



WELCOME!





The plan

Practise a mental maths skill

Play an online game

Design our own game (KS2) or
explore the rules of a game (KS1) and
play it on our table

Take a goody bag home!





Why mental maths?

You can really help your child with mental arithmetic, whatever their age

Mental arithmetic is being able to add, subtract, multiply and divide in your head. These skills are the key foundations of maths skills, and speed and accuracy makes everything else in maths so much easier.

Building confidence in maths early on will pay back many times over.

Repetitive learning increases confidence, improves speed and builds connections in the brain; skills that last a life time.





The Skills!

Why is mental maths important?

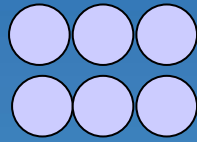


$$45 \times 400 =$$

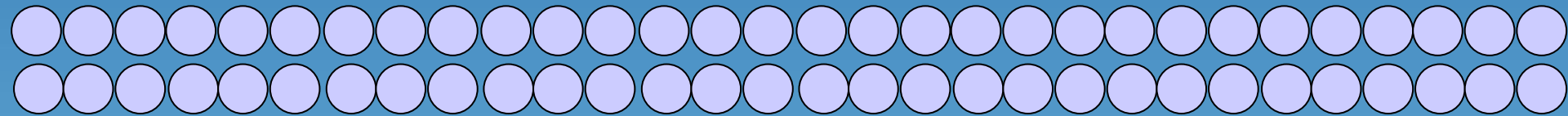
How would you solve this?
What different methods can you use?
What is efficiency?



The Skills!



What multiplication is represented in this array?



What multiplication is represented in this array?





Conceptualising the calculation...

T/TT

$$2 \times 3 =$$

$$20 \times 3 =$$

$$20 \times 30 =$$

TTT

$$0.2 \times 3 =$$

$$0.2 \times 30 =$$

$$0.2 \times 0.3 =$$



Practise!

**Get ready for a rapid
fire round!**





Online Games

- Support engagement
- Regular practise of key skills
- Build confidence
- Competitive (sometimes)
- Fun!





Interactive Resources

In school we use Interactive Resources.

Round 1

$$\boxed{?} + \boxed{?} + \boxed{?} + \boxed{?} = 22$$

★ 0

Main

0 1 2 3 4 5 6 7 8 9 ← iR



Let's play!

Tap Math



free

[iPhone](#), [iPad](#), [Android](#)

Similar to Tetris and
very addictive.



Why Board Games?

- Develops collaboration skills
- Often use dice so good for counting, adding and doubling
- Develops critical, strategic thinking
- Something to do as a family, away from a screen
- Fun!



Board Games

Battleships Grid Game

Instructions

Put the following ships on your defensive grid by marking the appropriate letters horizontally or vertically.

Battleship (5 squares)



Rowboat (3 squares)



Ship (4 squares)



H = hit

M = miss

My Ships

10											
9											
8				B	B	B	B	B			
7											
6											
5	S										
4	S					R	R	R			
3	S										
2	S										
1											
	A	B	C	D	E	F	G	H	I	J	

Both players mark their ships on their own 'My Ships' grid, following the guide above.

The player to go first calls out a position (i.e. G4). The other player replies by saying "hit" or "miss" depending on whether the position called out hit a square covered by one of their own ships. It is a good idea to cross out the parts of the ships that your enemy has hit.

The player who called out the position should mark a hit or a miss on the 'Enemy Ships' enemy grid to keep track of the shots taken. If the shot is a "hit", the player continues to call positions - otherwise the other player takes a turn. If the opposing player has scored hits on all squares covered by a ship, the defending player must call out "hit ...you sunk my battleship" (or whatever type of ship it was to be sunk).

The winner of the game must sink all the enemy ships!

Enemy Ships

10											
9											
8											
7											
6											
5											
4							H				
3											
2											
1					M						
	A	B	C	D	E	F	G	H	I	J	



Goody Bags!

- Foam dice
- Pawns
- Design your own board game double sided template



Online Apps and Games

Superb way to encourage enthusiasm and skill development in Maths!

