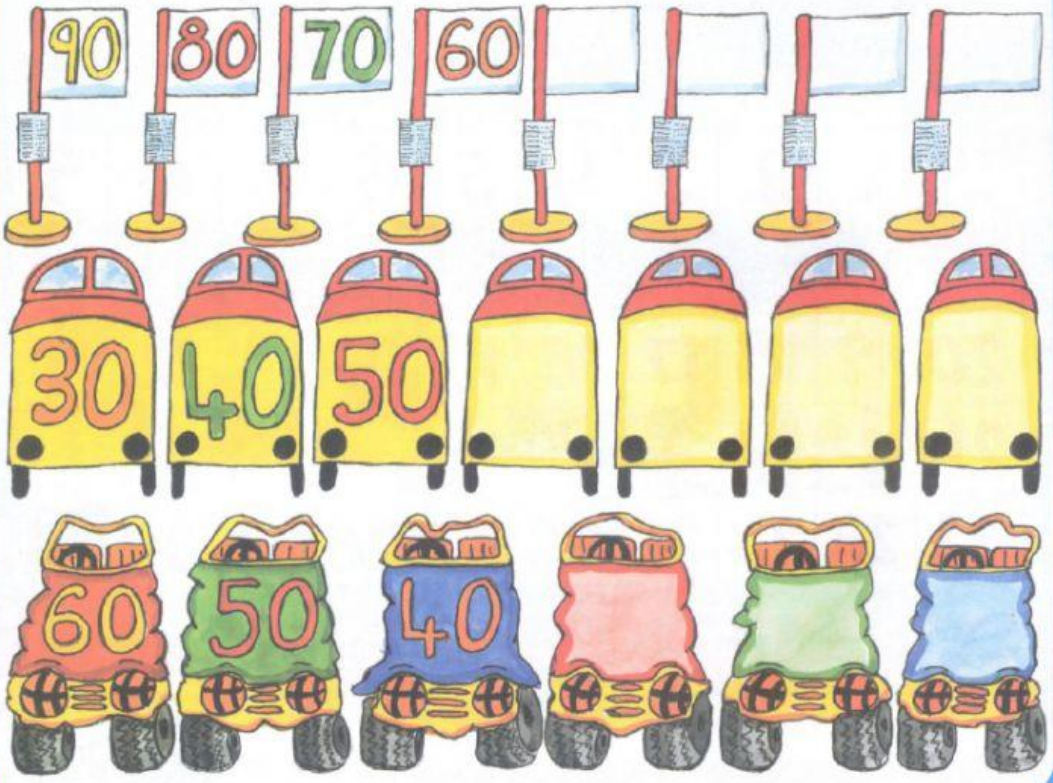
Counting in tens

What number comes next?

- Write the missing numbers.



Counting on and back

- What number comes next?

30 40 50 ☐

90 80 70 ☐

- Count on three tens from 30. ☐
- Count back three tens from 70. ☐

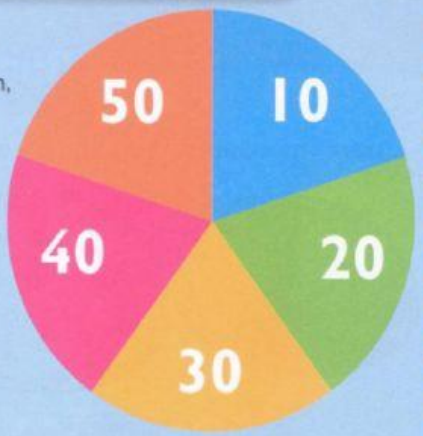


What you need to know At this stage your child is learning to **count on** and **back** in steps of 1 and 10, and how to count on in steps of 2, 3 and 5, starting from **zero**, and back again.

Game: Forwards or backwards?

You need: paperclip, pencil, 5 counters (or buttons).

- Put a counter above a number on the number train, e.g. 50. This is your start number.
- Spin the spinner (see page 2).
- Your aim is to land on a coloured carriage. You can count on or back.
- If you land on a coloured carriage, cover the number with a counter.
- The game ends when all the coloured carriages are covered.





