



# The Good Shepherd Catholic Primary School



## Maths Support Materials

*"Following Jesus, The Good Shepherd,  
in all we say and do."*

## Why is Maths important ?

- ❑ To solve problems and make sound decisions
- ❑ To solve calculations with ease
- ❑ To explain how we solved a problem and why we made a particular decision
- ❑ To understand **patterns and trends** so that we can make predictions
- ❑ To understand time and money
- ❑ To handle everyday situations that involve numbers



## Current Maths Curriculum

Number	Shape, Space and Measures
Subitizing	Patterns
Counting	Shapes 2D and 3D
Ordering	Size
Number recognition	Position
Addition	Time
Subtraction	Money
Doubling	
Halving	
Sharing	
Place value	



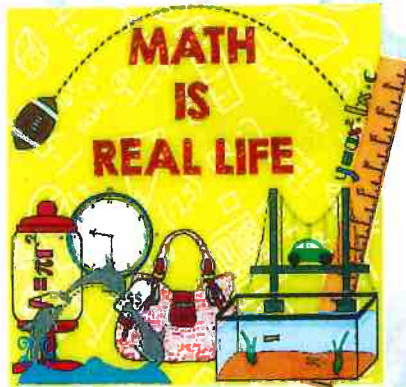


## How to help your child



- ❑ **Play the coin game.** Together, trace around coins and colour in the shapes. Ask your child to match the coin to the image and talk about each one's name. (Note: toddlers may try to swallow coins, so always keep an eye out!)
- ❑ **At the shops** - ask them to guess how much a couple of items will cost. Give them small amounts e.g. 20p, - what can they buy? Talk about the items you buy - which are more expensive, which are cheaper? Which are heavier, which are lighter?
- ❑ **Play shops** - make some pretend money (or use Monopoly money) for your play shop, and use items from all over the house as shop items. By 'buying' things with play money, your child begins to understand that different things need different amounts of money.

## Maths EVERYWHERE!



- ❑ Go on a shape hunt – how many circles, squares, rectangles, triangles can your child find? Are they 2D or 3D? You can look for patterns too.
- ❑ Play games that use counting - Hopscotch, Hide and Seek, What's the Time Mr. Wolf, Skipping, Hula Hooping.
- ❑ Get dancing - create patterns by making up short dances, or rhythms using your body (e.g. clap, clap, stomp, belly slap, and repeat).
- ❑ Play sport! Sports are the perfect chance to talk about speed, scores, time and angles. Get competitive - how many goals/points can your child score? How many can you score?
- ❑ Look for numerals... on doors, buses, cars, signs, at home, at the shops... anywhere. Remember to talk about what the numbers mean.
- ❑ Count anything – how many lampposts are on our street? How many houses have a red door? How many dogs can you count in a day?
- ❑ Talk about time - for example, how long does it take to walk to the shop, or to school?

# Problem Solving

Try and involve your child in using numbers to solve problems.

□ "We need six tomatoes to make our sauce for dinner, and we only have two. How many more do we need to buy?"

□ "How many sweets do you have altogether?"

□ "Two guests are coming to eat dinner with us. How many plates will we need? How many knives, forks and spoons do we need?"



## How to help your child



- When talking with your child, identify things by their shape and size: "Please pass me the rectangular placemat, the largest box out of the cupboard, the square-shaped cracker and the circular plate."
- Ask your child to look for two-dimensional shapes, such as circles, squares, triangles and rectangles, on objects at home or outside. For example, help your child find various shaped street signs and name the shapes that are on them.
- 3-D Hunt. Help your child look for three-dimensional objects: cubes, cones, spheres (such as a ball), prisms (such as a box), pyramids and cylinders. Talk about how a can or a paper towel roll is like a cylinder.
- Play I Spy with your child by asking him or her to guess an object you identify by its shape: "I spy something that is round," "I spy something that has a cylinder shape." Make this game more challenging by stating two shapes: "I spy something that is round and has a square on it."



