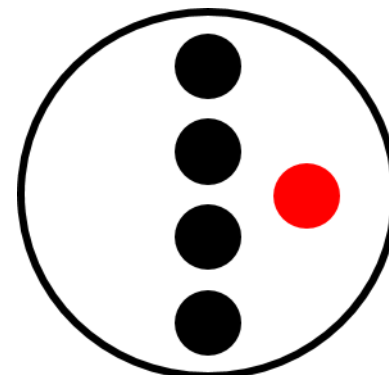
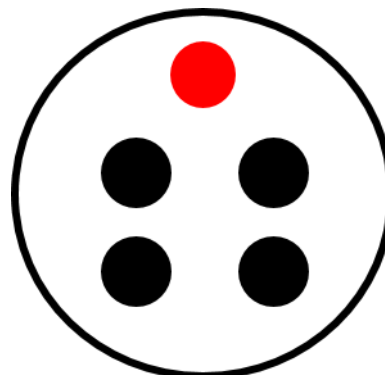
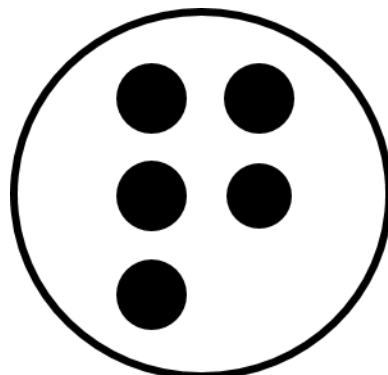
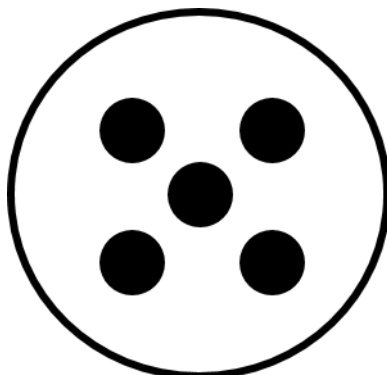
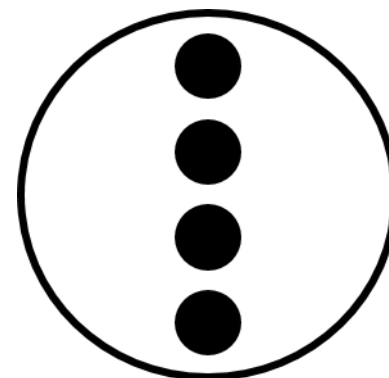
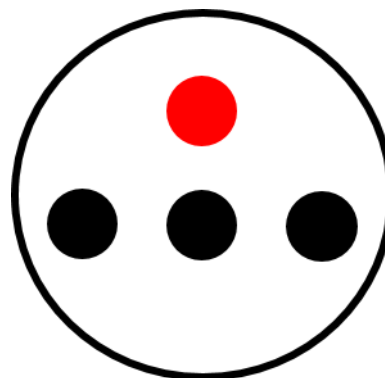
