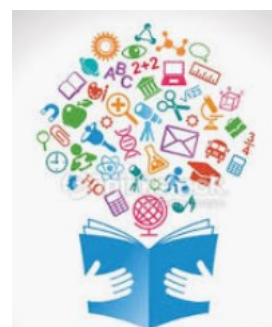




Yaxley
Infant School's
Maths
Summer Learning
Booklet
EYFS



$$\square + \square =$$

$$\square + \begin{array}{|c|} \hline \square \\ \hline \square \\ \square \\ \square \\ \square \\ \square \\ \hline \end{array} =$$

$$\square + \begin{array}{|c|c|} \hline \square & \square \\ \hline \end{array} =$$

$$\square + \begin{array}{|c|} \hline \square \\ \hline \square \\ \square \\ \square \\ \square \\ \square \\ \square \\ \hline \end{array} =$$

$$\square + \begin{array}{|c|} \hline \square \\ \hline \square & \square \\ \hline \end{array} =$$

$$\square + \begin{array}{|c|} \hline \square \\ \hline \square \\ \square \\ \square \\ \square \\ \square \\ \square \\ \square \\ \hline \end{array} =$$

$$\square + \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} =$$

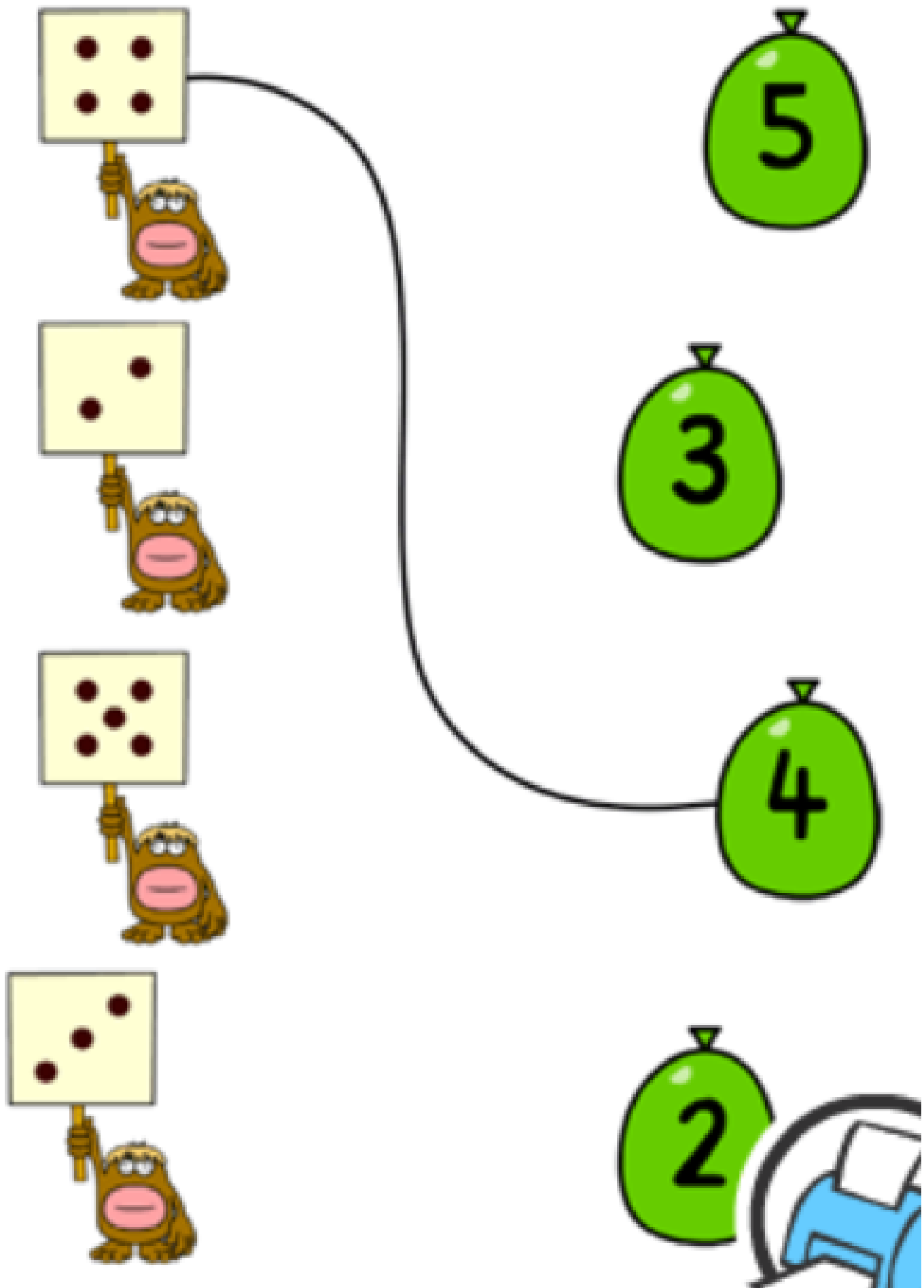
$$\begin{array}{|c|c|} \hline \square & \square \\ \hline \end{array} + \begin{array}{|c|} \hline \square \\ \hline \square \\ \square \\ \square \\ \square \\ \square \\ \square \\ \hline \end{array} =$$