## Counting Ideas

- Have your child count anything they are interested in counting e.g.. items of clothes as they come out of the washing machine, toys, kitchen utensils, collections e.g.. stickers, rocks, cars etc.
- Mix it up! Have your child count a set of objects but start at different places e.g the middle of the set rather than the beginning so they understand that the total is always the same.
- Sing counting songs and use counting in meaningful ways in games such as hide and seek. Sing songs that allow children opportunities to count forwards and backwards.
- Have your child skip count (eg counting in 2s, 5s or 10s) to count larger groups of items quickly e.g. pasta pieces, buttons, toothpicks.

## Quantities and numbers

<b>1</b> one ●	<b>2</b> two ★ ★	<b>3</b> three ▲ ▲ ▲
<b>4</b> four ■ ■ ■ ■	<b>5</b> five ● ● ● ● ●	<b>6</b> six ● ● ● ● ● ●
<b>7</b> seven ● ● ● ● ● ● ●	<b>8</b> eight ● ● ● ● ● ● ● ●	<b>9</b> nine ■ ■ ■ ■ ■ ■ ■ ■ ■

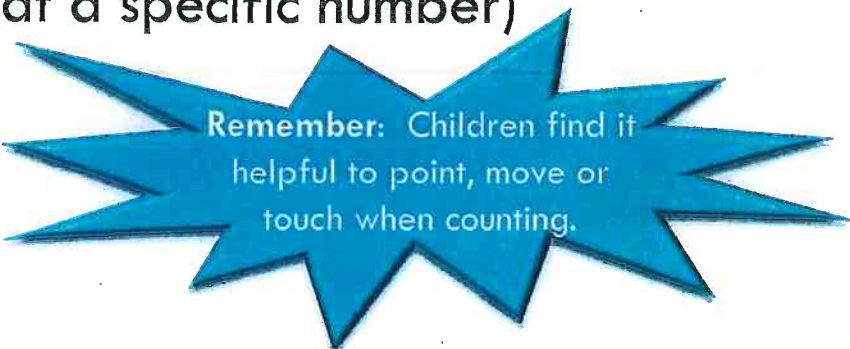
- As children count, they learn to connect quantities (such as five buttons) with their number names (such as the word five) and symbols (such as 5). How to help at home:
- Play a number version of I Spy. For example, "I spy something that has the number five on it," or "I spy something in this room that there are three of."
- Develop your child's awareness of the symbols that represent numbers by making it a game e.g. look for number symbols in your home and when out and about.
- Encourage children to record 'how many?' by using a combination of numbers and pictures.

## Early Learning Goal

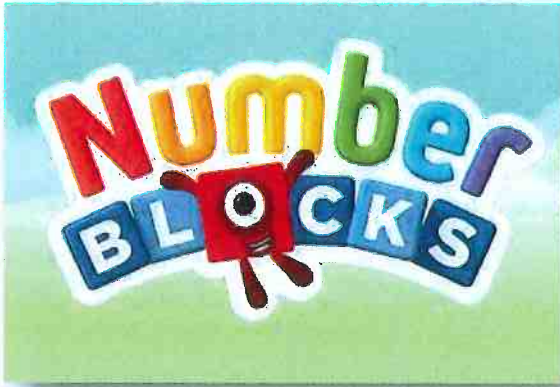
Number	Shape, space and measure
Children should be able to count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Children should be using quantities and objects, they should add and subtract two single-digit numbers and count on or back to find the answer. They should solve problems, including doubling, halving and sharing.	Children should use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They should recognise, create and describe patterns. They should explore characteristics of everyday objects and shapes and use mathematical language to describe them.

## Helping your child count

- One-to-one correspondence counting (count one object at a time)
- Cardinality (knowing when to stop counting at a specific number)



**Remember:** Children find it helpful to point, move or touch when counting.



In the The Good Shepherd Reception Classes, we use the National Centre for Excellence (NCTEM) support materials for the BBC Children's programme Number Blocks. We are aiming for greater depth and mastery of mathematical concepts. Mrs. Miller who is one of the EYFS Team oversees this programme.

Within this booklet are the overviews of mathematical concepts we teach.

We aim to complete Series 1-5 during your child's Reception Year, however we do follow the pace of individual children, no one is left behind.

Each episode of the first 2 series have PowerPoints produced by NCTEM which we use, we also make our own resources to accompany these to add to our continuous provision.

