

How to Sparkle at Maths Fun

Val Edgar



We hope you and your class enjoy using this book. Other books in the series include:

Maths titles

How to Sparkle at Counting to 10	978 1 897675 27 4
How to Sparkle at Number Bonds	978 1 897675 34 2
How to Sparkle at Addition and Subtraction to 20	978 1 897675 28 1
How to Sparkle at Beginning Multiplication and Division	978 1 897675 30 4

Science titles

How to Sparkle at Assessing Science	978 1 897675 20 5
How to Sparkle at Science Investigations	978 1 897675 36 6

English titles

How to Sparkle at Alphabet Skills	978 1 897675 17 5
How to Sparkle at Grammar and Punctuation	978 1 897675 19 9
How to Sparkle at Nursery Rhymes	978 1 897675 16 8
How to Sparkle at Phonics	978 1 897675 14 4
How to Sparkle at Prediction Skills	978 1 897675 15 1
How to Sparkle at Word Level Activities	978 1 897675 90 8
How to Sparkle at Writing Stories and Poems	978 1 897675 18 2

Festive title

How to Sparkle at Christmas Time	978 1 897675 62 5
----------------------------------	-------------------

To find out more details on any of our resources, please log onto our website:

www.brilliantpublications.co.uk.

Published by Brilliant Publications

Unit 10, Sparrow Hall Farm, Edlesborough, Dunstable, Bedfordshire, LU6 2ES, UK

E-mail: info@brilliantpublications.co.uk

Website: www.brilliantpublications.co.uk

General information enquiries:

Tel: 01525 222292

The name Brilliant Publications and the logo are registered trademarks.

Written by Val Edgar

Illustrated by Chantal Kees

Printed in the UK.

First published in 2001. Reprinted 2009.

10 9 8 7 6 5 4 3 2

© Val Edgar 2001

Printed ISBN: 978 1 897675 86 1

ebook ISBN: 978 0 85747 061 4

The right of Val Edgar to be identified as the author of this work has been asserted by her in accordance with the Copyright, Designs and Patents Act 1988.

Pages 5–46 may be photocopied by individual teachers for class use, without permission from the publisher and without declaration to the Publishers Licensing Society. The materials may not be reproduced in any other form or for any other purpose without the prior permission of the publisher.

Contents

Introduction	4
Practical activities		
Jungle jigsaw	numerals & number names to 10.....	5
Snappy picture line	10x multiplication facts.....	6
Which animal?	sorting & classifying data.....	7
Animal squares	patterns and sequences.....	8
Make it big	comparatives.....	9
The hundred square	ordering numbers to 100.....	10
Longest, tallest	comparatives – lengths & heights.....	11
Monkey puzzle	2x multiplication facts.....	12
3D animals	3D shape recognition & handling.....	13
Monkey's busy day	time – o'clock & half past, sequencing.....	14
Snake jigsaw	+, – facts to 20.....	15
Zebra and Monkey	halves & quarters.....	16
Symmetry	reflective symmetry recognition.....	17
Monkey and me	measuring in cm, comparing lengths.....	18
Butterfly wings	+, –, x facts to 50.....	19
Monkey's new toys	money handling to 100p.....	20
Favourite animals	collecting & recording data.....	21
Worksheets		
Leopards' spots	counting to 10.....	22
How many?	counting & number names to 10.....	23
Dot-to-dot minibeasts	numbers to 20.....	24
In the jungle	addition facts to 20.....	25
How high?	interpreting data, comparative heights.....	26
Odds and evens	odd & even numbers to 50.....	27
Crocodile 10s	addition within 10.....	28
Snake patterns	patterns & sequences.....	29
Giraffes' necks	addition facts to 20.....	30
The banana trail	5x multiplication facts.....	31
Hungry faces	number sequences – counting in steps.....	32
Hidden numbers	number names to 100.....	33
Groups of 2	2x division facts.....	34
Caterpillars	10x division facts.....	35
Animal patterns	2x, 5x and 10x multiplication facts.....	36
Games		
Money pairs	money handling to 10p.....	37
Picture race	2D shape recognition.....	38
Snap	time – o'clock.....	39
Jungle flowers	+, – facts to 10.....	40
Odd spots	recognition of odd numbers.....	41
July in the jungle	days of the week.....	42
Take away snake	subtraction within 10.....	43
Shapes bingo	2D shape recognition.....	44
Climb the vine	+, – with money to 100p.....	45
Crocodile capers	5x division facts.....	46
Further ideas	47
Answers	48

