

Stage 1 (c 4-5)

MATHS

Number work

Aim 1: To count to at least 20, or as far as child wants to

This is mainly verbal. Count anything you can! Playing dice games is a good way to get a child counting the dots so he can play proper games such as dominoes and ['Ladybirds'](#) (this has been a firm favourite here for years).

Aim 2: To recognise and order numerals to 10 (or 20)

Label (or buy) some cards with the numbers 1-10. Place each next to the same number of objects (e.g. shells, beads – whatever the child likes). Use jigsaws and games to reinforce the connection between the number of objects and the written digit which represents it.

When he knows the numbers well, have him order them – first 1-5, then 6-10, then all at once. If this is very easy, go through the process again with numbers to 20 (first teach the number, then have him order the cards). You can carry on with this process just making more cards as he learns more numbers. Also, you can vary the game by laying a row of cards in sequence but missing some out: give him the missing ones and let him put them in the correct places.

Aim 3: To say one more or less to 10 (or 20)

Start this off as a verbal game. Say any number up to 10 (or 20) and ask your child to say the number which is one more than it. So, if you say 6, he says 7.

Gradually start to play it with the cards. Give any card, then ask your child to place next to it whichever number comes next in the sequence. Using cards helps to reinforce his number recognition.

When he can do this easily, play the game again this time asking for one less than the given number. Working out 'one more' is easier as this simply involves counting up one. Working out one less than any number involved going backwards and so it a little trickier.

Shape and space

Aim 1: To recognise 2D shapes

Use any 2D shapes (card, picture, jigsaw, insets...) and teach him the names. Look for objects with these shapes around the house. It helps to draw large shapes and have him decorate/colour them. If he likes this, introduce more shapes. You could do a simple classification game – make lots of cards with different shapes – a mixture of all flat sides, all round sides and a mix of both. Have the child sort them into types. This can include 'made up' shapes as the aim of this game is not to identify but to classify.

Aim 2: To use measuring vocabulary

This involves knowing how to use correctly measuring words (heavier/lighter/bigger/ smaller/ longer/shorter) and position words (on, over, under, near, beside, left and right).

This is included in the National Curriculum and you will find it 'tested' in any workbooks aimed at this age, but in all likelihood, if you talk to your child a lot and include him in your daily life, he

will already be perfectly good at using this vocabulary correctly by the age of five!

Time

Aim: to know days of week, months of year, seasons

The easiest way to fix these in a child's mind is through rhymes and songs. The seasons are picked up through observing the changes through the year, but you can always use a set of pictures and help your child order them as you discuss the repeated order in which the year passes, or give him some blank templates with some pictures/stickers to sort into the correct seasons.