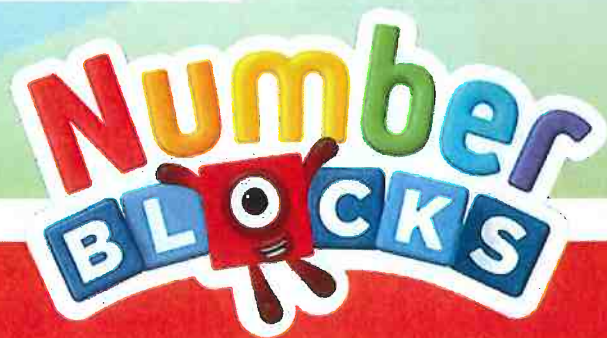






# Series 1 Overview

stories and mathematics



## Numbers to 5

Episode	Name	Storyline	Mathematics
1	One	A little block falls out of the sky, meets her numberling and discovers one wonderful world, singing and counting to one.	<ul style="list-style-type: none"> <li>Meet <i>One</i></li> <li>Counting to 1</li> </ul>
2	Another One	<i>One</i> discovers it's tricky to play tennis when you're the only block in the world. She bumps into a magic mirror and meets <i>Another One</i> – and they join forces to make <i>Two</i> .	<ul style="list-style-type: none"> <li>Meet <i>Two</i></li> <li>2 is one more than 1</li> </ul>
3	Two	<i>Two</i> finds a pair of magic dancing shoes and shows <i>One</i> that everything is better with 2, singing and counting things that belong in pairs.	<ul style="list-style-type: none"> <li>Counting to 2</li> <li>The 'twoness' of 2</li> </ul>
4	Three	<i>Three</i> arrives with a bang – and a song-and-dance about her favourite number: 1, 2, 3, Everybody Look at Me!	<ul style="list-style-type: none"> <li>Meet <i>Three</i></li> <li>3 is one more than 2</li> </ul>
5	One, Two, Three!	<i>Three</i> does magic tricks with apples to show the others who goes first, who's biggest and how to surprise your number friends.	<ul style="list-style-type: none"> <li>Counting to 3</li> <li>Comparing numbers 1, 2 and 3 – 'bigger' and 'smaller'</li> <li>Ordering numbers 1 to 3</li> <li>3 is made of 2 and 1</li> </ul>
6	Four	<i>Four</i> is the new block on the block and he can't wait to share how much he loves to be square!	<ul style="list-style-type: none"> <li>Meet <i>Four</i></li> <li>4 is one more than 3</li> <li>Counting to 4</li> <li>The structure of 4 as a square number</li> <li>Recognition of 4 items without counting (subitising)</li> </ul>
7	Five	<i>Five</i> arrives to get the band together – and gets the party started – with a big high five!	<ul style="list-style-type: none"> <li>Meet <i>Five</i></li> <li>5 is one more than 4</li> <li>Counting to 5</li> <li>Line up 1 to 5 in order</li> </ul>
8	Three Little Pigs	The Numberblocks present their very own, very numbery version of the classic tale: The Three Little Pigs and the Big Bad Square.	<ul style="list-style-type: none"> <li>Counting to 4</li> <li>Adding 1s</li> </ul>
9	Off We Go!	<i>Five</i> and friends set off on a rhyming romp through field and forest but they keep getting mixed up!	<ul style="list-style-type: none"> <li>Counting to 5</li> <li>Line up 1 to 5 in order</li> <li>Identify missing numbers within a 1 to 5 line-up</li> </ul>

