NEXT SLIDE



## Choose Numbers Carefully:

**Harder:** If your child is confident counting up to 20, start providing practice with counting back from 10 then 12, 15 and 20.

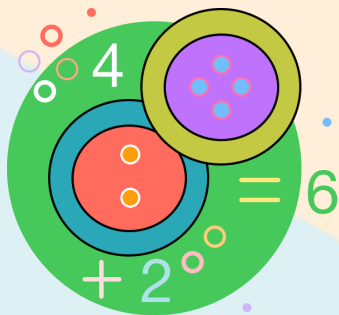
Do not feel like you have to rush to move on to bigger numbers.

**Harder:** If playing a game with playing cards and your child is confident with 1 – 10 cards, assign 11 to Jack and 12 to Queen. This will also challenge their memory.



**Harder:** If your child is confident with numbers up to 10, use two six sided dice and have children add up the dots or use a 0 – 9 dice.

**A solid grasp of numbers 1 – 10 will provide an excellent foundation for your child to base their future maths on.**



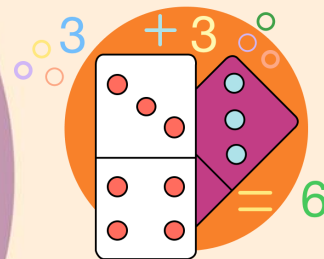
Objects to count  
e.g. buttons



Playing cards (if possible  
change the Ace cards to  
1 using sticky labels)

## Resources that will be useful in Block 2:

Instruments or  
anything to shake /  
bang e.g. pan and  
wooden spoon



Dominoes

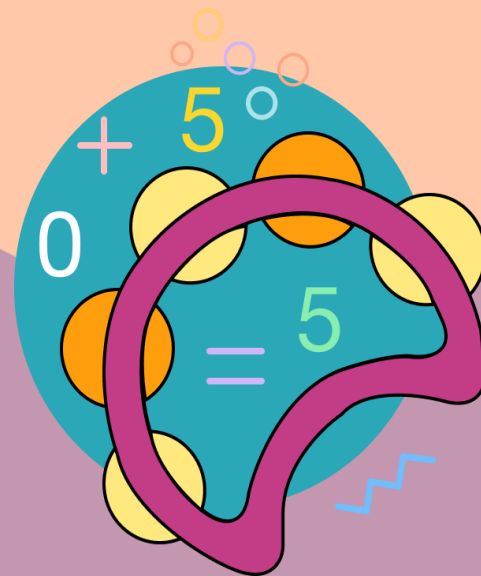
A variety of dice: 1 – 6  
dot dice; 1 – 6 number  
dice; 0 – 9 number dice



# Session 1 Games

Jack in the Box

Tambourine Tap



# Jack in the Box

Show your child a Jack in the Box (real or virtual!). Together count until he jumps out.

Tell your child they are now Jack in the Boxes and need to stay in a ball on the floor until a target number is reached, when they will jump up.

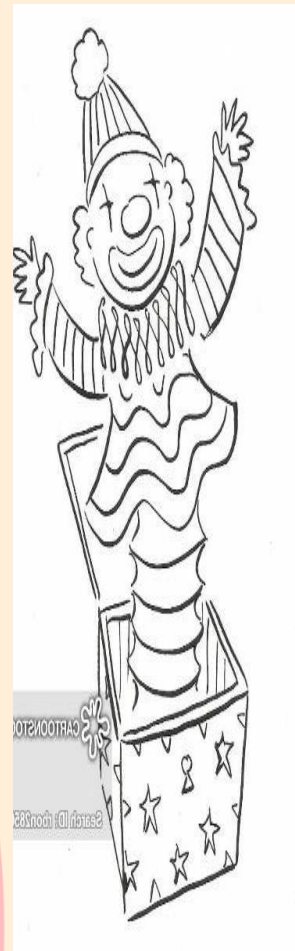
Generate target number by picking 2 playing cards and adding the numbers together – using counting on rather than counting pictures if possible.

**Challenge 1:** Start at the total and count backwards to 0, when child will jump up.

**Challenge 2:** Ask children to suggest target numbers following different rules e.g. bigger than 12, less than 18, 1 more than 7 etc

