



Enjoying mathematics together

Using calculators with your child...

For very young children

- Find numbers on the calculator keys. Type each number separately and look at the calculator display. Read the numbers
- Make patterns using two numbers, such as 313131313131: Read your patterns: 'Three, one, three, one'
- Use the calculator to type important personal numbers, such as the house number, your telephone number, or family birthday dates ('My birthday is on the 22nd: that's 22.')

For young children

- Type some two-digit numbers, reading them aloud each time
- Use the constant function to count with the calculator. Type $1 + 1 =$. The calculator shows 2. If you now press $=$, predict the next number and then check whether you were right.
- Try typing $2 + 2 =$ and press the $=$ key repeatedly. What was the calculator counting by now? Predict the next number, and then check by pressing $=$. Explore this function to make the calculator count by 5s. then try counting by 10s. remember to predict numbers before checking.



Games to play with your child...

Beg and borrow

Materials required: 20 counters or blocks and a die
Suitable for very young children. A game for two players.

- The players share 20 counters equally between them.
- Player 1 rolls the die and takes the number of counters shown from Player 2. Then Player 2 rolls the die and takes the number of counters shown from Player 1.
- The continue until one player has no counters.

Greedy me

Materials required: One die, pencils and paper

- Suitable for young and older children. A game for two players.
- The aim is to pass a total of 50 by adding the scores from rolling one die.

- Player 1 rolls the die. He or she may keep rolling the die and mentally add each rolled number to their total. The total should be written down each time. This player continues until he or she chooses to pass the die to Player 2 (or until a '1' is rolled). Player 2 continues as above.
- If either player throws a '1', their total score for that turn is lost and the die is passed to the other player.
- This game can be played by starting at 50 and subtracting until zero is reached or passed.



Double digit

Materials required: One die, pencils, paper with tens and ones columns for each player. Suitable for older children. Any number can play.

- The aim of is to total just under 100 in seven turns.
- Each player takes a turn to roll the die. They write this digit in either the tens or the ones column. When they choose to write the digit as 'tens', they should write zero in the 'ones' column.
- Each player has seven turns then all players add their numbers.
- The player closest to 100 without going over is the winner.

Ten snap or Memory

Materials required: pack of cards with picture cards removed.

Suitable for young children. Two or more can play.

- The aim is to 'snap' or find pairs that add to 10.
- Each player puts a card on the pile in turn.
- If consecutive cards total '10' then a player can 'snap'.
- Alternatively, the cards can be placed face down in an array.
- Players take turns to turn over two cards to find a total of '10'.



Tens Concentration

A game for two players. Each pair needs a pack of cards with the tens, picture cards and jokers removed. The ace cards are valued as 'ones'.

- All cards are shuffled and then placed face up in an array (4 X 9).
- Player 1 takes two cards that will add to ten and says the number fact.
- Both players should check that these two cards add to ten.
- If the two cards do add to ten, the player keeps the pair. Player 2 has a turn.
- If the two cards do not add to ten they are replaced in the array.
- Play until all cards have been paired. Whoever has the most pairs wins.
- Once children have played this with the cards face up, then try with the cards face down using the rules of Concentration.