

Guidance on how you may teach your child adding more at home with some activity ideas for both indoors and outdoors...

Adding more

Guidance

The children will use real objects to see that the quantity of a group can be changed by adding more. The first, then, now structure can be used to create mathematical stories in meaningful contexts. At first, the children may need to re-count all of the items to see how many they have altogether. E.g. 1, 2, 3, 4... 5, 6, 7 When they are ready, encourage them to count on E.g. 4... 5, 6, 7 Play games which practice counting from different starting points to support this step. They could represent the number stories using 10 frames, number tracks and their fingers.

Other Resources

Mouse Count – Ellen Stoll Walsh
Mr Gumpy's Outing – John Burningham
The Shopping Basket – John Burningham

Prompts for Learning



I count, you count is a game which can be used to practise counting on from different starting points. Begin by counting as you point to yourself. When you point to the children they continue the count. This is great for creating rhythmic patterns:

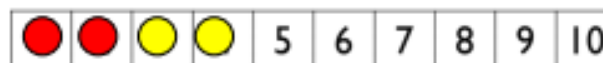
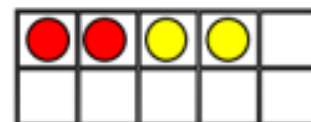
1, 2, 3, 4, 5, 6, 7, 8
1, 2, 3, 4, 5, 6, 7, 8, 9
3, 4, 5, 6, 7, 8, 9, 10,

Show me 5 fingers. Now show me 2 more.
How many fingers now? How do you know there are 7?
Did you count them all 1, 2, 3, 4, 5, 6, 7?
Is there another way to count them? We know we have 5 on this hand? Can we count on? 6, 7?

Use first, then now to tell simple maths stories to practise adding more in real life contexts.



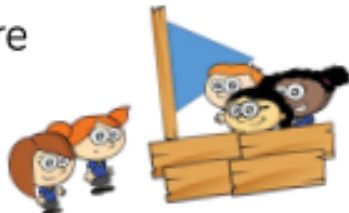
First there were 2 people on the bus.
Then 2 more people got on the bus.
Now there are 4 people on the bus.



Adding more

Outside

Share the story **Mr Gumpy's Outing** by John Burningham. Ask the children to build a boat and to create their own first, then, now stories as different groups of characters climb aboard. Encourage children to count how many altogether as more children join them.

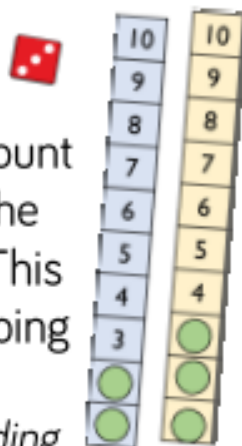


Enhancements to areas of learning

Number track race

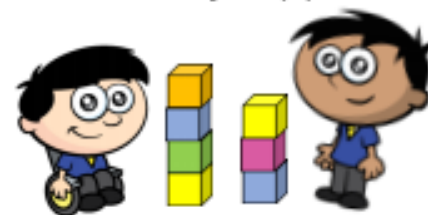
Provide number tracks and a 1-3 dice. The children take turns to roll the die and count on 1, 2 or 3 as they move along or fill up the track. The first to reach 10 wins the game. This can also be done outside with children jumping along giant tracks.

NB: It is easier for children to fill the track by adding counters than to 'jump' a counter along the track.



Construction

The children take turns to roll a 1-3 dice and collect 1, 2 or 3 cubes to add to their tower. If they are ready, encourage them to count on as they add their cubes each time. How high can they build their towers before they topple?



Small World

Encourage the children to create their own first, then now stories using the small world resources.

E.g. First there were 5 dolls in the house.
Then 2 more dolls came home.
Now there are 7 dolls.

