



## What is Numicon?

Numicon is a resource which promotes a multi-sensory approach to number work. It uses a series of images to represent numbers.

It can be quite difficult to explain to a child the mathematical concept of 'five'. However the Numicon shape for 'five' looks like 'one less' than six and 'one more' than four and makes it easier to see number patterns.

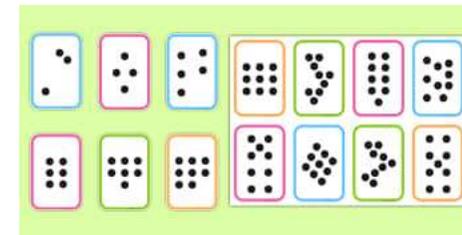


Here are some examples of how we use Numicon in Primary 1:

- Matching the numeral to the Numicon shape.
- Putting the Numicon shapes in order.
- Creating and continuing patterns.
- Number bonds to 10 e.g. 3 add 7 makes 10 and the shapes clearly fit together to make the ten shape.
- Using Numicon shapes to 'see' the relationship between numbers eg 3 is 1 more than 4.
- Addition and subtraction using the Numicon shapes helps children to visualise the concept.
- Odd and even numbers are clear to see using the shapes.
- As the children progress to using numbers to 20, Numicon allows them to understand place value as they can 'see' that there is 1 ten and 3 units/ones in 13.

## Mental Maths

Subitising is the ability to quickly recognise the number of objects in a small group without the need to count them. An example often used to explain this, is to think of dice - we immediately recognise the number of dots without having to count each one individually. We develop this in many ways e.g show a group of objects on a table for a few seconds and cover it up, holding a few objects in our hand and closing our fist or showing dots on a powerpoint and moving onto a blank screen. These activities not only help children to estimate and then recognise numbers, but they form the basis of early addition and subtraction e.g - in this card, some children will see this as 6+1, some as 2+3+2 and some as 9-2.



We also aim to build up the children's fluency in calculating number sentences, so that they can immediately identify answers without the need to calculate e.g  $1+2=3$ . We do this through using simple visuals with Numicon and with flashcards. An early understanding of double numbers e.g  $2+2=4$  is a useful tool to help with many aspects of addition and later on, multiplication.

## Active Maths

At Early Level, Numeracy is experienced in an active way, both indoors and outdoors. Children are encouraged to explore different ways to represent numbers and patterns and also to carry out calculations and investigations.

Here are some examples of Active Maths in Primary 1:

- Using loose part materials to create patterns and solve problems outdoors.
- Using cubes to investigate the relationship between numbers.
- Sorting shapes and organising data into large scale bar graphs.
- Using technology to further explore problems and simple calculations.



## How can I help my child at home?

There are many ways to help your child with numeracy at home but first and foremost it is very important to show a positive attitude about maths and number to your child.

Here are some activities you can do with your child at home -

- **Talk about numbers.** Choose a number e.g. 4. Encourage them to think about all of the things they know about this number - It is one more than 3. It is one less than 5. It is an even number. Double 2 makes this number. On a number line it sits between 3 and 5. There are many more facts - try challenging your child to see if they can find more facts about 4 than you can! Turn it into a game.
- **Count with your child.** Count steps as you walk up them, count peas on their plate, chairs round the table. Get your child to attach a value to counting by getting them to 'touch' or 'move' an object as they count, reminding them that the last number they said tells them how many objects there are.
- **Read stories with numbers in them.** Reading helps to build mathematical vocabulary and it also improves listening and concentration skills.