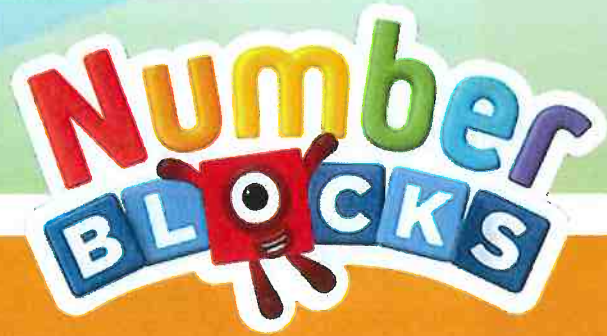
10	How to Count	It's a lovely day for a picnic but one of the flapjacks is missing! Is there a flapjack-snaffler on the loose or has <b>Three</b> forgotten what Numberblocks do best?	<ul style="list-style-type: none"> <li>The key principles of counting:</li> <li><b>One-to-one correspondence</b> – match one number name to each item to be counted</li> <li><b>Cardinality</b> – the last number in the count is the total size of the group</li> <li><b>Stable order</b> – say the number names in the correct order</li> </ul>
11	Stampolines	<b>Three</b> opens a stampoline park, where her friends have splatty fun making inky prints of all the shapes they can make.	<ul style="list-style-type: none"> <li>Subitising numbers 1 to 5</li> <li>Different ways of arranging blocks to 5</li> <li>Conservation of number – different arrangement of blocks but the number remains the same</li> </ul>
12	The Whole of Me	The Numberblocks show us what they are made of in a song and dance all about the parts that make a whole.	<ul style="list-style-type: none"> <li>Composition of numbers 1 to 5</li> <li>Introduction to the 'part-part-whole' structure of number</li> <li>Partitioning a whole number into parts</li> <li>Conservation of number – a number can be partitioned but the whole (total) remains the same</li> </ul>
13	The Terrible Twos	Double trouble as <b>Four</b> splits and a pair of tricky twins turn up: The Terrible <b>Twos</b> , who decide it's time to tickle their friends to pieces.	<ul style="list-style-type: none"> <li>4 can be partitioned into 2 and 2; and, 1 and 1 and 1 and 1.</li> </ul>
14	Holes	<b>Five</b> and friends discover a hole that makes their heads fall off!	<ul style="list-style-type: none"> <li>The number of a group can be changed by adding to it or taking from it.</li> <li>Addition and subtraction of 1</li> <li>Number bonds to 5</li> </ul>
15	Hide and Seek	<b>Five</b> is so good at hide and seek, she can find the others without looking up from her book – but how?	<ul style="list-style-type: none"> <li>Addition and subtraction of numbers to 5</li> <li>Number bonds to 5</li> </ul>

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# Series 2 Overview

stories and mathematics



## Numbers to 10

Episode*	Name	Storyline	Mathematics
1	Six	The Numberblocks make a new friend who likes to roll the dice, and with <i>Six</i> in the mix, everything's a game.	<ul style="list-style-type: none"> <li>Meet <i>Six</i></li> <li>Counting (1 to 6)</li> <li>Subitising (dice patterns)</li> </ul>
2	Seven	It's a rainy day for a picnic, but when lucky number <i>Seven</i> appears, everything comes up rainbows.	<ul style="list-style-type: none"> <li>Meet <i>Seven</i></li> <li>7 is one more than 6</li> <li>Counting (1 to 7)</li> </ul>
3	Eight	Numberland is rocked by the arrival of superblock <i>Eight</i> , known to his friends and fans as Octoblock.	<ul style="list-style-type: none"> <li>Meet <i>Eight</i></li> <li>Counting (1 to 8)</li> <li>8 is one more than 7</li> <li>Subitising (8)</li> </ul>
4	Nine	Numberblock <i>Nine</i> arrives in Numberland, finds a friend in <i>Four</i> , sings a song about squares... and sneezes!	<ul style="list-style-type: none"> <li>Meet <i>Nine</i></li> <li>Counting (1 to 9)</li> <li>The structure of square numbers (4 and 9)</li> <li>Partitioning and combining 9</li> </ul>
5	Ten	<i>Ten</i> comes to town and tells the team what it's like to be a perfect ten-block, singing <i>I'm Ten Ones</i> and <i>I'm One Ten</i> .	<ul style="list-style-type: none"> <li>Meet <i>Ten</i></li> <li>Counting (1 to 10)</li> <li>10 ones are equivalent to one 10.</li> </ul>
6	Just Add One	<i>One's</i> idea of fun is singing, dancing and making friends by adding one!	<ul style="list-style-type: none"> <li>Adding 1</li> <li>Counting (1 to 10)</li> </ul>
7	Ten Green Bottles	One of the bottles in <i>Ten's</i> collection accidentally falls off the wall and sparks a very numbery hullabaloo.	<ul style="list-style-type: none"> <li>Subtracting 1</li> <li>Counting (1 to 10)</li> <li>Counting down 10 to 1</li> </ul>
8	Counting Sheep	<i>Six</i> tries to get the cheeky sheep to sleep and discovers that two (or three) heads are better than one.	<ul style="list-style-type: none"> <li>Exploring equivalent ways to represent 6</li> <li>Partitioning 6 into equal groups</li> <li>Factors of 6</li> </ul>
9	Double Trouble	<i>One</i> explores the Double Dungeon of Doom in search of the golden apples and doubles all the way up to Octoblock.	<ul style="list-style-type: none"> <li>Doubling (1, 2, 4, 8) and halving</li> <li>Partitioning 8 into equal groups</li> </ul>
10	The Three Threes	When <i>Nine</i> needs a helping hand, he turns into a talented trio of bouncing blocks, the three <i>Threes</i> .	<ul style="list-style-type: none"> <li>Partitioning 9 into 3 equal groups</li> <li>Partitioning is the inverse of combining</li> </ul>