Colour the numbers

- Start at 30. Count on 5 tens. Colour the number red.
- Start at 10. Count on 9 tens. Colour the number blue.
- Start at 50. Count on 1 ten. Colour the number orange.



- Start at 70. Count back 5 tens. Colour the number red.
- Start at 30. Count back 3 tens. Colour the number blue.
- Start at 100. Count back 6 tens. Colour the number orange.

Taking it further Say a multiple of 10 from 10 to 100, e.g. 30, and ask your child to:

- **count forwards** in **tens** from 30 until you say stop
- **count backwards** in tens from 30 to 0
- **count on** from 30 in tens to 80
- **count back** from 60 in tens to 20
- count on 3 tens from 30
- count back 2 tens from 30.

NUMBER LINE.

10 20 30 40 50 60 70 80 90 100

1. Match the numbers with the words. Use different colours.

(10) (20) (30) (50) (60) (40)

(ten) (twenty) (fifty) (thirty) (forty) (sixty)

2. Write the numbers in order, from the smallest to the biggest.

ten thirty twenty forty fifty

_____ - _____ - _____ - _____ - _____

3. Find the missing number.

ten fifty twenty forty sixty

____ - ____ - ____ - ____ - ____

The missing number is _____

4. Write the number that goes before and after.

before	after
_____	thirty	_____
_____	twenty	_____
_____	forty	_____

before	after
_____	fifty	_____
_____	sixty	_____
_____	thirty	_____

5. Match the numbers with the words. Use different colours.

60 90 70 80 100

sixty ninety eighty seventy hundred

6. Write the numbers in order, from the smallest to the biggest.

ninety eighty a hundred seventy sixty

_____ - _____ - _____ - _____ - _____

7. Find the missing number.

sixty seventy a hundred fifty ninety

_____ - _____ - _____ - _____ - _____

The missing number is _____

8. Write the number that goes before and after.

before		after	before		after
_____	seventy	_____	_____	eighty	_____
_____	ninety	_____	_____	sixty	_____
_____	fifty	_____	_____	forty	_____

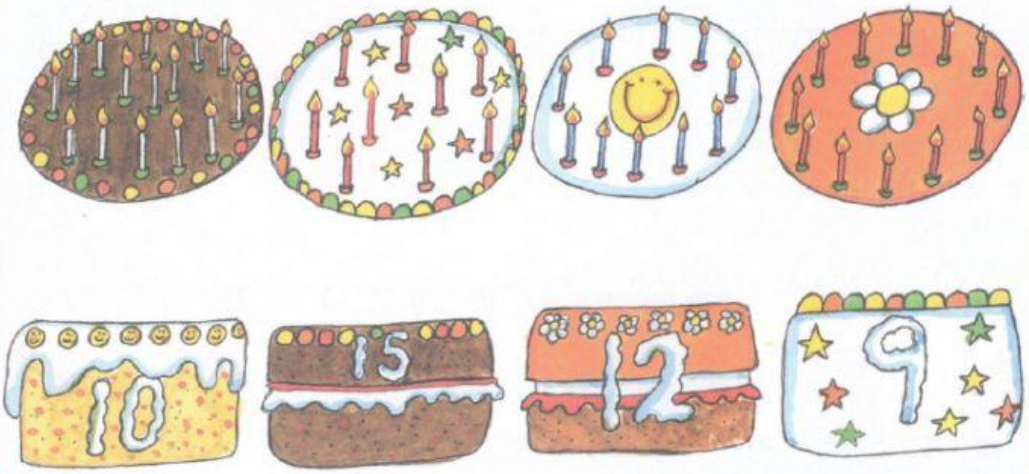
9. Complete the sequence.

fifty - _____ - seventy - _____ - _____ - _____

Numbers to 20

Birthday cakes

- Count the candles. Match the cakes.



Birthday cards

- Match the cards.

