## How to help your child with Maths

Perhaps the single most important thing that parents can do to help their children with maths is to pass on a positive attitude.

Tanya Byron, Clinical Psychologist

## Purpose

- To help parents understand Maths at GJS - so you can support your children
- To signpost further resources to support you in supporting your child



## MOST IMPORTANT SLIDE! Fluency \& confidence with numbers - Play, play, play!

- Games for counting Ludo, snakes \& ladders
- Games with money Monopoly
- Card games - Stop the bus, Elevens, Gamewright games etc
- Real-life application
- Cooking/weighing
- Shopping (estimating costs, combining coins, giving change)
- Telling the time
- Using timetables
- Online maths games
- TTRockstars
- Hit the Button
- Mathsframe
- Cool Maths Games


## Making sense of schoolwork...

Maths may look very different to how it did when you were at school.

The big change is that rather than just learning methods for working out calculations, children spend a lot more time understanding why these methods work and explaining how they know (reasoning). We use different representations to help us with this. (More on this in a moment!)

As children go through the school, they will also learn to use the formal written methods that you may be more familiar with. Children are then expected to apply this undertaking to problem solving. (This is where your talking about numbers in contexts will be so helpful).


## Making sense of schoolwork...

## Representations

- Place value grids

Dienes / Base 10

- Place value counters
- 10 frames
- Bar models
- Part-part-whole model
- Number lines


## Dienes / Base 10

Dienes are used to secure children's understanding of place value.

We use dienes to show what happens when we add and subtract across columns as a stepping stone to using formal written methods.

| hundreds | tens | units |
| :---: | :---: | :---: |
|  |  | 픔 |
|  | $\square$ |  |

43
$\begin{array}{r}+\quad 26 \\ \hline\end{array}$

## Place value counters



Place value counters are another resource used to help children's understanding of place value.

We use dienes and place value counters along with place value grids.

They may be seen in problems as well!


## 10 frames

- Used to model number bonds to 10, to 100, to 1000 and in decimals and tenths
- Egg box ten frames can be useful to secure number bonds if they are insecure.

Supporting questions might include:
How many counters do I have? How many more do I need to get to 10? If I had ten and I took 3 away, how many would I have left?


## Bar models

- Bar models are where pictures of bars are used to represent calculations and word problems.
- They are used for all four operations.
- They do not "solve" problems, but can help children visualise what the problem is and then how to solve it.
- This bar model could be used to represent addition or subtraction.

$25=21+4$
$25=4+21$
25-4=21
$25-21=4$


## Bar models

Whole unknown...


4 children go to the cinema. They each pay $£ 15$. How much do they spend altogether?

Size of groups unknown...


4 children go to the cinema. They each pay $£ 60$ altogether. How much do they spend each?

- The Bar Model Company has some videos here:
- https://www.youtube.com/channel/UC5gj9_sOTibd1C8HW5aOkaQ/videos


## Using a bar model to problem solve:

Ralph posts 40 letters, some of which are first class, and some are second.

He posts four times as many second class letters as first.
How many of each class of letter does he post?

| 40 |  |  |  |  |  | letters in total |
| :--- | :--- | :--- | :--- | :--- | :---: | :---: |
| st | $1^{\text {st }}$ | $1^{\text {st }}$ | $1^{\text {st }}$ | $2^{\text {nd }}$ |  |  |

-Here, we can see that there are 4 times as many $1^{\text {st }}$ class letters as $2^{\text {nd }}$ class. - So we have 5 "parts".

- One of these parts is the $2^{\text {nd }}$ class letters ( $40 / 5=8$ second class)
-Four of these parts are the $1^{\text {st }}$ class letters ( $8 \times 4=32$ first class)


## Part - part - whole

- A part-whole model is a useful diagram that shows a number split into parts.
- Children may be asked to find missing values in a part-whole model in problem solving.

The number 54 can be broken down into its tens and ones.
We can show this using pictures or numbers.


Complete the part-
whole model to show
54 in numbers.

Children may be asked to find missing values in these representations.
They may then use formal written methods to solve the problem.


## Number lines

- Initially, number lines will be marked.
- Support for mental methods



## $34+28=$

## Number lines

- Initially, number lines will be marked.
- Support for mental methods

$34+28=$



## Reasoning

- This way of working builds a deeper understanding of how numbers are put together. This then supports children in being able to reason mathematically.

JIM


## Formal written methods

- Column methods for addition and subtraction
- Multiplication and division may show "expanded" methods initially

$$
\begin{array}{r}
160 \\
+\quad 24 \\
\hline 184 \\
\hline
\end{array}
$$

$$
\begin{array}{r}
14 \\
7 \longdiv { 9 ^ { 2 } 8 }
\end{array}
$$

## Year 4 times tables check

- Fluency in times tables IS very useful for children to develop. As they go up the school, helps them with multiplication, division and fractions.
- Repetition, games and songs can all help develop a more secure recall of times tables.


## Further resources

- GJS Maths Calculation Policy
- (GJS website, About the
school/Policies/Maths Calculation Policy)

- White Rose "Home Learning" video lessons:
Book: Maths for Mums and Dads

- Online games:
- TTRockstars ttrockstars.com
- Hit the button:
https:/ / www.topmarks.co .uk/maths-games/hit-thebutton
- Maths frame mathsframe.co.uk
- Cool Maths Games:
https://www.coolmathgames.c om/


## Most of all, try to make Maths fun and meaningful!

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