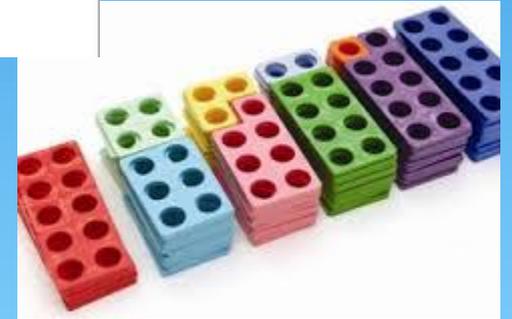


# Maths Workshop



numicon



# End of year expectations

- \* Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number.
- \* Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.
- \* They solve problems, including doubling, halving and sharing.



# Helping at home.

Ways to help your child with maths

- \* Make a set of number cards from 0 to 20
- \* Ask your child to put the cards in order.
- \* When they are in order, tell your child to shut their eyes. Turn over one of the cards. Can they tell you which number it is?
- \* Try the same thing but with the numbers jumbled up

When the cards are in order, tell your child to shut their eyes.

- \* Now swap two around.
- \* Can she/he replace the cards the way they should be?

Jumble up the cards and hide one.

- \* Can your child find out which number is missing?
- \* Ask your child to choose a number card, then go and collect that many objects.
- \* Help with counting. Forwards and backwards.

# Numicon

Numicon is a multi sensory maths resources using imagery, models and signs to raise mathematical achievement.

Develops **fluency** by using a visual, practical base to develop conceptual understanding and fluent recall.

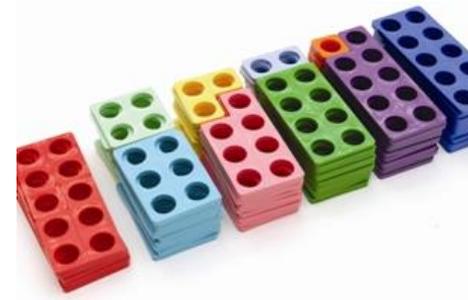
Helps children to **reason mathematically** through the use of concrete objects and **spoken language** to explain and justify.

Develops children into confident **problem-solvers**.



# Numicon

- ❖ Quality first learning
- ❖ Progressive
- ❖ Inclusive
- ❖ Children can:
- ❖ Understand number relationships
- ❖ Do calculating without counting
- ❖ Learn mathematical language in context
- ❖ Make connections to use and apply their understanding



# Numicon



## Challenge

- Feel inside the bag can you find the pink shape.
- Find number 3.
- Find the number which you add to 6 to make 10.

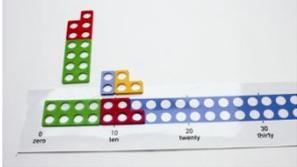
# Numicon

## Ideas



- ❖ Using feely bag to find various Numicon shapes
- ❖ Hide Numicon in sand /water
- ❖ Press shapes into playdough/clay
- ❖ Use as templates to make Numicon cookies
- ❖ Use base boards to create a pattern photograph and ask other children to copy
- ❖ Paint and print repeated patterns
- ❖ Represent Numicon patterns using different media i.e beans
- ❖ Make Numicon the currency in the shop area.
- ❖ Use balance and measure out equal bonds

# Numicon



- ❖ Order Numicon on a number line
- ❖ Complete the different Numicon number line
- ❖ Make the story of 6 using Numicon shapes
- ❖ Adding numbers bridging through ten
- ❖ Place value partitioning 2 digit number
- ❖ Doubling numbers
- ❖ Adding 2 digit numbers
- ❖ Putting sets of a particular Numicon shape to see how many make e.g.12
- ❖ Making Numicon towers to represent multiplication



# Challenge

**Numicon shapes –**

Can you put them in order from 1 to 10?



\* Number bonds to 10.

Can you make number bond to 10 using the Numicon?

\* Arranging other ways to make a total.

# Ideas

## Numicon large number line

- \* Counting on and back in range of multiples.
- \* Using for all four operations

## Use of counters

- \* Counting
- \* Grouping
- \* Sorting
- \* Pattern work
- \* Symmetry



Can you sort  
the counters  
into the  
Numicon  
shapes?

# Activities

## Dice

- \* Playing games
- \* Addition/subtraction to roll a calculation
- \* Recognition of dots as a number and corresponding numeral



## Numeral cards

- \* Recognition of the numeral associated with the value of the number.
- \* Matching to the Numicon tile
- \* Use to make other numbers
- \* Turning them over and finding a specific numeral

# Other ideas...

## **Straws/Spaghetti:**

Use them as counting sticks or bundle them in groups of 10 to reinforce counting in 10s. They can also be used to consolidate the idea of Place Value.

## **Money:**

Use coins in role play.

## **Snakes and Ladders:**

- \* Recognising numbers
- \* Breaking numbers into tens and ones (units)
- \* 2-digit + 1-digit
- \* Using 2 dice and adding the numbers to move

## **Rhymes:**

Rhymes can help to generate confidence. They can also help children to remember simple counting sequences. Other rhymes can provide a context for simple calculations.



## **Play dough with Numicon**



## **Baking with Numicon**

# Questions?

Are there any questions?

Visit [www.Numicon.com](http://www.Numicon.com)

Primary – Numicon and scroll to the bottom ‘Free resources and downloads

[www.oakmeadow.wolverhampton.sch.uk](http://www.oakmeadow.wolverhampton.sch.uk)



Thank you for coming!