**Level 1**

**Cupboard maths**

Choose two tins or packets from your food cupboard.

Ask your child to hold one in each hand and tell you which is heavier, and which is lighter. (Check by reading the weight on each tin or packet.)

If he / she is right, they keep the lighter one. Then choose another item from the cupboard, trying to find one that is lighter still.

Carry on until your child has found the lightest item in the cupboard. It might be suitable to eat as a prize!

 **One more, one less**

For this game you need a dice, a coin

and some building blocks or Lego bricks.

♦ Take turns to roll the dice.

♦ Build a tower with that number of blocks or bricks.

♦ Then toss the coin. Heads means take one brick off. Tails means add one on.

♦ If you can guess how many bricks there will be after this, you keep them!

♦ The first to collect 20 bricks or more wins!

**Shape activity**

At home, or when you are out, look at the surface of shapes.

Ask your child – what shape is this plate, this mirror, the bath mat, the tea towel, the window, the door, the red traffic light, and so on.

Choose a shape for the week, e.g. a square.

How many of these shapes can your child spot during the week, at home and when you are out?

**Dice game**

You need a 1–6 dice, paper and pencil.

Take turns.

Choose a number between 1 and 10 and write it down.

Throw the dice and say the dice number.

Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the difference is 3.

You could also draw a number line to help your child to see the difference between the two numbers.

0 1 2 3 4 5 6 7 8 9 10

**Counting and putting numbers in order**

Use old magazines, comics or greetings cards.

Cut out pictures of animals, or anything else your child is interested in. Label the animals 1 to 5.

1. Shuffle the animals. Put them in order from 1 to 5.
2. Remove one animal. Ask your child which number is missing. Repeat with other numbers and more than one missing number.
3. Ask your child to say what number comes before or after a number you choose.

When your child can do this, repeat with numbers 1 to 10.

**Build a tower**

For this game you need a dice

and some building blocks or lego bricks.

Take turns.

Roll the dice.

Collect the number of bricks to build your own tower.

The first to 10 wins!

For a change, start with 10 blocks or bricks each. Take away the number on the dice. First to exactly zero wins.

**Roll a shape**

Cut out 12 shapes.

Make 3 triangles, 3 squares, 3 rectangles and 3 circles.