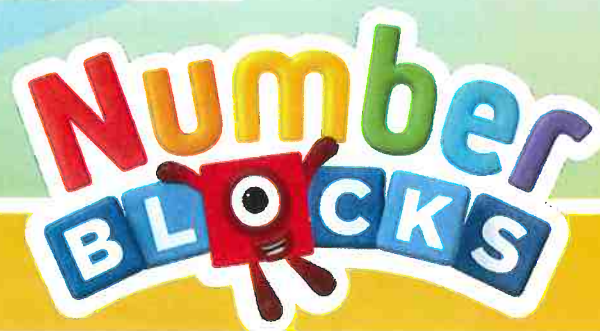
11	Odds and Evens	The Numberblocks play an exciting game of bounceball – it's the Even Tops versus the Odd Blocks.	<ul style="list-style-type: none"> <li>• Odd and even numbers</li> <li>• Equal groups</li> </ul>
12	Fluffies	<i>One</i> finds a friendly furball, two of them tickle <i>Two</i> and soon Numberland is full of fun and fluffies!	<ul style="list-style-type: none"> <li>• Counting (1 to 8)</li> <li>• Number bonds within 7</li> </ul>
13	Blast Off!	<i>Ten</i> promises to take the others on a trip to the moon but blasts off on her own. How will they get there?	<ul style="list-style-type: none"> <li>• Count back from 10 to 1</li> <li>• Number bonds that total 10</li> </ul>
14	The Two Tree	The Numberblocks find a magic two-tree and play an action-packed game of throwing <i>Twos</i> .	<ul style="list-style-type: none"> <li>• Subtracting 2 from numbers up to 10</li> <li>• Counting in 2s</li> </ul>
15	Numberblock Castle	<i>One, Two, Three and Four</i> have a castle-exploring adventure, with a little help from the friends they make along the way.	<ul style="list-style-type: none"> <li>• Adding more than 1 to make 5 to 10</li> </ul>

\*These episodes were previously 16-30 of Series 1, but were renumbered on 10 September 2018; titles and content remain unchanged