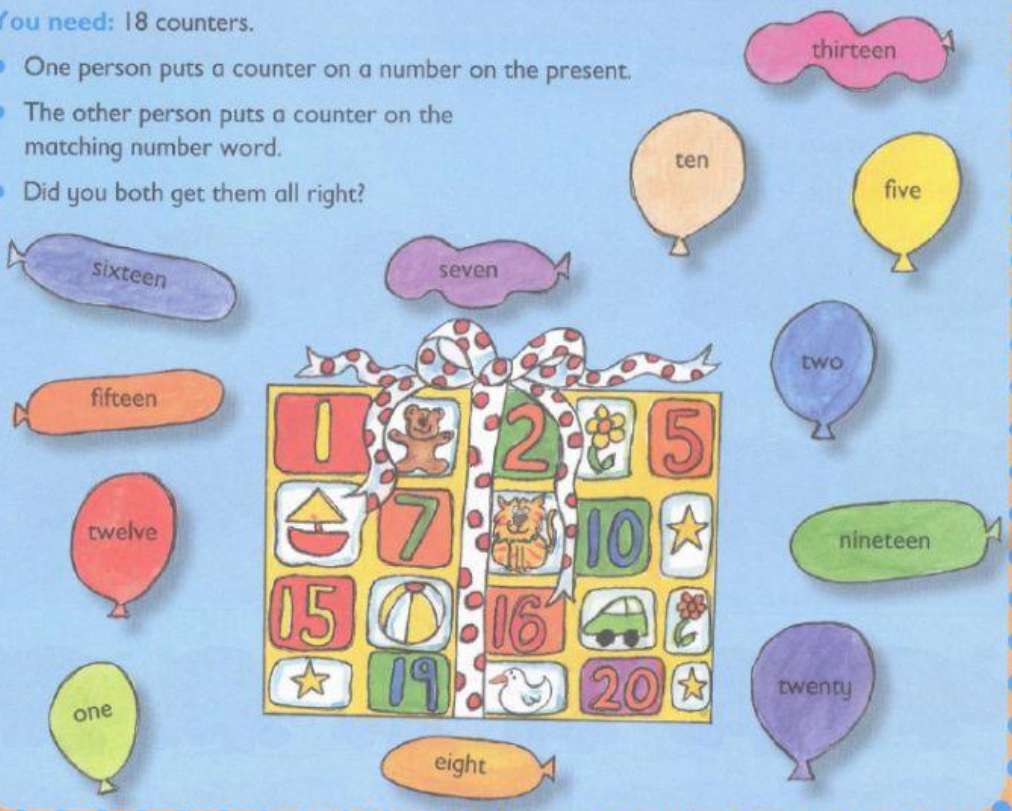


What you need to know At this stage your child is learning to **read** and **write figures** from 0 to 20, and to read and eventually write **words** from **zero** to **twenty**.

Game: Match the numbers

You need: 18 counters.

- One person puts a counter on a number on the present.
- The other person puts a counter on the matching number word.
- Did you both get them all right?



How many letters?

- Which numbers from 1 to 10 have three letters?

one | | | |

- Which numbers from 1 to 10 have five letters?

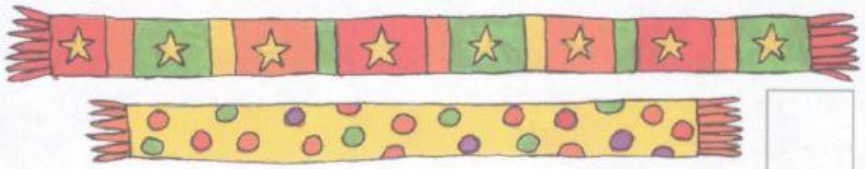
- Which numbers from 11 to 20 have eight letters?

Taking it further Using the 'Match the numbers' game, point to a **number** written in **figures** or words. Ask your child to say the number/**read** the **word**. Then ask your child to point to the figures that read: 'seven', 'two', 'sixteen', and the words that read: 5, 12, 19. Go on to say a number (up to 20), and ask your child to **write** it as a **figure**.

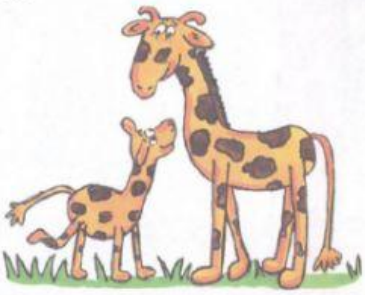
Comparing

Shorter or taller?