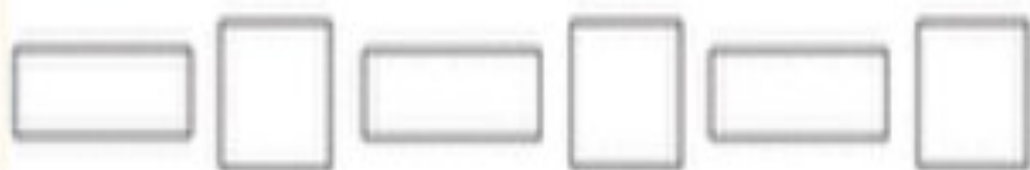
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$$\square + \begin{array}{|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} =$$

$$\begin{array}{|c|} \hline \square \\ \hline \square & \square \\ \hline \end{array} + \begin{array}{|c|} \hline \square \\ \hline \square \\ \square \\ \square \\ \square \\ \square \\ \square \\ \hline \end{array} =$$



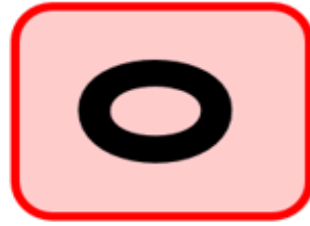


Draw your own pattern in the space below!

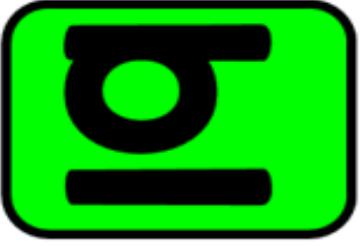
.....

.....

Digit Cards



Digit Cards



Number tracks

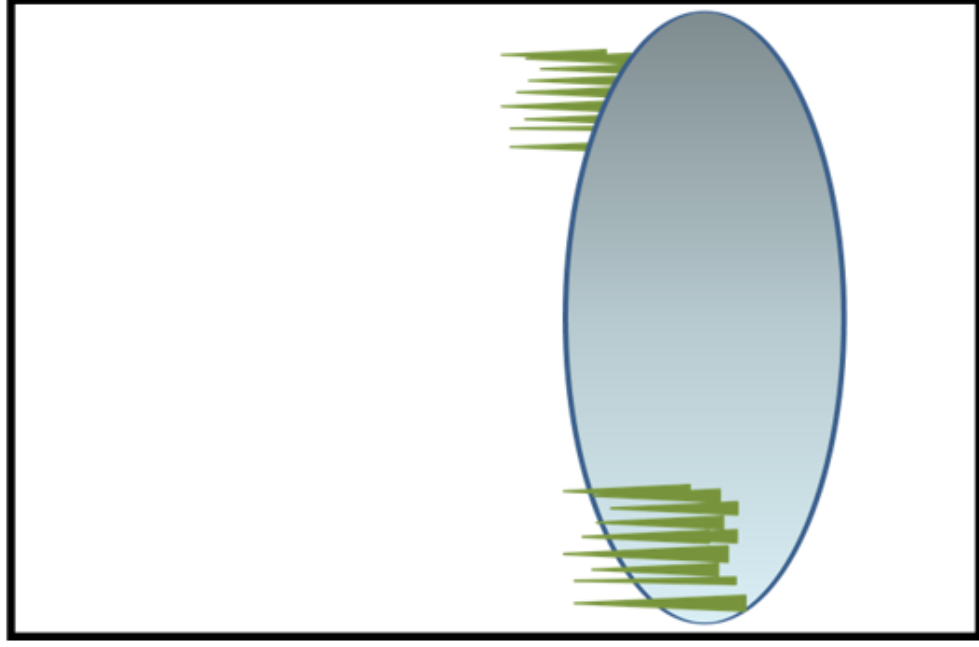
1	2	3	4	5	6	7	8	9	10	
---	---	---	---	---	---	---	---	---	----	---