**Challenge 3:** Choose a target number that you can count to in steps of 2, 5 or 10.

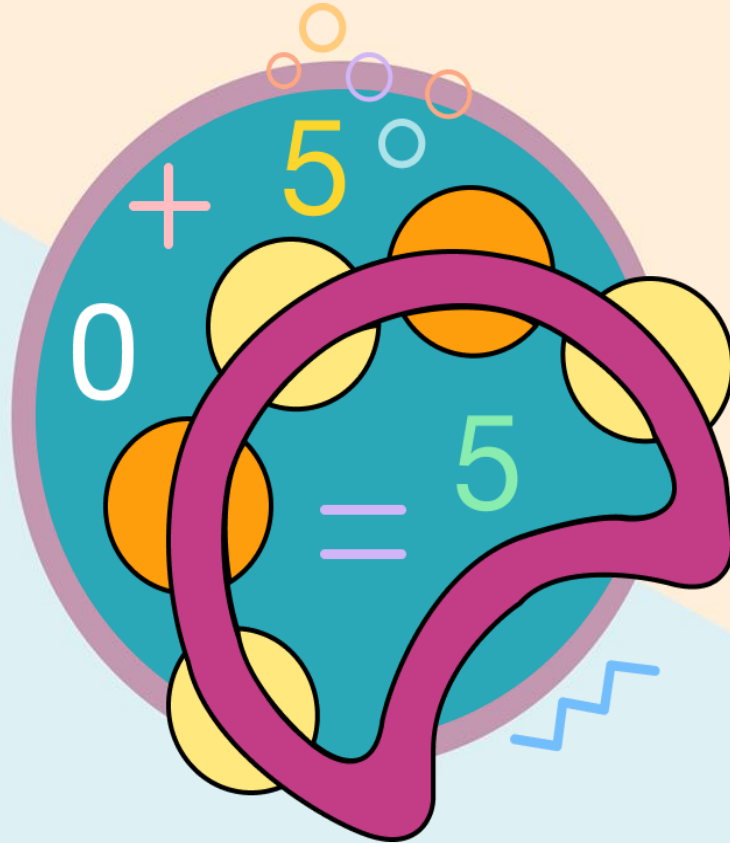
**Resources:** Jack in the box (or a picture / you tube clip), playing cards



# Tambourine Tap

**Warm Up:** Children roll 2 dice, pick up 2 playing cards or a domino, total and tap the correct number on the tambourine

**Activity 1:** Tap a steady number of beats on a tambourine or any instrument or home made instrument available. Ask your child to find the correct number on a domino or two dice.



**Activity 2:** Tap a number of beats and ask your child to count out the correct number of counters / cubes. Ask your child to split the collection of objects into 2 piles. Investigate how many different ways the number can be separated into 2 piles.

**Resources:** Tambourine or any instrument. Can make a drum using pans and wooden spoons or a shaker with an empty bottle and dried lentils; number cards; dice; dominoes



# Session 2 Games

Dice Splat

Play Your Cards Right – SNAP!



# Dice Splat

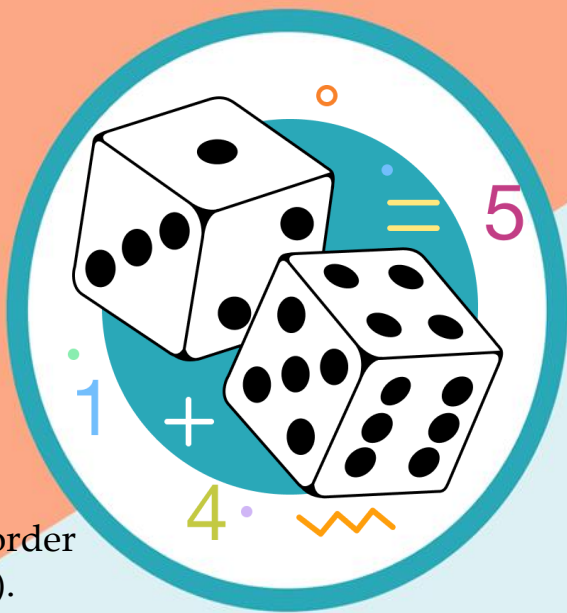
**Warm Up:** Lay cards 1 – 6 jumbled up in front of your child. Roll a dice. Child 'splats' the correct number using a fly swatter / ruler / wooden spoon.

**Game:** Ask children to find and order playing cards 1 – 10 (Ace being 1).

Assign 11 to Jack and 12 to Queen and add these to the line of playing cards.

Roll 2 dice and splat the total.

Once your child is confident with this, jumble up the playing cards.



**Resources:** Playing cards, dice, something to splat with



**Tip:** If possible to play with two children, give them both something to splat with and the child to splat the correct number first scores a point.

## Play Your Cards Right – SNAP

Share out the cards with the joker included and explain to the child that the joker can be any number / pattern that they like.

Each player turns over their top card at the same time. First player to identify a match according to number and shout snap and the number wins the cards. If there is no match, everybody turns over a new card. Play continues until all of the cards are used up.