- Tick (✔) the shorter scarf.



- Tick (✔) the taller animal.



Heavier or lighter?

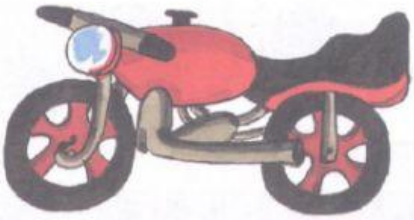
- Which is heavier? (✔)





- Which is lighter? (✔)





What you need to know At this stage your child is comparing 2 **lengths**, **widths**, **heights**, **depths**, **weights** and **capacities**.

Game: Let's compare !

You need: paperclip, pencil.

- Spin the spinner (see page 2). When the spinner stops on an object, ask is it longer/shorter; bigger/smaller; fatter/thinner than the one opposite.
- Carry on until you have landed on each picture.



Which is it?

- Who is lighter? (✔)



Mark ☐

Layla ☐

Mark Layla



Pete ☐

Dan ☐

Pete Dan

- Which holds more? (✔)



☐ ☐



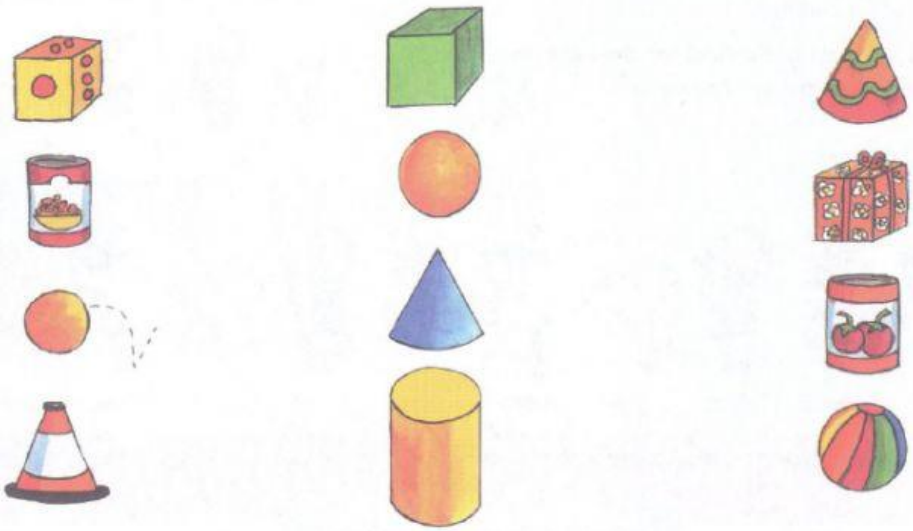
☐ ☐

Taking it further Point to 2 objects around the home. Ask: 'Which is **heavier/lighter**, **longer/shorter**, **taller/shorter?**' Then point to a single object, and ask your child to pick another object that is heavier/lighter, etc.

Solid shapes

Matching

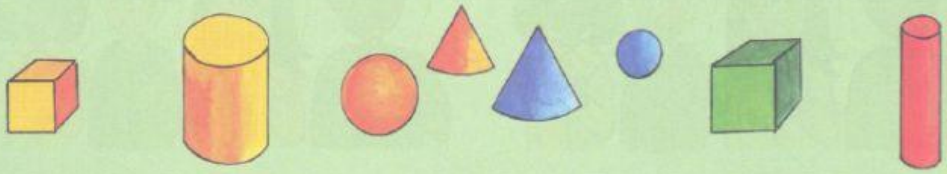
- Match the shapes.



Game: How many faces?

You need: 1–6 dice, 8 counters (or buttons).

- Roll the dice.
- Find the shape with the same number of faces (surfaces), and put a counter on it.
- Carry on until all the shapes are covered.



What you need to know At this stage your child is learning to:

- recognise, name and describe simple **solid shapes** (**cube**, **cone**, **sphere** and **cylinder**)
- understand the word **face** for surface, and count the faces of different 3D shapes (a cube has 6 faces, a cone – 2, a sphere – 1, a cylinder – 3)
- recognise examples of solid shapes in the world around them.