

Maths Activity Booklet

Pinner Wood School

This booklet is full of fun and engaging maths activities you can explore both in school and at home. Each activity will help you build important maths skills while enjoying learning.

Polypad

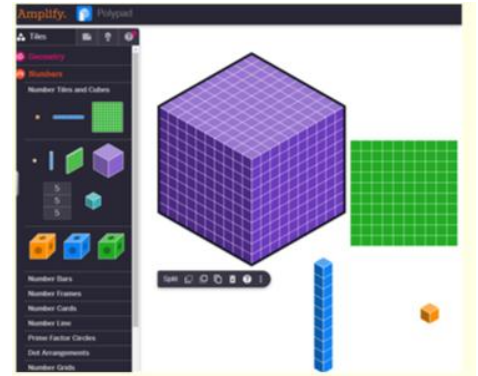
<https://polypad.amplify.com/p>

What is it?

An interactive maths tool where you can move shapes and counters to explore ideas visually.

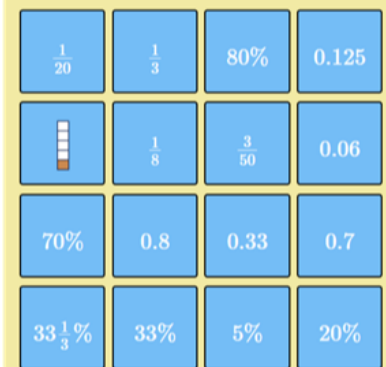
Why try it?

✓ Links with Pinner Woods ethos of Concrete - Pictorial - Abstract Learning



Matching Fractions, Decimals & Percentages (NRICH)

Fractions, Decimals, Percentages - Level 2



<https://nrich.maths.org/problems/matching-fractions-decimals-and-percentages>

What is it?

A challenge where you match equivalent fractions, decimals, and percentages.

Why try it?

✓ Builds strong number skills
✓ Helps you spot patterns and connections

Estimating Angles (NRICH)

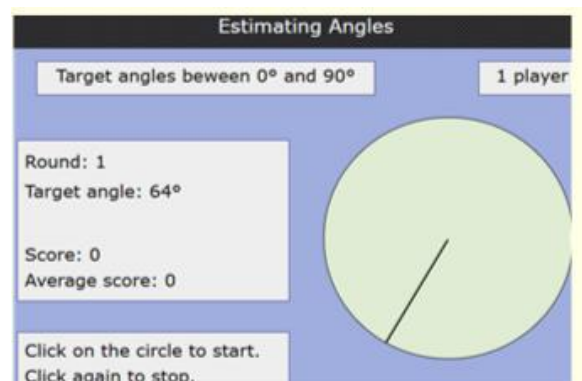
<https://nrich.maths.org/games/estimating-angles>

What is it?

A game where you guess the size of angles without measuring tools.

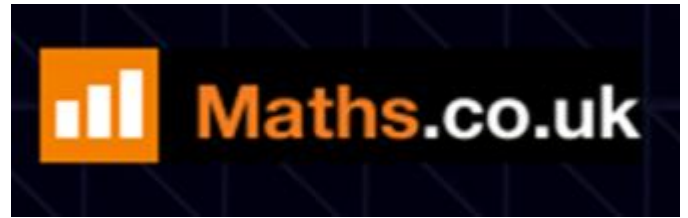
Why try it?

✓ Improves your estimation skills
✓ Helps with geometry understanding



Maths.co.uk

<https://www.maths.co.uk/>



What is it?

A website where your teacher sets personalised maths homework and activities.

Times Tables Rock Stars

<https://play.ttrockstars.com>

What is it?

A fun, music-themed game to practise times tables.



Why try it?

- ✓ Boosts speed and accuracy
 - ✓ Makes times tables fun
-

KenKen Puzzles

<https://www.kenkenpuzzle.com/>

What is it?

A number puzzle where you use maths operations to complete a grid.

Why try it?

- ✓ Develops logic and reasoning
- ✓ Improves mental math

8+		4-		5+
2		1-	9+	
4-	7+			3
				7+
9+		2-		

✈️ FlightRadar24

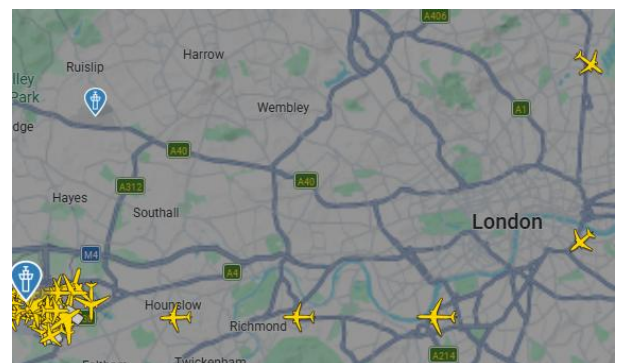
<https://www.flightradar24.com/>

What is it?

Track real planes flying around the world in real time!

Why try it?

- ✓ Explore real-life maths
- ✓ Look at speed, distance, and time
- ✓ Connect Maths with geography



Make 24 (Four Numbers)

<https://www.4nums.com/>

What is it?

Use four numbers and operations (+ - × ÷) to make 24.

Why try it?

✓ Improves mental maths



Sudoku

<https://sudoku.com/>

What is it?

A logic puzzle where numbers must not repeat in rows, columns, or boxes.

Why try it?