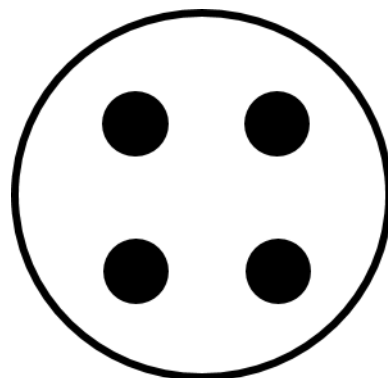
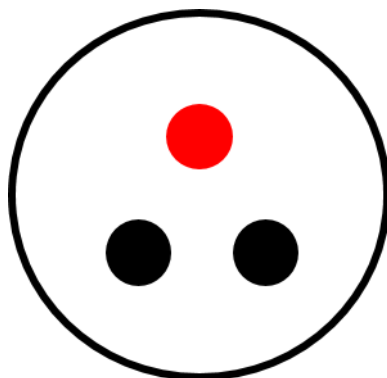
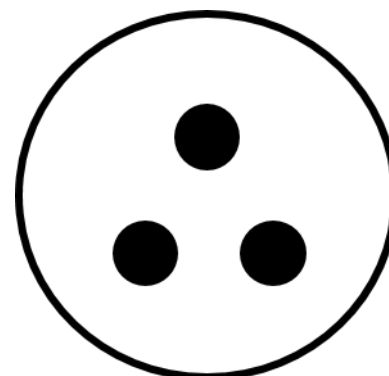
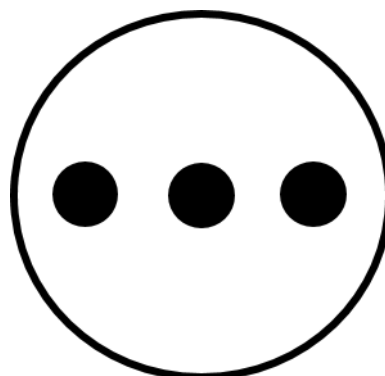
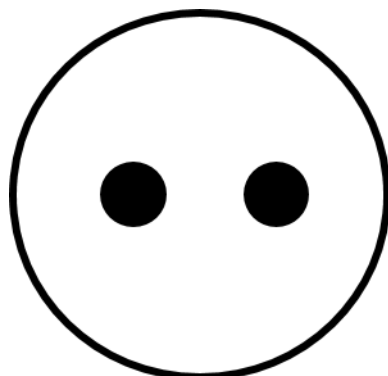
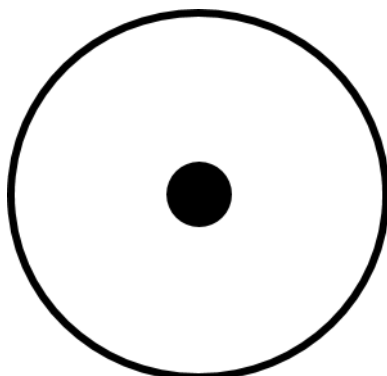