Introduction

How to Sparkle at Maths Fun is a collection of games, practical activities and fun worksheets designed to inspire and reinforce the teaching of maths in the infant classroom.

The book is written to support children working at National Curriculum Key Stage 1 and Scottish National 5–14 Guidelines, levels A and B, and covers a broad range of the work involved in these.

The sheets are ideal for use alongside a programme of classwork, or as single sheets for individual activities. Alternatively they could be grouped for activity booklets for the children to use independently. Several of the sheets, especially the card games and jigsaws, would be best used enlarged and/or photocopied onto card.

The book is based around the theme of jungle animals, with familiar characters leading the children through their learning in three sections.

1. Practical activities (pages 5–21) The sheets in this section are high-interest, hands-on activities involving cut and stick, junk materials, modelling dough etc.

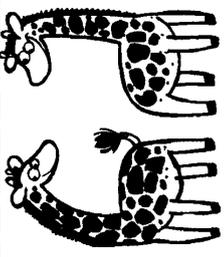
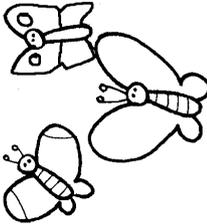
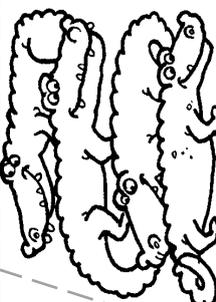
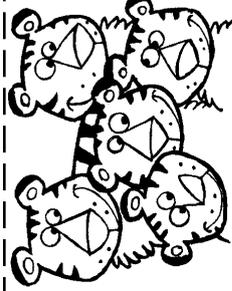
2. Worksheets (pages 22–36) These sheets are work-alone activities which require only coloured pencils as an extra resource.

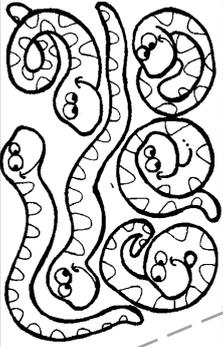
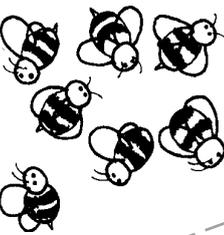
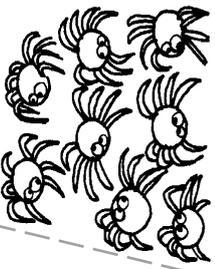
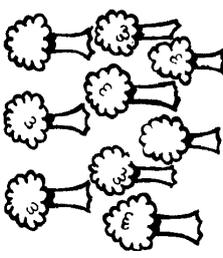
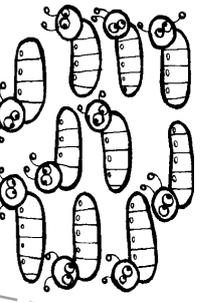
3. Games (pages 37–46) The children work in pairs or groups for each of these games. They will require dice, counters etc as specified on each page.

For ease of use the **Contents** page provides a breakdown of the main teaching points covered by each sheet. The **Further ideas** page gives some extra ideas for games and whole class activities.