✓ Builds logic and concentration

5		1	8	9		2	7	6
	4			2	7			
8		7	1		3			
	9	6					5	1
		8			5			
	5		9	1	6	4	8	
		2	7	3	8		1	4
1			2				6	7
				5			2	

2048

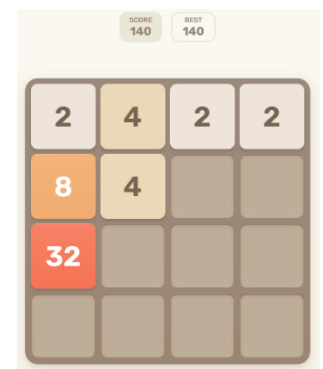
<https://play2048.co/>

What is it?

Combine numbers by doubling them to reach 2048.

Why try it?

✓ Practise doubling / number patterns and strategy



Online Logo (Coding & Shapes)

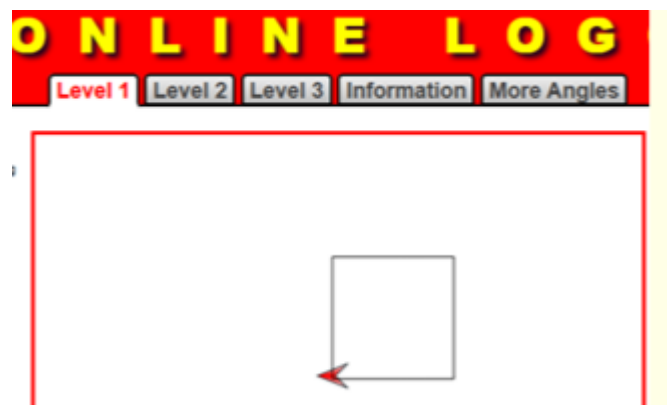
<https://www.transum.org/software/Logo/>

What is it?

Write simple code to draw shapes and patterns.

Why try it?

✓ Combines maths and coding
✓ Helps with angles and shapes



Padlet (Reception and KS1)

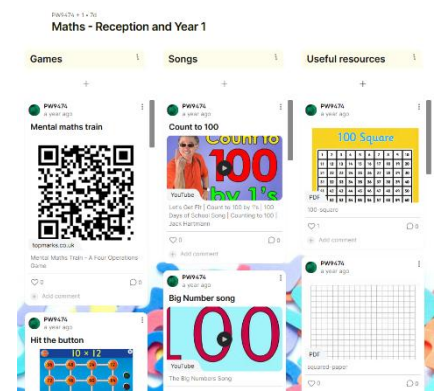
<https://padlet.com/PW9474/maths-reception-and-year-1-k6kph8fk21qvok9n>

What is it?

A huge number of resources to support learning at home including songs, games, practical maths, websites and links.

Why try it?

✓ Easy and quick activities to support learning at home in a practical and hands on way



Numicon online

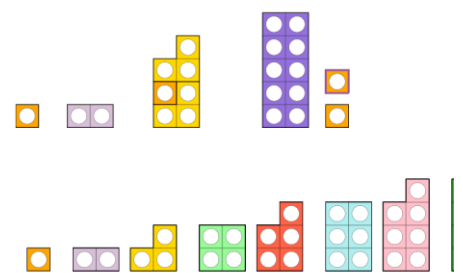
<https://mathsbot.com/manipulatives/numberFrames>

What is it?

An online interactive tool to explore using Numicon to make, compare or explore numbers

Why try it?

✓ Helps with counting, comparing, shapes and place value learning



Numbots

<https://play.numbots.com/#/intro>

What is it?

Online games to support children learning mathematical foundations and skills

Why try it?

✓ Covers a range of number and shape learning - log in needed



Topmarks

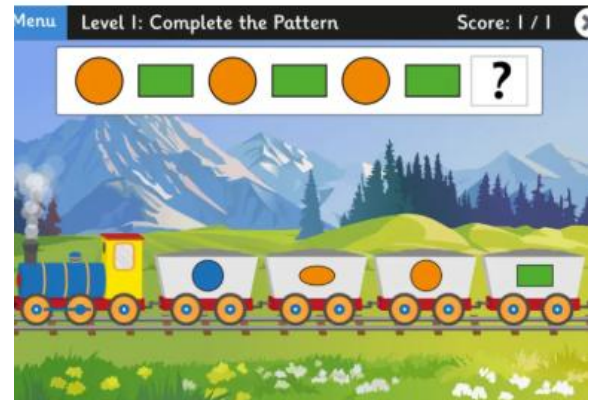
<https://www.topmarks.co.uk/Search.aspx?Subject=16>

What is it?

A website with a number of games and activities to access

Why try it?

- ✓ Supports number and shape learning in EYFS and KS1
- ✓ Covers key mathematical vocabulary



nrich

<https://nrich.maths.org/eyfs-activities/box-game>

What is it?

A number of practical problem solving and reasoning style questions and activities for EYFS

Why try it?

- ✓ Supports with mathematical questioning
- ✓ Extends learning on a questions
- ✓ Practical and hands on examples

The Box Game

Age: 3 to 5

Adding and subtracting
Solving problems

Children often enjoy visualising how many toys are hidden in a box.
Adults could start by using three large toys and a giant box with a group of young children. Then use bigger numbers or miniature toys with smaller groups or individuals.

The Activity
Put toys one at a time into the box, so children cannot see them inside, counting all together. Ask "Can you show on your fingers how many are hidden?" Display a large numeral.
Add one to the box, without showing the objects inside, and ask children to show on their fingers, "How many are there now?" Then show how many are inside the box and count to check.

Encouraging mathematical thinking and reasoning:

Describing
How many were there at the start?
How many are there now?

1-minute maths

<https://whiteroseeducation.com/1-minute-maths#download>

What is it?

An online app that helps build greater number confidence and fluency

Why try it?

- ✓ Targeted practice
- ✓ Engaging
- ✓ One minute chunks - great for on the go

