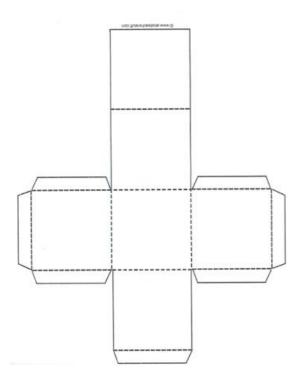
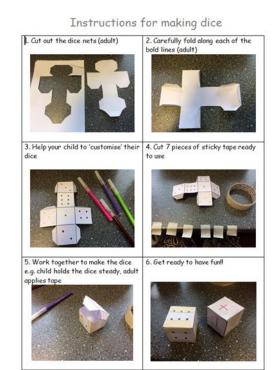
# Welcome!!

### While you are waiting.....

Find your dice template in your pack and cut out the 2 nets.





DON'T make them completely - just do stages 1 & 2 so that when the children arrive you can work as a team to put the numbers on and make the cube shape

### Bracknell Forest Community Learning Team





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# Counting & Early Calculation Skills

### <u>The Plan:</u>

### 1. PARENT PREP:

- why using real objects ('manipulatives') to count and calculate is vital
- define key concepts rote/rational counting and number bonds
- how to make & use your 'magic pebbles' counting kit with your child
- 2. CHILDREN ARRIVE: work with your child to put the counting & calculating kit together and check for accurate, rational counting
- 3. Try out a variety of calculation activities with your child.

# <section-header><text><text><text><text>

The purpose of this session is to provide information and experiences that will help you to support your child's learning. However.....

# One size doesn't fit all!!



# Please share!!!

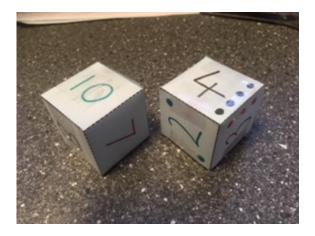
## Children with additional needs?.....

Family Learning is for **everyone**, and all our activities can be adapted to suit any child (or grown up!!)

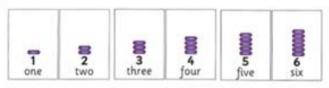
### Please ask!!!

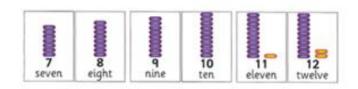
# Your kit.....

Dice



### 0-20 number cards (place value highlighted)



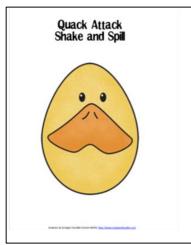


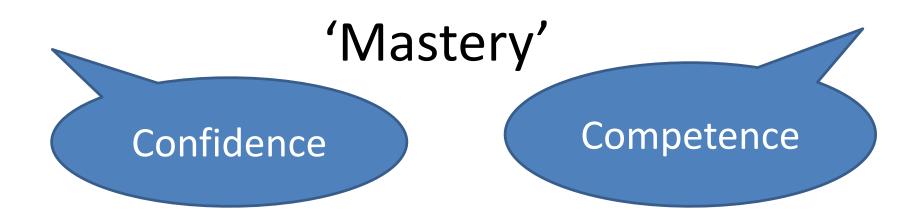
### Pebbles & bag





Copy of 'Quack Attack' board game





"Children who grasp concepts rapidly should be challenged with reasoning and problem solving activities that apply knowledge and make connections, before moving on to new content"

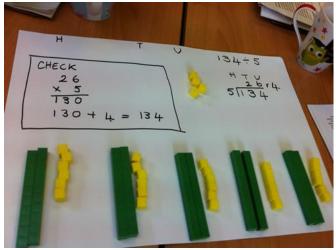
### **High Achievers**

If your child is achieving well, rather than moving on to the following year group's work many schools will encourage more in-depth and investigative work to allow a greater mastery and understanding of concepts and ideas.

