Early Years Maths Meeting for Parents

Newbridge Primary School

Development Matters Early Learning Goal

Number:

Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.

Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.

They solve problems, including doubling, halving and sharing.

Development Matters Early Learning Goal

Shape, Space and Measure:

Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.

They recognise, create and describe patterns.

They explore characteristics of everyday objects and shapes and use mathematical language to describe them.

Learning through play at school and home

Play is essential in teaching and consolidating maths.

Many of the maths objectives within Development Matters can only be developed during free play.

Enables children to be independent and remain curious.

By setting up and supporting activities in the environment, children are not only learning about one specific maths objective, they are also learning so much more in other areas of learning; the possibilities are endless.

What can the environment teach in maths and how can teachers facilitate learning?

Weight and Measure

We model measuring for example outside during building and construction: large scales outside, small balance scales inside for children to explore.

Self-service play dough stations and cooking areas help children independently develop important maths skills while having fun!

Any cooking you do with your child at home will be helpful.

Problem Solving & Reasoning and Pattern

Loose parts are not only amazing for helping children to develop creativity, problem-solving and reasoning skills, but are also perfect for developing and embedding pattern creating.

Construction is another area where children can learn these undervalued skills.

Mathematical Language

Lots of maths language for example more, less, big, small, wide, thin and positional language needs to be modelled by adults for children to learn and it is so much more effective if it's during authentic play experiences.

This can be replicated at home when doing every day activities.

Money

The best way to learn about money is to use it in a purposeful way. We use a role play shop, rolling snack till, or impromptu shop. Children can use it independently. This is kept fresh by changing it to a Tesco's, Garden Centre, Cinema etc. where children must buy things using money.

Any shopping children can help with at home will help embed the learning.

Time

We encourage children to use time every day for example measuring how long running races or car racing through guttering takes: estimate then check; will a sand timer work?

Modelling using stop clocks during races or games.

Ask children for the time.

When discussing the daily routine, we talk about the times that things will happen.

Fractions

At snack time we ask children to share things by cutting them in half and quarters.

You can encourage children to cut up sandwiches and home into halves and quarters or pizzas.

Maths Group Work

As well as learning through play we teach a maths session every day. This is to introduce new concepts of learning and looking at how to apply it in different ways.

Our maths planning is practical, extremely fun, and sometimes messy!

Any questions?