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# Series 3 Overview

stories and mathematics



## More on Numbers to 10

Episode	Name	Storyline	Mathematics
1	Once Upon a Time	Are you sitting comfortably? Then we'll begin a bedtime story all about the first five Numberblocks.	<ul style="list-style-type: none"> <li>A review of numbers 1 to 5</li> </ul>
2	Blockzilla	Coming now to a screen near you: the monster tale of a colossal creature who really, really likes bigger numbers.	<ul style="list-style-type: none"> <li>Comparison of numbers 1 to 5 using the language of 'greater than' and 'less than'</li> </ul>
3	The Numberblocks Express	All aboard for a riotous railway ride as the Numberblocks try to stop a runaway train.	<ul style="list-style-type: none"> <li>Composition of 5</li> <li>Partitioning and combining 5 in different ways</li> </ul>
4	Fruit Salad	Welcome to the fabulous fun fruit factory, where <i>Three's</i> super fruit-sorting machines aren't giving her any fruit.	<ul style="list-style-type: none"> <li>Composition of numbers to 5</li> <li>Exploring the part-part-whole model to partition and combine numbers to 5</li> </ul>
5	Zero	When there's nothing there to count and none is the amount, nobody does it better than <i>Zero</i> .	<ul style="list-style-type: none"> <li>Introducing the concept of zero</li> <li>Zero is one less than 1 and an absence of something</li> </ul>
6	Now We Are Six to Ten	Are you sitting comfortably? Then we'll begin a bedtime story all about Numberblocks <i>Six</i> to <i>Ten</i> .	<ul style="list-style-type: none"> <li>A review of numbers 6 to 10</li> </ul>
7	Numberblobs	Sing along to the Numberblobs counting song with the Numberblocks' favourite friends.	<ul style="list-style-type: none"> <li>Counting to 10</li> </ul>
8	Building Blocks	The Numberblocks rescue a friendly alien who helps them build a tower to the stars.	<ul style="list-style-type: none"> <li>Building with blocks and exploring space and pattern</li> </ul>
9	Peekaboo!	The number friends take turns hiding behind each other in a song and dance all about bigger and smaller.	<ul style="list-style-type: none"> <li>Comparison of numbers to 10 using the language of 'bigger than', 'smaller than' leading to 'greater than' and 'less than'</li> </ul>
10	Hiccups	Every time Numberblock <i>Nine</i> hiccups, he falls to pieces – until the others find an unexpected cure.	<ul style="list-style-type: none"> <li>Composition of numbers to 10</li> <li>Partitioning and combining numbers in different ways</li> </ul>

11	What's the Difference?	<i>Seven</i> shows the others how to be lucky like him: just ask a number friend to jump on your head! But how do you know which friend?	<ul style="list-style-type: none"> <li>• Comparison of numbers to 10</li> <li>• Finding the difference to make 7</li> </ul>
12	Numberblock Rally	Ten riders, ten pedal-powered cars, but only one can lift the trophy. Welcome to the Numberblock Rally!	<ul style="list-style-type: none"> <li>• Subtraction</li> </ul>
13	Five and Friends	When <i>Five</i> and friends go missing from the five-star ball, <i>Six</i> to <i>Ten</i> discover they are all <i>Five</i> -and-a-friend!	<ul style="list-style-type: none"> <li>• Numbers 6 to 10 are made from 5 and a 'bit'</li> </ul>
14	Octoblock to the Rescue!	The terribly naughty Terrible <i>Twos</i> are making custard pies and Octoblock is all tied up: can his friends save the day?	<ul style="list-style-type: none"> <li>• Pairs of numbers that total 8</li> </ul>
15	Ten Again	The number friends all want to do different things today, so rocket <i>Ten</i> finds a clever way to do it all.	<ul style="list-style-type: none"> <li>• Pairs of numbers that total 10</li> </ul>
16	Flatland	Squarey, we're not in Numberland anymore! <i>Four</i> visits Flatland, where the flat shapes live, and becomes a real square.	<ul style="list-style-type: none"> <li>• 2D Shape</li> </ul>
17	Pattern Palace	<i>One</i> and chums carefully cross the precarious pattern puzzle paths over many magic moats to get to the Pattern Palace.	<ul style="list-style-type: none"> <li>• Pattern</li> </ul>
18	The Legend of Big Tum	A big hairy monster with a big hairy tummy who loves puzzles? Find out who is in Big Tum's tum!	<ul style="list-style-type: none"> <li>• Problem solving and finding the missing number</li> </ul>
19	Mirror, Mirror	<i>One</i> makes a wish that the magic mirror could make lots of friends at once – and soon it's pandemonium.	<ul style="list-style-type: none"> <li>• Adding multiples of the same number</li> </ul>
20	The Wrong Number	It was a grey day in the big city. <i>One</i> was wondering where her next case would come from, when a square silhouette appeared at the door....	<ul style="list-style-type: none"> <li>• Problem solving – reasoning about number</li> </ul>