# Why using real objects (manipulatives) in maths is so important (and not just for EYFS classes!)

- To support sense making, mathematical thinking and reasoning
- To avoid the possibility of blindly following a taught procedure to arrive at an answer
- For children to be able to demonstrate to themselves and others mathematical truths
- To deepen children's understanding of abstract mathematical concepts
- To explain the meaning and justify the use of different mathematical processes such as the standard written methods

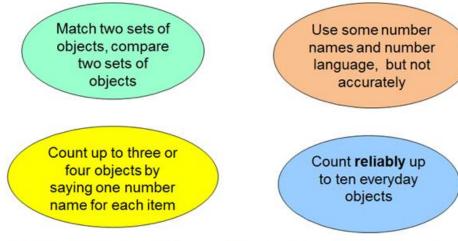
E.g. short division



### Counting with confidence and competence

### Development of early counting skills

Which comes first? Talk to the person next to you to put the following skills in order:



\*See if you can find them on your Progression in Counting Skills <u>handout</u> - this gives you an idea of what happens when.

Counting Skill	Age	in months
Show curiosity about numbers by offering comments or asking questions		
Use some number names and number language, but not accurately		
Use some number names accurately in play e.g. "I have 2 cars"		0-20
Recognise groups with one, two or three objects		
Recognise some numerals of personal significance e.g. "I am 4 years old" "My house number is a four and a two"		
Understand that when counting, number names must always be said in the same order		
Count up to three or four objects by saying one number name for each		
item		
Count out up to six objects from a larger group		
Count actions or objects that <b>cannot be moved</b> e.g. spots/pictures of objects or the number of times they hear a clock chime		20-40
Begin to count beyond 10, but not always accurately		20-40
Begin to represent numbers using fingers, marks on paper or pictures		
Select the correct numeral to represent 1 to 5, then 1 to 9 objects		
Count an irregular arrangement of up to ten objects and understand that it doesn't matter which object you start the count with		
Estimate how many objects they can see and check by counting them		
Estimate now many objects they can see and check by counting them		
Know that the last number said in the count identifies how many objects are in a set		
Talk about order using 'first', 'second', 'third'		
Match two sets of objects, compare two sets of objects		
Count <b>reliably</b> up to ten everyday objects		40.00
Recognise numerals 1 to 9		40-60
Use language such as 'more' or 'less' to compare two numbers		
Find one more or one less than a number from one to ten		
Begin to relate addition to combining two groups of objects and subtracting to 'taking away'	`	/
subtracting to taking away		

Use some number names and number language, but not accurately

# Counting by rote

From an early age children use numbers as labels, counting out loud using number names they know.

-often re-use known number names e.g. 1-2-3-4-5, 1-2-3-4-5, 1-2-3-4-5......

-progress to pointing to objects as they count, but not accurately.

- say number names in order (...but not necessarily know their meaning/value). Children can often do this from quite a young age and up to quite a high number .

Counting is MUCH more than remembering numbers and recognising numerals, it must be "rational" rather than "rote"

- Rational counting is counting that has meaning associated with it
- The child understands that the number name is connected with an actual value or amount of something – they know "how many"
- The child can not only say the numbers in order but recognise that 2 actually means 2 objects, 3 means 3 objects and so on

Children need to understand several concepts before they can count rationally......

### One-to-one correspondence

Count up to three or four objects by saying one number name for each item

Children learn that each number name in the count relates to an object.

"point to each object as you count" - many children tend to rush ahead and say the next number name faster than they point to the object.

TIP 1: get them to move [count out] the objects one by one as they count. TIP 2: don't ask your child to count more things than s/he can count easily and with success

http://www.youtube.com/watch?v=hgTOAwHVgxw

Cardinality - the 'are we there yet?' of the maths world - has this ever happened to you?....

'Jake, I wonder how many beetles are in the jar?'

Jake counts '1, 2, 3, 4'. .....

'So how many are there in the jar?'