	11	12	13	14	15	16	17	18	19	20
---	----	----	----	----	----	----	----	----	----	----

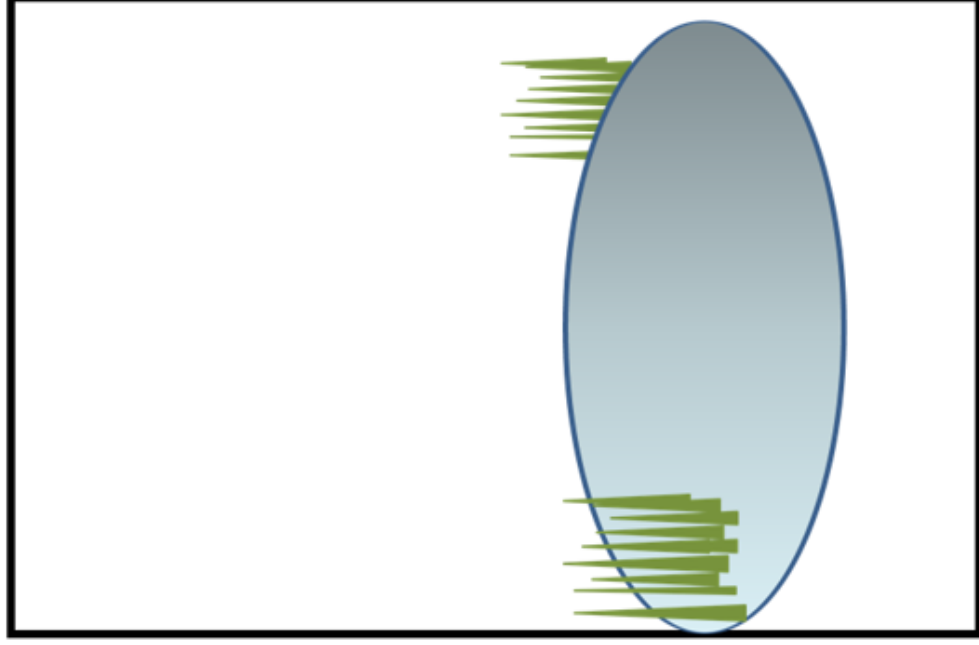
1	2	3	4	5	6	7	8	9	10	
---	---	---	---	---	---	---	---	---	----	---

	11	12	13	14	15	16	17	18	19	20
---	----	----	----	----	----	----	----	----	----	----