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## Series 4 Overview

Episode	Name	Storyline	Maths
1	Flatland	Squarey becomes flat, leading four to go to Flatland.	2D shapes Sides & corners Triangles, Quadrilaterals, etc.
2	Pattern Palace	Numberblocks 1-5 follow treasure map to Pattern Palace. Must create patterns to cross rivers.	Colour Patterns, repeating.
3	Legend of The Big Tum	Numberblocks 1-10 climbing Blocky Mountain. Bump into Big Tum, who eats a NB, NBs solve the puzzles.	Missing number on number line. Problem solving. Adding more than 1 number.
4	Mirror, Mirror	One sneaks off from the group and finds a magic mirror. Makes another one of him, to make 2.	Doubling 3 lots of 1
5	The Wrong Number	Nine's belongings have disappeared, detective one helps to solve the mystery.	Problem solving. Odds & Evens
6	Eleven	Meet Eleven Eleven's football song.	$10+1=11$ 11 is ten and one 1 more than 10 is 11.
7	Twelve	Meet Twelve Twelve is a super rectangle! Twelve's array song	$10+2=12$ 3 4's is 12, 4, 3's is 12. Arrays (6 by 2, 1 by 12)
8	The Way of the Rectangle	Twelve is mastering the way of rectangle, with Eight & Six. Four is a square! 3 & 2 can be rectangles too!	Rectangle – blocks arranged in neat columns and rows. Square - the same number of blocks wide as tall.
9	Ride the Rays	The numberblocks visit Ray Canyon, and they have to make themselves the right size to ride the rays.	Arrays Odd numbers add together to make even numbers.
10	Block Star	Twelve heads to Block Star to save Number Land. Has to split to press all the buttons.	Arrays. Dividing
11	Thirteen	Meet Thirteen. Unlucky thirteen song.	$10+3=13$



## Series 4 Overview

Episode	Name	Storyline	Maths
12	Fourteen	Meet Fourteen. Fourteen's skateboarding song.	$10+4=14$ Double 7 is 14.
13	Fifteen	Meet Fifteen. Fifteen is a super special step shape secret agent. Fifteen's master of disguise song. One, two, three, four & five are the super special secret step squad.	$10+5$ is 15 $1+2+3+4+5=15$
14	Tween Scenes	Fifteen is reading the numberblocks a bed time story. Stories about 11-15	$10+1=11$ 1 ten is ten ones. Ten and ones make teen numbers
15	Step Squads	Agent Fifteen helping to rescue One's balloon.	1, 3, 6, 10 & 15 are all step shapes!





## Series 5 Overview

Episode	Name	Storyline	Maths
1	Fifteen's Minute of Fame	Talent Show. Fourteen's skateboard act goes wrong.	Counting down from 15.
2	On Your Head	Eleven starts a header game, 11, 12, 13, 14 & 15 lose their numberlings.	One ten, and 1 one (2 ones, 3 ones, 4 ones, 5 ones) Tens are represented by the first number. Ten is 1 ten and 0 more.
3	Ten's Place	10-15 are at ten's place. Exercise class splitting tens from ones and putting them back together.	Teen numbers are greater than 10.
4	Balancing Bridge	1-15 want to visit pattern palace, but have to cross the balancing bridge.	Either side of the = has to be the same. <, >, =
5	Sixteen	Meet Sixteen. Sixteen discovers he's a square. Sixteen's square party song.	16 is a square number. 16 is 4 4's.
6	Square Club	16, 9, 4 all at square club. 4 splits into 2 2s, 9 into 3 3s, 16 into 4 4s. One is a square!	Squares are as tall as they are wide. One is a square number.
7	Seventeen	Meet Seventeen. NBs at opening of Numberland's art gallery. Seventeen's art song.	$10+7=17$
8	Eighteen	Meet Eighteen. Eighteen is a super speedy super rectangle.	$10+8=18$
9	Loop the Loop	Eighteen show's the others how to ride the rays.	Arrays
10	Nineteen	Meet Nineteen. Nineteen is a one-off, with a talent for shapeshifting.	$10+9=19$ Prime number.
11	Twenty	Meet twenty. Twenty's dancing song.	$10+10=20$ 2 tens are 20.