**Challenge:** Change the rules so you can snap according to pattern or number.

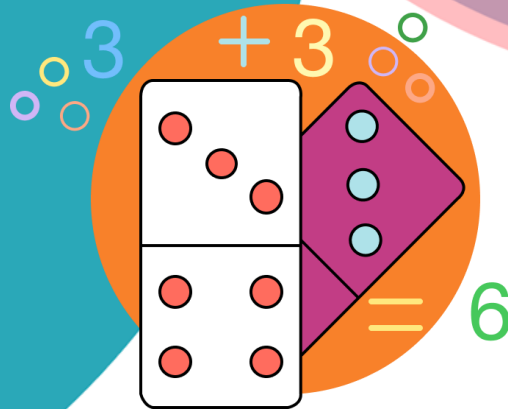
**Resources:** Pack of playing cards



# Session 3 Games

Dominoes – Add & Compare

Buttons, Beads, Counters &  
Cubes: Adding



# Dominoes – Add & Compare

Turn the dominoes face down.

Each player picks a domino and counts how many dots altogether.

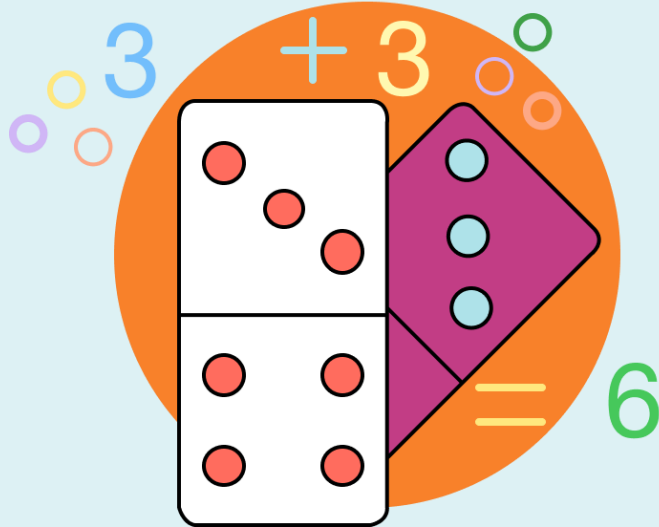
The player with the **greatest number** of dots on their domino altogether wins the round.

The winner of the round takes the dominoes of any of the other players and starts a domino line. Play more rounds and players add to their domino lines when they win a round.

Use to reinforce language of **more**, **greater** and **most**. Player with the most dominoes at the end is the winner.

*Resources: Dominoes*

**Challenge:** Each player picks two dominoes and totals the number of dots

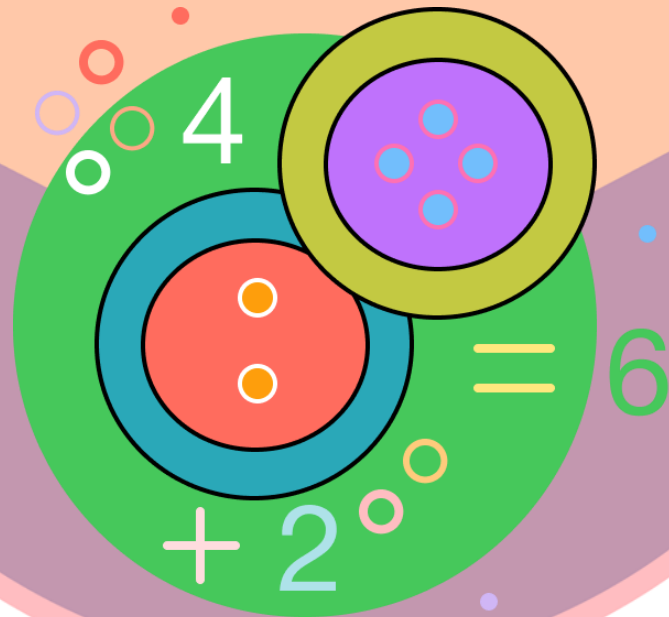


## Buttons, Beads, Blocks & Counters: Adding

Place a few objects in a hoop and a few more in another hoop. Ask your child to count how many objects in each hoop and then how many altogether. Help your child to write an addition sum.

Move some of the objects from one hoop to the other and ask your child to count how many are in each hoop and how many altogether. Observe if your child knows that the total will remain the same. Write a new addition sum and talk about how numbers can be made in different ways.

***Resources:** Objects to count, number cards, 2 hoops / bowls / plates to put objects into*



**Challenge Game:** Pick a card between 1 and 10 and using the objects for support, take it in turns to write addition sums for the number. Score a point for each correct sum. Allow sums with the numbers swapped around e.g.  $4 + 3 = 7$  and  $3 + 4 = 7$  but make sure these are highlighted to your child.

# Any Questions or Comments?

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Email [sera@brainymaths.co.uk](mailto:sera@brainymaths.co.uk)

If you found this resource helpful, please comment on our Facebook page and, if at all possible in these uncertain times, donate via our PayPal tip box on the website.



See you next week for  
Brainy Maths Lockdown  
Block 3!