Jake replies, '1, 2, 3, 4'.



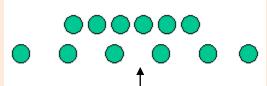
When asked the question 'How many?' children will initially repeat all of the numbers in the count. This can be very frustrating, but it's totally normal.

With more experience, children will not need to count again, but will just say the last number in the count.

# Conservation of number

Conservation of number is the stage where the child knows there are the same

number of objects in a group however that group is structured.



A child who hasn't yet developed this concept will say there are more in the second row.

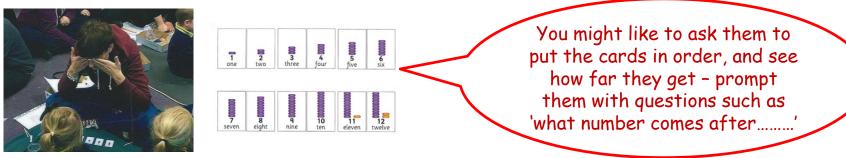
When your child makes and counts sets of objects, re-arrange the objects and ask 'how may now? - they will soon get the idea!!

# <sup>5</sup> <sup>mins</sup> Using your counting kit - 1

- Ask your child to count out 20 magic pebbles
- You will be checking that they can count reliably and accurately.
- You will be watching to see if they have good
   1:1 correspondence (when counting a set of objects, do they touch one object as they say each number, to arrive at the correct total number in the set?)
- Use this information to decide which numbers to work with for the rest of the session......

# Smins Using your counting kit - 2

• Help your child to cut out their 0-20 number cards



- Ask them to choose a number <u>less</u> than 10, and give you the matching number of magic pebbles
- Check for cardinality (e.g. having counted a set of 6 objects, can they say "there are 6" without needing to re-count?)
- Check for conservation of number (do they understand that a certain quantity will remain the same even if the position, shape, or size is changed?)

# <sup>5</sup> <sup>mins</sup> Using your counting kit -3

0-20 number cards continued.....

 Ask your child to choose a number <u>more</u> than 10, and give you the matching number of magic pebbles

\*still counting reliably and accurately? \*\*check again for cardinality and conservation of number

- If you see that your child needs support with the teen numbers, stick with numbers up to 10 for now – it's vital to build confidence and fluency first.
- Have fun doing pebble matching a couple more times, using numbers that your child is comfortable with

# s mins Using your counting kit - 4

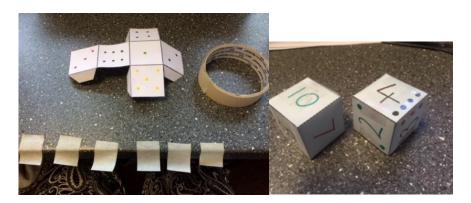
• Work with your child to put spots/numbers (or both!) on the dice nets. E.g. 0,1,2,3,4,5 and 6,7,8,9,10, ©







• Work as a team to assemble the dice



Top tip: You can draw numbers in pencil first for them to trace over - the number formation rhyme sheet can help with this



# Using your counting kit - 5

Have fun throwing the dice and making sets of pebbles to **practise early calculation** - try one of these ideas:

- One more, one less
- Compare 2 sets
   (bigger, smaller, more, fewer)
- Combine 2 sets ("how many altogether?")



- Roll the 6-10 die and get the matching number of pebbles, then roll the 0-5 die to decide how many pebbles to remove
- Split a set: play the "quack attack" game (e.g. "how many different ways can we find to make 10?")

\*remember to work with numbers that your child is confident with

\*\* encourage them to write or draw their findings......

# 1 more, 1 less

Use a set of objects to explore what happens when things are added or taken away



"How many in your set?" (8) "Can you add (take away) one pebble?" "How many in your set now?" (9) / (7) "Can you write or draw what you did?" /

# Comparing numbers

Match two sets of objects, compare two sets of objects

Use 2 sets to match & compare

Compare sets, using 'bigger' 'smaller' Compare objects, using 'more' 'fewer', how many more etc.