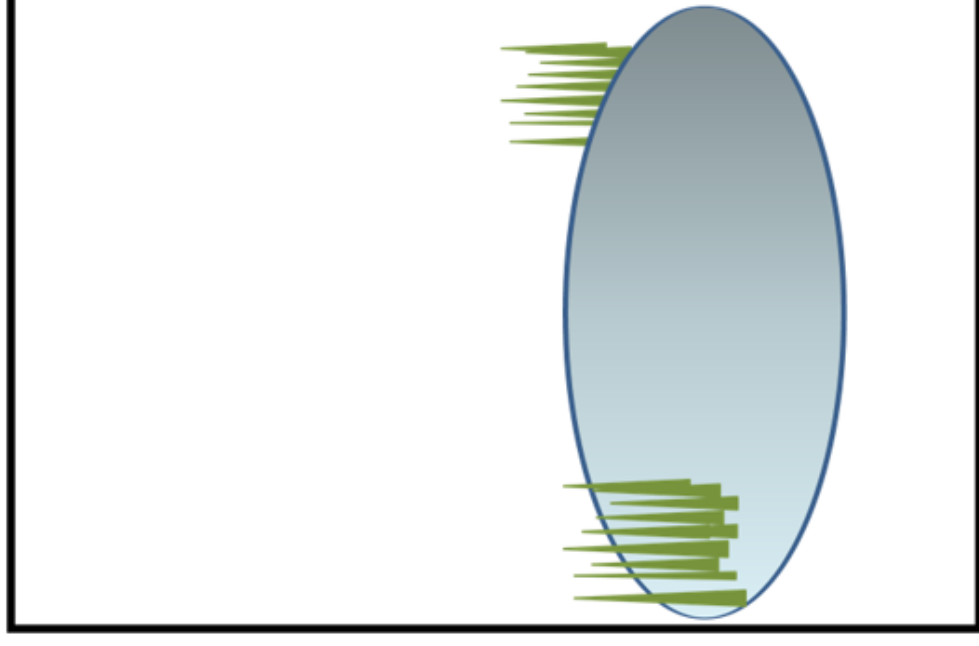
First



Then



Now



Writing numerals

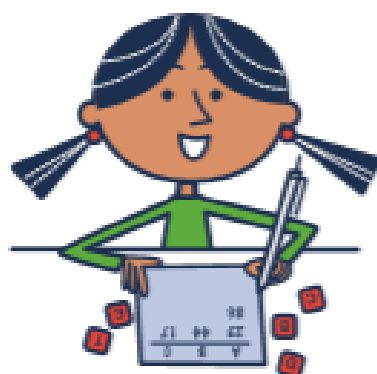
Lots of children find that remembering how to write numerals and letters, and getting them the right way round, takes a long time. These difficulties, on their own, do not mean that a child has dyslexia or dyscalculia, as some people fear. There are some fun games and activities that can help.

You can:

- *Make digits out of modelling dough, salt dough, clay or card. Handling 3D digits can be a great help in remembering their shape.*

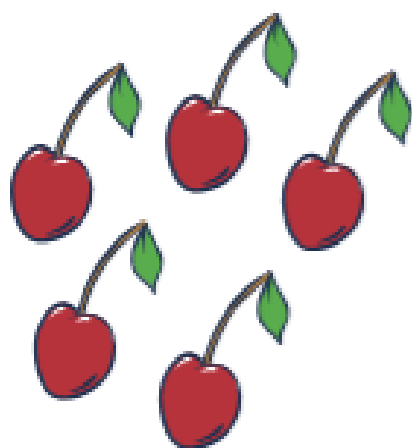


- *Help your child to draw digits on sand, sandpaper or other textured surfaces.*
- *Draw big bubble digits together on paper or card. Fill them in with a line of glue and then cover with glitter, sequins, sand, lentils or something else with a rough, interesting feel. As your child traces over these shapes with their finger, the sensations in their finger will give their memory a boost.*
- *Find opportunities for your child to write numbers, such as helping with shopping lists, birthday cards and keeping scores in games.*

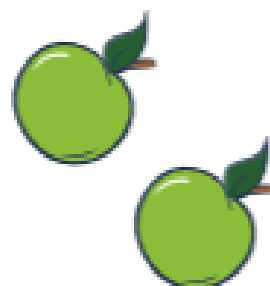


Ordering amounts and numbers

As children learn to count they also learn whether a number, or amount, is more or less than another number or amount:



is more than



and

5

is more than

2

Ask questions that help children to compare the sizes of numbers and amounts. Encourage them to use phrases like 'more than' and 'less than':

'Who has more potatoes?'

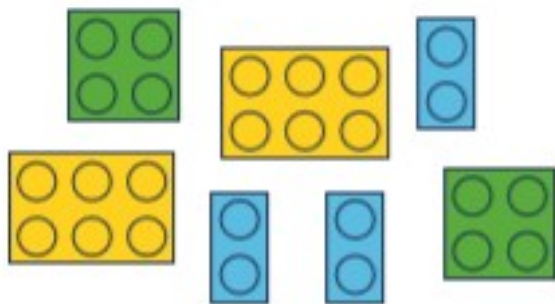
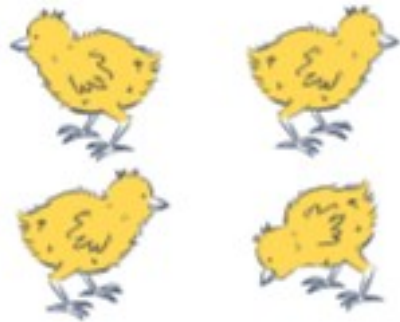
**'You have 3 cars and Grace has 2 cars.
Who has more cars?'**

**'This sweet costs 5p and this sweet costs
10p. Which sweet costs more?'**

Use these picture cards in a variety of ways.
You could...

Resource sheets

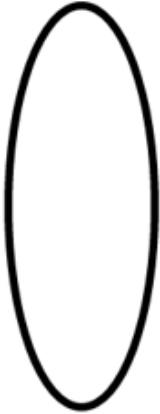
Picture cards



Choose a number to put in the middle and record one less and one more than that number. You can use objects to place in the boxes or can write the numbers.

