

## At School



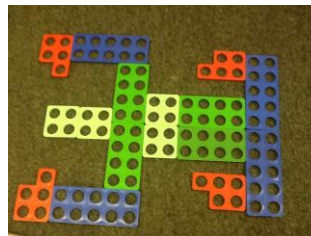
---

At St Mary and St Peter Primary School we believe it is important for children to have lots of opportunities for children to explore their understanding of number. Using practical resources such as Numicon, counters, beads, sticks, sorting objects we aim to provide a rich experience for our children. These early experiences help to build concepts of number that they will develop through the school.



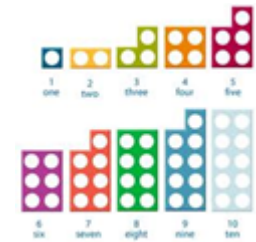
---

St Mary and St Peter Catholic  
Primary School



## Encouraging Mathematics at Home

**EYFS / KSI**



# What is Numicon?

Numicon teaches children about numbers and what they mean, before and alongside counting and patterning activities through hands-on activities, games, songs, in a structured approach.

This way of teaching is so supportive to all children, but particularly those requiring a visual, hands-on style.

## There are many challenges in learning maths:

Words and their use are confusing- especially in English!

Numbers are not objects- they cannot be picked up and explored. Instead they are a concept.

Some children find sequencing of numbers and the place-value system difficult to grasp.

That's why being able to pick up the shapes of the numbers and do things with them, children see numbers as 'wholes' made up of parts.



## Maths is fun! Have FUN with you numicon pieces.

- Hide them round the house and do a treasure hunt for them.
- Make pictures with them.
- Put them under a piece of paper and use a crayon to rub over them.
- Use them with other toys to sort and organise. Match the 5 piece with 5 toy cars.
- Take in the bath and use with plastic jugs and bath toys.
- Use with play dough to push shapes in to the dough.



## Some things to do with Numicon at home

- Find a shape that is larger/smaller.
- Feel a shape. Find the same one in the feely bag.



- Find a particular shape in the feely bag by touch only.
- Order the shapes by size.
- Find the shape that is equivalent size to 2 smaller ones. How many ways can you find?
- Choose a shape. Find the equivalent amount of counters/buttons.
- Make a picture – house/train/face
- Find a shape that is 1 more/1 less.
- Make a number line, matching shapes to the numbers. Starting to using number names.