EYFS maths fun!

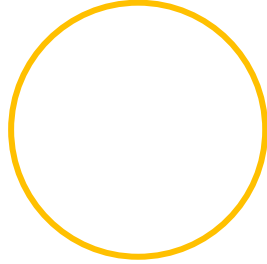
Use the dot patterns on the next slide as a starting point for your child to count amounts that are not always in a line. They can use practical items. Encourage them to touch items as they count and move items as they count.

Dot Patterns



Use the table on the next page daily to encourage your child to learn about a number. This needs to be a practical exploration of a number to 10 and then 20.

Number of the Day



| Fewer | The same as | More |
|-------|-------------|------|
| | | |

Using the ten frames below encourage your child to put items in each box to count amounts daily. They can then see addition amounts and patterns using these blocks e.g 7 is 5 and 2 in the blocks.

Ten Frames

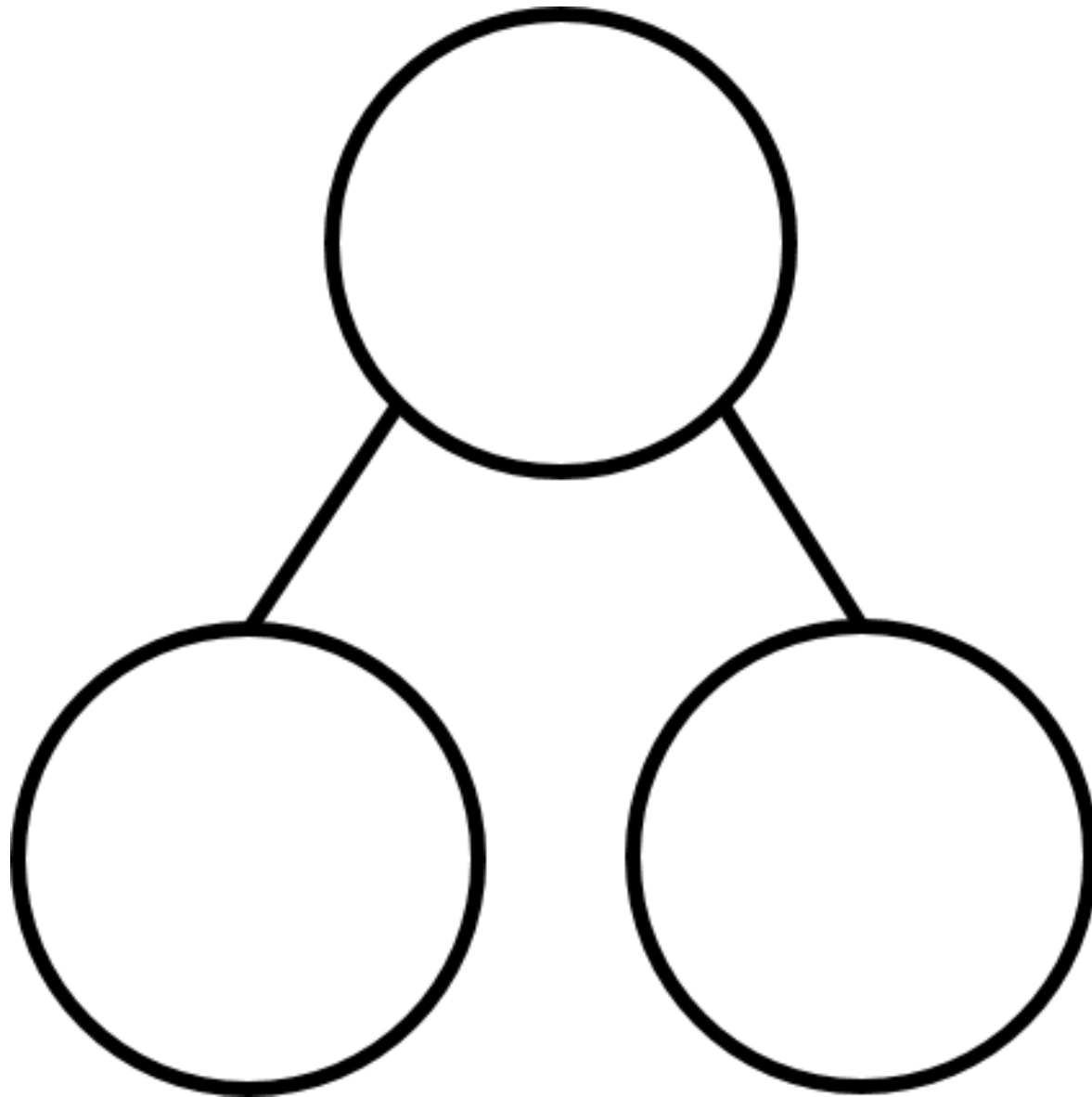


| | | | | |
|--|--|--|--|--|
| | | | | |
| | | | | |

| | | | | |
|--|--|--|--|--|
| | | | | |
| | | | | |

Daily use the top circle in the chart on the next slide to select an amount to 10 with items and to split it into two groups to find what two numbers can make the amount. E.g 7 could be 4 and 3 or 5 and 2.

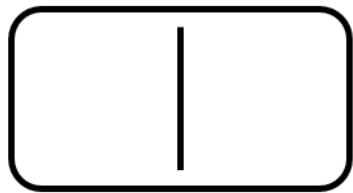
Part-whole Model



On the next slides are a range of ideas and resources you can print off and use with your child. If you don't have a printer you could draw the games on plain paper and make you own or use practical items for the games. Have fun and remember to ask us about any of the resources on Class Dojo if you are unsure of anything.

Digit Cards

| | | | | | |
|---|---|---|---|----|---|
| 0 | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | |
| 0 | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | |



Dominoes