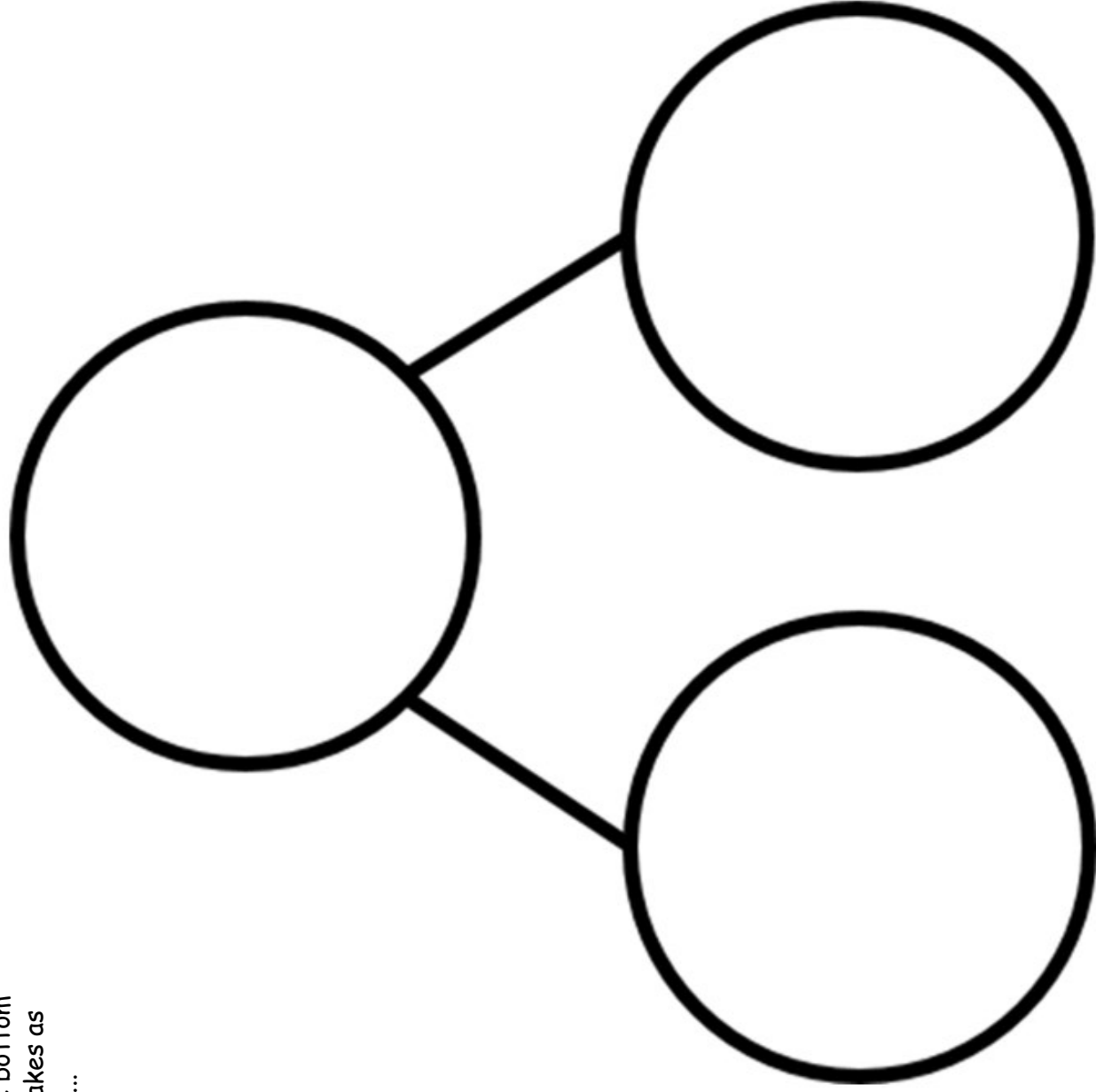
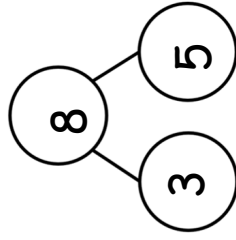
Number of the day



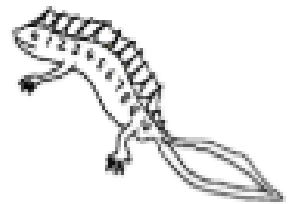
One Less		One More

Part-whole Model

Either put a number in the top and find two parts that make that whole... or start with two parts at the bottom and decide what it makes as a whole. See example...



Help Newton to fill in the missing numbers
by counting **on** in ones.