## Series 5 Overview

Episode	Name	Storyline	Maths
12	Tall Stories	Twenty is reading the numberblocks a bed time story. Stories about 16-20	16, 17, 18, 19, 20.
13	Flights of Fancy	Rocket Ten & friends blast to space for a rhyming adventure to planets 11-20	10+ones=teen numbers.
14	I can Count to Twenty	The Numberblobs challenge Twenty to a singing count-off	Counting to Twenty
15	Heist	Sixteen to Twenty use their special skills to sneak past the robot guards at the Museum of Numbers, to rescue one's Teddy.	Arrays



## Series 6 Overview

Episode	Name	Storyline	Maths
1	Sign of the Times	Eighteen discovers a faster way to add a number together lots of times,	3 times tables. 2 times tables. Arrays.
2	Fun Times Fair	Twelve helps the numberblobs work out how many token they need for each fairground ride.	Times Tables Arrays Division - sharing
3	The Lair of Shares	One and friends can only escape from the Lair of Shares by learning how to share and solving the puzzles.	Sharing (division)
4	Terrible Twosday	The Terrible Twos have some from space to divide the numberblocks into twos!	Divide by 2 Dividing into twos.
5	Divide and Dive	Three invites the others to her go-kart track, where you must divide into threes to drive.	Dividing by 3 Dividing into threes.
6	Twenty-One and On	Twenty and friend find out what happens when you go past bus stop 20.	$20+1=21$ $21 = \text{two tens and one one.}$
7	We're Going on a Square Hunt	The squares explore an ancient temple in search of a really big square.	$5 \times 5 = 25$ Finding patterns. Counting to 25
8	Thirty's Big Top	Welcome to the Big Top, where Thirty and friends show off their circus tricks.	3 tens are 30. 4 tens are 40. 5 tens are 50. Adding 10.
9	Land of the Giants	Five and friends discover a way to make themselves ten times bigger.	$\times 10$ 10, 20, 30, 40, 50.
10	Fifty	Fifty rocks out the Numberland stadium with her shining gold guitar.	Counting in 5s
11	Sixty's High Score	Meet Sixty. Play How Many Tens up to 90.	Adding ten. 10 times tables.



## Series 6 Overview

Episode	Name	Storyline	Maths
12	The Big One	One finds a way to keep adding ones all the way up to 99, but what comes next?	Counting to 99, and so on. Meet 100. 100 is 100 ones.
13	One Hundred	Learn all about the number 100 with a song about being big.	100 $100 > 60$
14	One Hundred and One	Learn about huge numbers by adding one, and other numbers.	One's place, ten's place, hundred's place. What's after 999? 1 thousand.
15	More to Explore	The grand finale.	Always more to explore with numbers!



## Games



- ☐ Board games – Snakes and ladders, Ludo
- ☐ Card Games – Snap, memory pairs, Uno, sorting real cards.
- ☐ Other games – Connect 4, Jenga, Honey Bee.
- ☐ Jigsaw puzzles
- ☐ Construction – Lego, K-Nex, Meccano, Sticklebricks

## Cooking is maths too!

Cooking activities will allow opportunities to:

- ☐ Count e.g.. How many spoon full do we need?
- ☐ Recognise numerals eg. when reading a recipe together
- ☐ Understand more/less eg. How many more tomatoes do we need?
- ☐ Understand capacity eg. add half a cup of water
- ☐ Understand weight and use scales for measuring eg. add 10g of butter

## Songs and rhymes

- Children often first learn about numbers and counting through rhyme – they learn the pattern of words before they understand the meaning of the words and concepts.
- Songs and rhyme are an important way for all children to learn about number order, forwards and backwards, counting and calculating.
- Using actions, fingers or objects when singing will help children develop skills even further, for example they could also learn to match quantity to numeral and have opportunities for counting rather than just reciting in order. For example:
  - 1,2,3,4,5 – number names, counting/ordering forwards to 10
  - 10 in the bed – counting backwards from 10
  - 5 little ducks – subtraction

## Websites

- Cbeebies for grown ups
  - <http://www.bbc.co.uk/cbeebies/grownups/help-your-child-with-maths>
- Sesame Street maths
  - <http://www.sesamestreet.org/parents/topicsandactivities/topics/math>
- Youtube for number stories, rhymes and songs
  - <https://www.youtube.com/watch?v=a94AbkgVzpE>
  - <https://www.youtube.com/watch?v=WTegUeif3D0>