# Addition with pebbles

Combine 2 (small) sets to practise addition

Throw the dice to randomly select 2 numbers & ask your child to get pebbles to match

"How many in this set?" (5) "How many in this set?" (3)



\*encourage your child to push the 2 sets of pebbles together

"How many altogether?" (8)

# Subtraction with pebbles

Make a larger set and remove a smaller number of pebbles from it

Throw the 6-10 dice to randomly select a larger number & ask your child to make a matching set of pebbles

Throw the 0-5 dice to randomly select a smaller number & ask your child to remove that number of pebbles from the set

"How many did we start with?" (9) "How many did we remove/take away?" (5) "How many left?" (4)



# Splitting sets (Number Bonds)

- 'Number bonds' describe how 2 quantities combine to make a particular total. For example: combining 3 objects with another 4 objects gives us 7 objects altogether. [in short, 3+4=7]
- "Foundation blocks" for calculations, where children begin to see patterns in numbers and to learn mathematical principles and relationships.
- Lots of number bond practice with real objects will make a huge difference to children's mental arithmetic skills and to their speed and confidence in all calculation work.

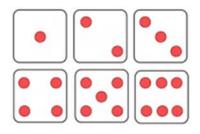
<u>https://www.theschoolrun.com/what-are-number-bonds</u> <u>https://en.wikipedia.org/wiki/Number\_bond</u>

# Number bonds with pebbles

- Choose a number (use the 6-10 dice?) and get that number of pebbles
- Find all the different ways to split that number into 2 sets (how do you know you've found them all?)
- Draw or write the different ways



0000 0000 00 000



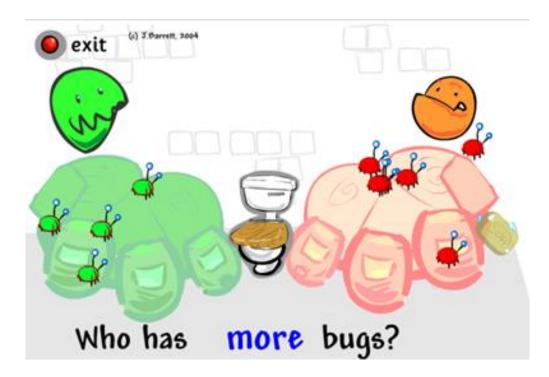


### Make more dice at home: <u>http://www.firstpalette.com/Craft\_themes/Alph</u> <u>abet\_and\_Numbers/paperdice/paperdice.html</u>



### Technology has a place: -fun way to practise and consolidate -doesn't replace experience with real objects

http://www.ictgames.com/mucky.html



# The blue form 😳

Strapeg tearing to the

#### **Family Learning Evaluation**

24	5
21	Bracknell
1	Forest
	Council

+10

(...)

Session Attended: 'Magic Pebbles' (counting & early calculation skills) Tutor: Heather Williams

We hope you have enjoyed today's session - In order for us to monitor the quality of our courses, we would be grateful if you could spend a couple of minutes completing the sections below:

Your name: ..... Date: .....

#### 1. Glad you came?

Did you enjoy your time in school today?

Yes/No

Did you learn something new? Please rate increase in knowledge/skills:

+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
----	----	----	----	----	----	----	----	----	----

Two things I have found useful today:

We want our sessions to be as useful as possible - what could we do better?

2. Want to do more/something else? We run a variety of short courses

.....

- please circle any of interest (many are FREE)

Family Learning sessions: Maths /Literacy /anxiety /transition & change /other.....

Parenting courses: Challenging behaviour/ self esteem/ sleep/ anxious thoughts & worries

Back to work courses: working with children / be your own boss / retail / hospitality /

customer service / food safety / health & safety / first aid

Soft Skills: Managing change / confidence building/ team building/ effective communication

English/maths for adults - informal 'café style' sessions (brush up skills / gain a qualification)

IT skills: Word / Excel / Outlook / Power Point / IT for jobseekers

Something else? ..... Phone number/email address.