1)

6	7	8		10		12	13
---	---	---	--	----	--	----	----

2)

8		10	11	12		14	
---	--	----	----	----	--	----	--

3)

5	6		8		10		12
---	---	--	---	--	----	--	----

4)

7	8		10	11		13	14
---	---	--	----	----	--	----	----

5)

6	7		9		11		13
---	---	--	---	--	----	--	----

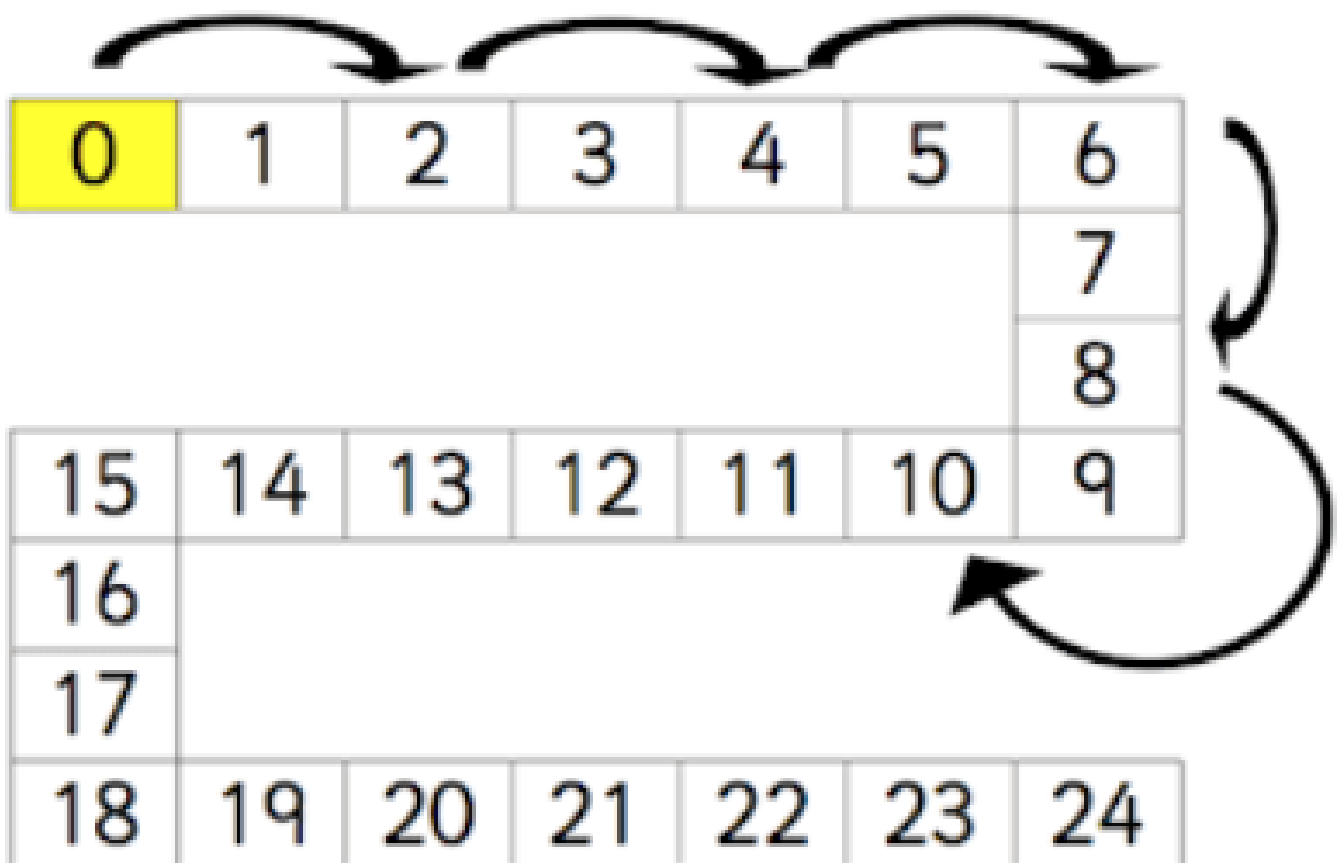
6)

8		10	11		13		15
---	--	----	----	--	----	--	----

Counting in twos



Start at 0.
Hop along two.
Colour the number you
land on.
Carry on.



Superhero Counting

Write how many superheroes there are in the circle.



Superhero Counting

Write how many superheroes there are in the circle.



Superhero Counting

Write how many superheroes there are in the circle.

