

The number five - 5



Family Maths
Toolkit

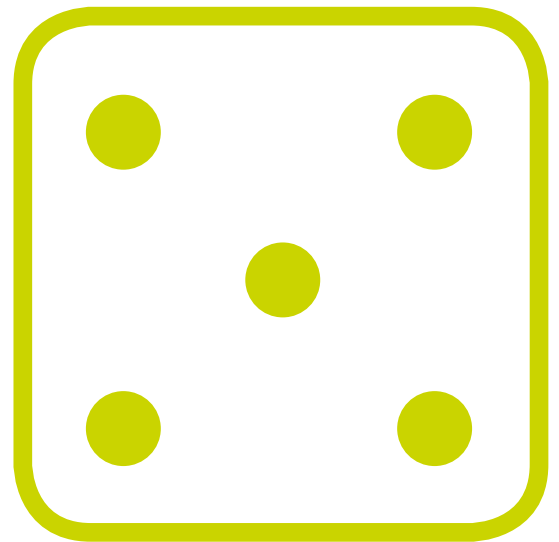
How many ways can you show five or find the number 5?

Here are a few ideas:

- the number 5 on a clock
- the number 5 on the washing machine dial
- the number of letters in the word **M U M M Y**
- dots on a die

How many more ways can you find?

Helpful hint: Think about when you are in the house and when you are out and about. You could 'high five' when you find a 5.



Family comments:

Child comments:



Curriculum Link

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Recognising 5.

Mad Hatter's tea party



Family Maths Toolkit

The Mad Hatter is throwing a tea party – he has invited Alice, the Dozy Dormouse, the White Rabbit and the Queen of Hearts.

How many knives and forks will he have to lay?
How many spoons? How many cups?

Who else could he invite to his party? How many extra things will he need now? Draw a picture of the tea table – what else could you put on the table? How many do you need?

Helpful hints: Talk about how many more forks will be needed? Add items such as a teapot. Extend by talking about how many sugar cubes might be needed.

If your child is not familiar with this story, use a different one - for example, 'The Tiger who Came to Tea', or 'The Teddy Bears' Picnic'.



Family comments:

Child comments:



Curriculum Link

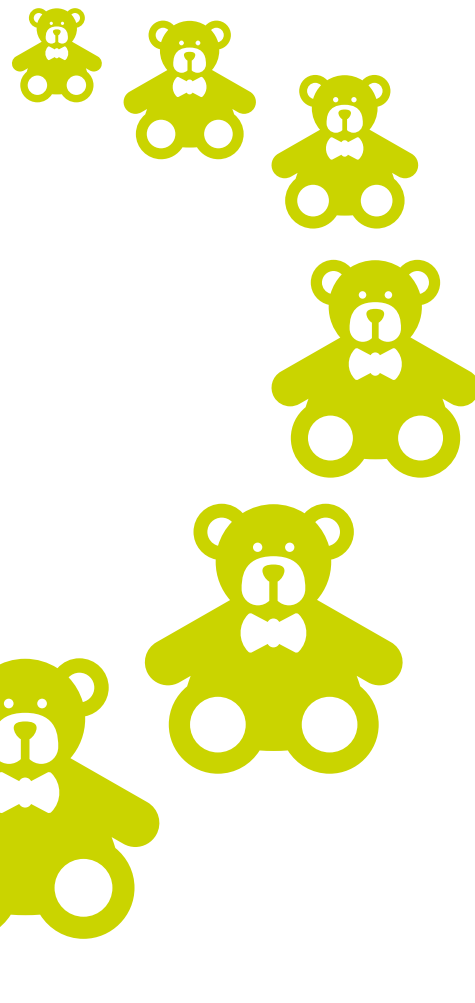
Counting for a purpose, more than, less than.

Teddies in a queue



Family Maths
Toolkit

Find 7 teddy bears (or other toys). They are going on a picnic and need to catch a bus.



Put them in a line. Who is first in the line?

Who is third? Who is fifth?

The last toy is crying - move it so that it is second. Who is last now?

Draw a picture of the toys and label them 1st, 2nd...

Helpful hints: When out and about, link this to real queues that you see.



Family comments:

Child comments:



Curriculum Link

Use ordinal numbers
1st, 2nd...last.

Matching pairs



Family Maths
Toolkit

Who can find the most matching pairs?

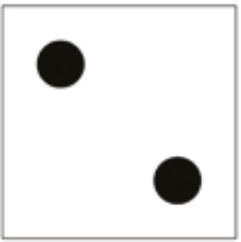
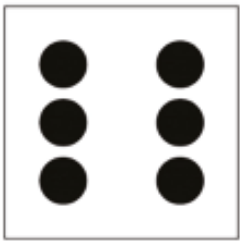
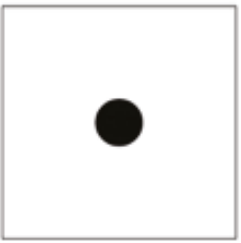
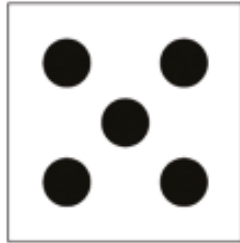
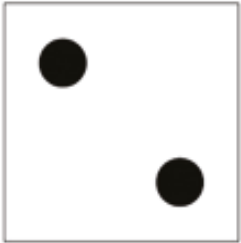
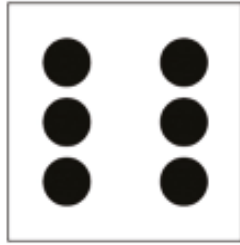
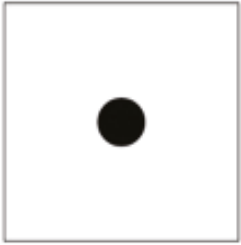
Cut out the dice cards and turn them all over. Muddle them up. Each person turns over two cards – if they match, then keep them as a pair. If not, they must be turned back over in the same place.

Dice do not have a '7' but what pattern would you make to show the number '7'?

Helpful hints: Count the dots before the game starts. Ensure your child recognises, for example, the pattern of 5. Talk throughout the game – for example, can you remember where you saw the 3 before? Talk about same and different.

This game can be extended to a set of playing cards or for a shorter game, use half a set.





Family comment:

Child comment:



Curriculum Link

Subitising - recognising patterns to represent numbers, developing memory skills.