Jungle jigsaw



1	one	
2	two	
3	three	
4	four	
5	five	

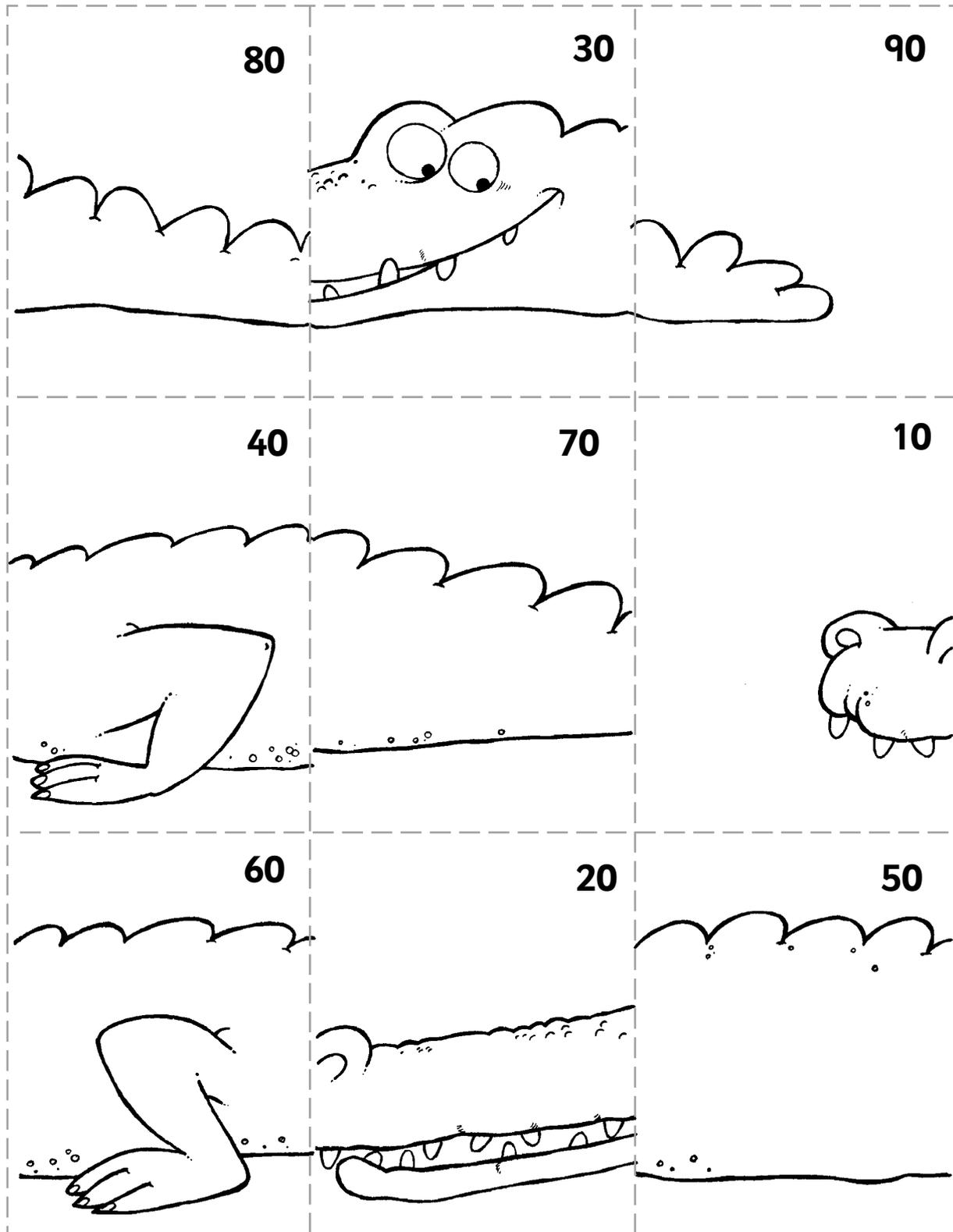
6	six	
7	seven	
8	eight	
9	nine	
10	ten	

Snappy picture line

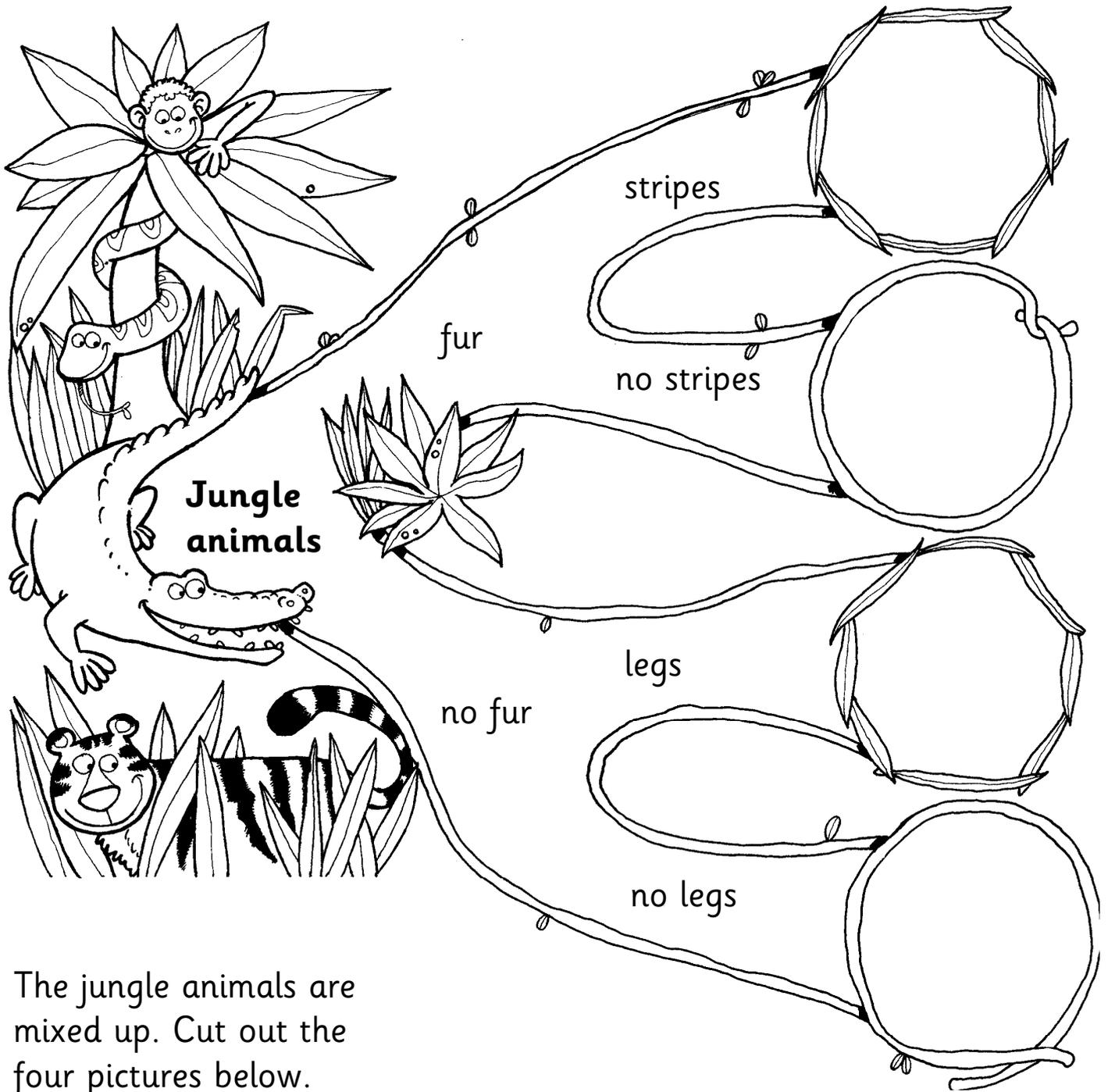
Cut along the dotted lines.

Use the numbers to put the pictures in order.

You will find a snappy creature.



Which animal?



The jungle animals are mixed up. Cut out the four pictures below.

Follow the paths to find a home for each animal.