Thank you for your time

# Concentration issues?

- Keep the pace going try a range of different activities and games (5 mins max per activity)
- Try a game I have lots they can choose from

What's the Difference?	CHESTING IN
2-4 players	00 × 00 × 000
Materials: A pack of twenty to thirty dot cards (1 to 10 dots in dice and regular patterns), counters or other objects to use as counters a, lease bricks, 15	# A 2222 200
	$\{X,X\} \not \in S_{H}$
ceiva, parte pieces.	9 + Mal
	222 24.1 2022

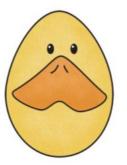
Rules: Spread out ten cards face down and place the rest of the cards in a pile face down. The first player turns over the top pile card and places it beside the pile. He/she than chooses one of the spread cards and turns it over. The player works out the difference between the number of dots on each cord (using their pebbles arranged in two rows as a practical way to work this out). The player then takes that number of counters/objects. (For example, if one card showed 3 dots and the other 8, the difference is B and so the player would take 5 counters.) The spread card is turned face. down again in its place and the next player turns the top plie card and chooses one of the spread cords to turn over. Continue to take turns until all the pile cords have been used. The winner is the player with the most counters; therefore the stretegy is to remember the value of the spread cards so that the one resulting in the maximum difference can be chosen.

Variations/Extensions

1. Try to turn the spread cords that give the minimum difference, so the winner is the player with the fewest counters.

2. Roll a die instead of using pile cards. Stort with a set number of counters (say twenty), so that when all the counters have been claimed the game. ends.

#### Quack Attack Shake and Spill



added in order in the Article in the second section.

ar the same number of dots on the previous cord. The prediction is sheeked by the dealer, by sheerving whather counters need to be taken owey or added. 2. Expresses the number of date on the invola-

Variations/Extensions

1 Each shild can predict about

#### 'Deal and Copy' game

#### 3-4 players

Materials: Fifteendet sands with a veriety of det patterne representing the numbers from one to five and a plantiful supply of counters, or other objects e.g. weehard, buttone, piete pieces.

Rules: One shild deals out one card face up to each other player. Each shild then uses the courters to replicate the arrangement of dots on his/her cord and soys the number aloud. The dealer checks each result, then deals out a new cord to each player, placing it on top of the previous card. The children than rearrange. their counters to match the new cord. This continues until all the cords have been used.

2.2 whether the new sord has more, fewer ....

#### How Many?

Cover up a small number of pebbles [or any kind of object] with a cloth.



Ask your child to take some of the pebbles out from under the cloth and then suggest how many they think are still covered. Take the cloth away to check their suggestion

\*You can make the task easier by allowing them to remove one or two more peobles or to feel the pebbles still hidden.



You can extend this game in various ways:

- "I'm covering up 15 cubes. How many would I have to take out for there to be 8 left under the cloth?"
- · Give your child some cubes from under the cover, telling them how many are still hidden and ask "How many did I have to start with?"
- · Start with a known number of pebbles and put them under the cloth. Ask your child to close their eyes while you add a few more pebbles. Ask child to remove cloth and count up the pebbles - "what was the 'secret number' I added?"

# Time for children......

- Help your child to count out 20 'magic pebbles' and put them in their special bag (are they counting reliably and accurately - if so, up to which number?)
- Cut out your 0-20 number cards

(ask your child to match the right number of pebbles to different number cards, try single digit numbers and then 'teen' numbers)

✤ Have some fun with dice

(cut out and 'customise', match numbers to pebbles)

### .....And if you think they are ready......

Use your kit to try one or more of the early calculation activities we have talked about: e.g. Compare 2 sets of pebbles (early addition/subtraction practice) e.g. Shake & Spill (introduction to number bonds)





