

Mathematics home support materials – Foundation

	Problem solving	Fluency	Reasoning
<p>http://victoriancurriculum.vcaa.vic.edu.au/mathematics/introduction/learning-in-mathematics - use the link to understand what the headings mean.</p> <p>https://fuse.education.vic.gov.au/Primary - Government digital resources for Primary students.</p>			
Number	<ul style="list-style-type: none"> - Sorting materials and objects– collections of buttons into colours, sizes, shapes, ... - Look for patterns anywhere you are and in any maths you do. - Make, copy and continue patterns. - Portioning (splitting numbers into parts) numbers as many ways as possible. Eg: $3=2=+1$ or $3=1+1+1$, ... - Play the game of dominoes (not just knocking them down). - Play shop. 	<ul style="list-style-type: none"> - Play Snakes and Ladders. - Look for numbers in magazines, cut them out, put them in order. - Hunt for numbers anywhere – prices, number plates, signs, ... - Counting forwards and backwards, at least to 20 by 1s. - Find a book of Dot-to-dots. - Matching numeral, word and amount for the numbers 0-20. - Use playing cards to play Snap, Go Fish, 	<p>Respond to your children’s ideas by asking questions: What might happen if ...? Why does ...? How do you know that ...?</p> <p>Allow your child to make and draw what they are doing and use these to help explain their thinking.</p> <p>Show how you use numbers and what you are doing/thinking. Why is this a? What makes this shape a?</p> <p>Have your student explain their knowledge with: I know this because</p>
Geometry	<ul style="list-style-type: none"> - Make a picture using only one shape (Draw a person using only triangles) - Find a simple stencil to use. 	<ul style="list-style-type: none"> - Name shapes and objects found around you. 	
Measurement	<ul style="list-style-type: none"> - Bake with your children – allow them to measure out the ingredients. - Measure their height over time and compare. - Build towers with blocks (or building equipment) and compare heights, widths and lengths. 	<ul style="list-style-type: none"> - Use craft activities as a chance to measure and compare. 	
Calculators	<ul style="list-style-type: none"> - What happens if you press $1 + = = \dots$? - Change the starting number and discover more? - Find a way similar to above for backwards counting. 	<ul style="list-style-type: none"> - Say a number and have your child enter it into the calculator. 	

Mathematics home support materials – Year 1/2

	Problem solving	Fluency	Reasoning
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Number	<ul style="list-style-type: none"> - Count by 10s from any number. - Snap with a difference – snap when the numbers are different by 1/2/... - How many ways can you cut your sandwich to makes halves / quarters? - Play shop – give and get change. 	<ul style="list-style-type: none"> - Count forwards and backwards by 2s, 3s, 5s and 10s. - Dot-to-dots – there are some great books with pictures with 1000 dots. 	<p>Have your student explain their knowledge with: I know this because</p> <p>Respond to your children’s ideas by asking questions: How do you know that? What might happen if ...? What is likely to happen ...?</p>
Geometry	<ul style="list-style-type: none"> - Have a set of Tangrams and make various shapes. - Find a simple stencil to use – how do different shapes fit together? 	<ul style="list-style-type: none"> - When out for a walk use directional language to describe the path you are taking. 	
Measurement	<ul style="list-style-type: none"> - Use the kitchen scales when cooking. - Measure their height – discuss what over 100cm means. - When preparing meals check if there is enough for everyone. - Use the TV guide to check time –What time does the program start? How long does that show go for? Do we have enough time to do ---- before the show starts? 	<ul style="list-style-type: none"> - Use craft activities as a chance to measure and compare. 	
Calculators	<ul style="list-style-type: none"> - What happens if you press 2 + = = ...? - How can you do something similar to make it backwards counting? 	<ul style="list-style-type: none"> - Check skip counting accuracy by using the +?= buttons. 	

Mathematics home support materials – Year 3/4

	Problem solving	Fluency	Reasoning
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Number	<ul style="list-style-type: none"> - What activities do you do that multiplication and division facts are related to? (goals at football are worth 6 points) - Use known multiplication facts to work out unknown facts (If you know the 2s then you can work out the 4s) - Plan activities that involve money – parties, shopping, holidays, ... 	<ul style="list-style-type: none"> - Learning multiplication and division facts. - Dot-to-dots – there are some great books with pictures with 1000 dots. - When shopping have children calculate change, approximate cost of a group of items, what they could buy for a set amount of money, ... 	<p>Respond to your children’s ideas by asking questions: How do you know that? How did you work that out? Why does ...? What might happen if ...? What will happen if ...?</p> <p>Talk about strategies used in playing board, card and computer games.</p>
Geometry	<ul style="list-style-type: none"> - Have a set of Tangrams and make various shapes. - Mathomats are available from Officeworks and they come with an activity book. - When travelling involve children by using a map or the GPS system in the car. 	<ul style="list-style-type: none"> - Play Battleships. 	
Measurement	<ul style="list-style-type: none"> - Measure their height - Follow a recipe. Double or halve a recipe and then make it - Design and draw plans for playing areas at home (cubbies, bike tracks, ...) - Use the TV guide to solve problems around time: <ul style="list-style-type: none"> -How long do we need to watch ...? -How long does ... go for? 	<ul style="list-style-type: none"> - For sporting events compare distances travelled (throwing/jumping events), times of different participants, ... - Use clocks to have your children tell you the time. Convert between analogue and digital. 	
Statistics and Probability	<ul style="list-style-type: none"> - Use sports scores to discuss chances of teams winning/losing. 	<ul style="list-style-type: none"> - Use children’s own sporting achievements to track results through graphs 	

Mathematics home support materials – Year 5/6

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Number	<ul style="list-style-type: none"> - Work with decimal numbers – adding, subtracting - Use known number facts to help solve unknown facts or equations. - Solve problems that require more than one calculation. - Help your child set out simple plans involving money (saving for something special, checking mobile plans, ...) 	<ul style="list-style-type: none"> - Ensure they know their multiplication and division facts. - Dot-to-dots – there are some great books with pictures with 1000 dots. 	<p>Respond to your children’s ideas by asking questions: How do you know that? How did you work that out? Why does ...? What might happen if ...? What will happen if ...? If it worked with whole numbers does it also work for decimal numbers? Why is this the best option for? Is there another way to solve that problem? If you know does that mean you know ...?</p> <p>Talk about strategies used in playing board, card and computer games.</p>
Geometry	<ul style="list-style-type: none"> - Have a set of Tangrams and make various shapes. - Mathomats are available from Officeworks and they come with an activity book. - Solve a Rubrics Cube. 	<ul style="list-style-type: none"> - Play Battleships. - Use grid paper to make enlargements of cartoon pictures. 	
Measurement	<ul style="list-style-type: none"> - Using any timetables in real life situations (catching public transport, TV guide, ...) 	<ul style="list-style-type: none"> - Build things together. 	
Calculators	<ul style="list-style-type: none"> - Does it make a difference if you use the scientific calculator on an electronic device? (order of operations). - Use the calculator to double check accuracy in counting by decimals. - How would you use a calculator to count by decimal numbers? 	<ul style="list-style-type: none"> - Use a calculator to add the cost of a group of items. Estimate change and use the calculator to check. - Estimate the answer to equations before checking on a calculator. 	
Statistics and Probability	<ul style="list-style-type: none"> - Investigate chances of winning games you play as a family through use of different strategies. 	<ul style="list-style-type: none"> - ‘Read’ graphs found in reading material (newspapers, non-fiction, ...) 	