

Numicon 1 Securing Foundations 2: Naming Numicon shapes. Building patterns and counting objects

*Most of the preparation in this second week will have application throughout the year and immediately into this week and the next 12 weeks. If you have parent helpers and a Teacher Aide, make the most of their assistance in your preparations. Enjoy the week. Extend it into two weeks if necessary.*

## **Setting up Preparations for Focus groups:**

**Homework Explore More pp 5,6,7, 8,9 to be photocopied and Assessment pp 2,3, 4,5 prepared**

## **Getting Started**

Activity 1 Maths shapes

1. Activity 2 Maths shapes and numerals. Make the numeral cards. Print, laminate and cut out. Make one set per student. Parent help would be great for this.
2. Activity 3 Visualising/imaging. Shapes. Have pictures of favourite characters – Wiggles, teddy, doll, photo of mum...
3. Activity 4 Shapes and pegs. Make flash cards of the patterns and the shapes for independent matching games

## **Pattern and Algebra:**

1. Collect objects with patterns. Eg, socks, plates, beads, patterned fabric, photos of patterns
2. Plan walk around the school with iPad to take photos of patterns in nature, buildings, pathways... Set up Maths Display table of things with patterns.
3. Collect building blocks to create patterns. Could do art printing/stamping/stickers of colours and patterns
4. Explore More 2 Colouring in patterns of boats

## **Numbers and the number system:**

1. Repeat from last week- counting of various objects on Maths Table. Small collections in cups, Numicon number line 0 – 10, Numicon number line 0 – 30

## **Independent activities:**

1. Make fresh play dough
2. Get feely bags ready. If not enough, get napkins or paper towels ready. Parent helpers could sew feely bags in plain fabric, or buy more from Numicon.
3. Photocopy Master 41 for designing patterns on T shirts
4. Make wall display – map of school & using photos taken from the pattern walk. Invite children to bring patterns or photos from home about patterns
5. Pattern activities: collect beads, blocks, coloured squared paper to make mosaics, geometric pattern blocks

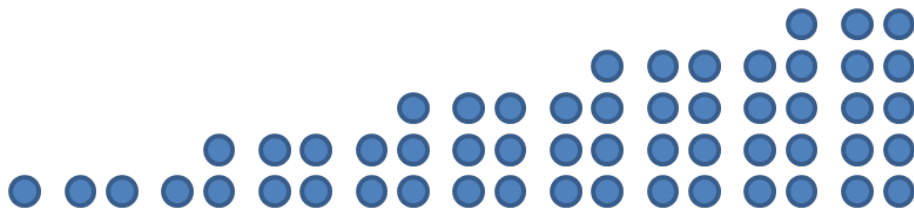
## **Whole class activities:**

1. Counting – have a variety of objects ready.
2. Introduce using the spinners – the significance of the arrows and how to use them, noticing the smaller patterns of the Numicon shapes. Prepare large size arrows- download and print, laminate, print and prepare Spinners overlays.
3. Big books with poems and rhymes, Numicon at the Seaside.
4. Feely bag

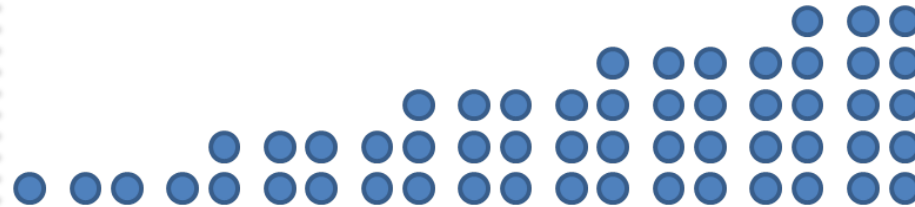
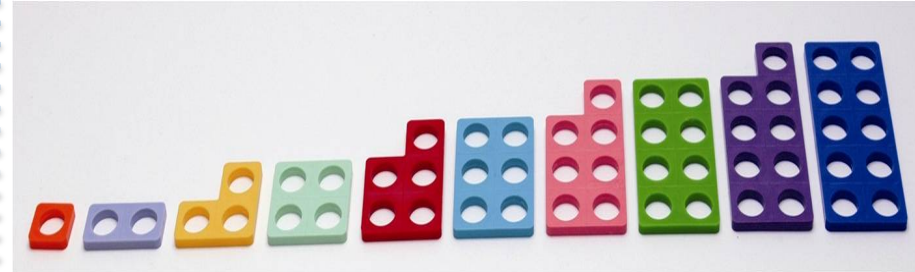
Group Organisation: Four groups with an **hour** each day for maths. **T** = focus teaching with this group  
 Intro 10 minutes, Activities 15 minutes each, Change time 5 minutes, Tidy up 10 minutes, Plenary 10 minutes  
 Take two weeks if necessary with these activities

