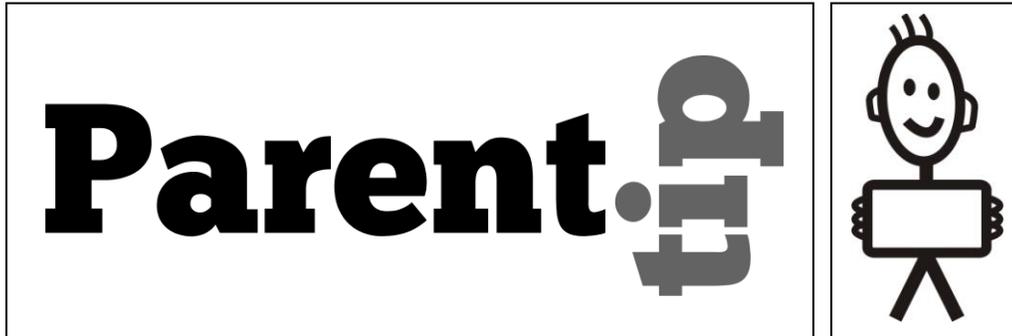


Sample Parent Tip for Class 1, Module: Number 1-50



Here is how you can help and add value to your child’s learning.

Keep a jar of medium sized buttons or kidney beans to use as counters to support learning throughout the Dr. Maths program.

Playing games is a powerful method of consolidating concepts. It keeps the child on edge and he/she engages with the concept in a fun and most effective manner. Remember while playing games, for a child it may be about coming first or winning but for you the objective is to be able to strengthen the concept and its understanding. For example as your child counts out objects, check for reliable counting i.e. a one- to-one association with what is being spoken and what is being counted.

The following are some interesting games you could play with your child:

1. Say “I am writing a number on your back”, and with your finger write a number on your child’s back. Now have your child write the number ‘after’ on your back. In a similar fashion you can play this for numbers ‘before’.
2. Left, right, up, under: Choose a number. Then on your child’s back starting at the centre draw an arrow going either left, right, upwards or downwards ($\leftarrow \rightarrow \uparrow \downarrow$). Your child has to guess what number takes that position vis-a-vis the chosen a number in the 50’s grid e.g. say you chose 14 and then you draw an upward arrow on your child’s back \uparrow , your child should say 4.

W1 to W8

W17 to W28

3. Using buttons or kidney beans or beads, pose questions to your child such as, "Count the number of buttons in this set. What number would I get if I put one more."
4. Rapid fire: one more than 6, one less than 7, one less than 3, one more than 8.
5. "Make me a set of four buttons. (hide one under your hand) How many do you think are under my hand?"
6. "Here are two sets: which one is larger?"(have your child count out loud, slowly taking care to see they do not count ahead of the object)
7. Crocodile- crocodile, who will you eat: Roll two dice simultaneously. The first person to point to or put their hand over the die with the larger number and say 'me' wins.
8. Draw a line with chalk on the table. Put up to twenty beans or buttons in a small glass. Shake the glass (for effect) and spill the beans on the table. The person, who gets more beans on their side of the table, wins.

W28 to W31

W28 to W35

W32 to W35

W36 to W50

W36 to W50

W36 to W50