Maths at Home Activities

Multiplication Bingo-

Bingo is a fun game that can be enjoyed by people of all ages, and this version puts a mathematical twist on this classic game, as a way to boost multiplication skills.

What you need to play:

· Paper to write numbers down on

How to play:

Step 1: In this mathematical version of the game, all players write down 5 numbers, which are multiples of a given times table. For example: if they were doing the 5 times table, they might write 10, 35, 45, 50 and 60.

Step 2: A third person can lead the game and call out multiplication questions from the chosen times table, or they can be written on cards, jumbled up in a pile for players to take turns picking and reading out.

Step 3: If the player has an answer to the question on their bingo board, they can cross it out. First person to cross out all their numbers is the winner.

Planning a holiday

Planning a holiday or day trip provides a whole raft of ways for your child to practise using everyday maths. There are so many opportunities, from working out how long a journey will take and what time you'll have to leave, to following maps, to reading timetables. Even packing a suitcase is helpful in developing children's spatial awareness, which is also a maths skill.

Use the internet to plan your ideal holiday. Travel abroad for a week, plan in one activity for each day, make sure you figure out a total cost for your holiday and figure out how much time you will spend travelling.

Tips & ideas

- Talk about time. For example, get them to work out what time you need to leave the house to get to school on time.
- Cooking. Measure ingredients and set the timer together. Get them to work out how much more food will you need if extra people are coming for dinner.
- Talk about the shape and size of objects. Look online for interesting facts, like tallest and shortest people, or biggest and smallest buildings etc.
- When you are sharing food like pizza or cake, ask your child to help you share equally between the number of people eating.
- Solve maths problems at home. For example, ask them how many apples to buy at the shop and why, or how long will it take you to get to Gran's house if you go to the library on the way
- Collect information and create a tally chart, for example to find out the family's favourite animal or fruit etc.
- Make patterns with objects, colouring pencils, paint or Play-Doh, and build structures with Lego or boxes