	Group 1	Group 2	Group 3	Group 4	Whole class
Day 1	<b>T GS Activities 1&amp;2</b> Directed play with shapes in pairs: <ul style="list-style-type: none"> <li>Counting with objects</li> <li>Previous week's activities</li> </ul> <b>T</b> Assessment p 2 (maybe p.3- note chn)				Present and Absent cards Visual timetable NNS counting modelling Home work sheets- counting buttons <b>Refer to Teaching Handbook for GS, PA and NNS</b>
Day 2	<b>GS Activity 3</b> <ul style="list-style-type: none"> <li>Play dough from GS activity 2</li> <li>Previous activities</li> </ul>				Visual Books GS Activity 3 Whole class PA Activity 1
Day 3	<b>T</b> Review <b>GS Activities 1, 2, 3. Do 4 &amp; 5</b> Repeat this through the week and next. Building Numicon patterns				Sharing experiences Counting with shapes
Day 4	<b>T PA Activity 2:</b> Pattern Walk Building Numicon patterns T-shirt designs				PA Activity 3: Music patterns Poetry patterns Homework-pattern of boats
Day 5	<b>T Assessment pp 4, 5</b> Building blocks - patterns				Review of the week: Building Numicon Patterns Stripes on clothing Numerals and words

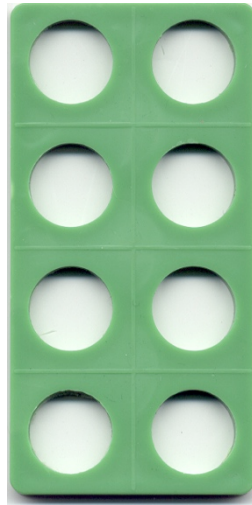
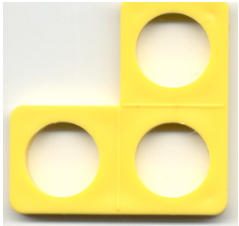
Notes:



Build Numicon  
patterns

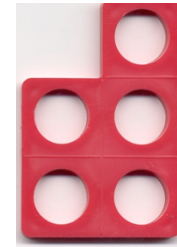
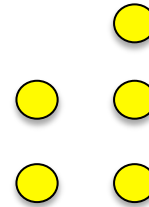
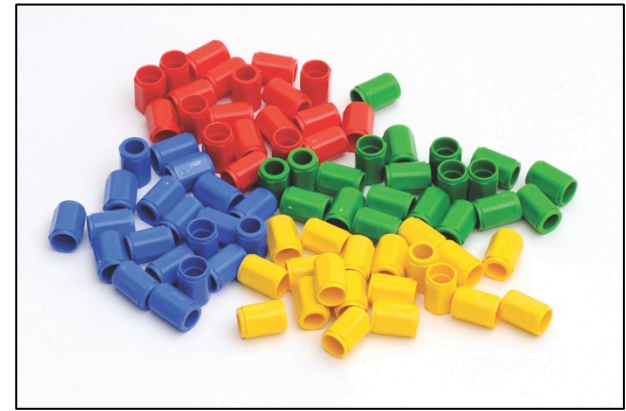


Match Numicon  
patterns



1. Spin

2. Match the picture to the shape








5

1. Match the pegs to the shape

2. Find the number card



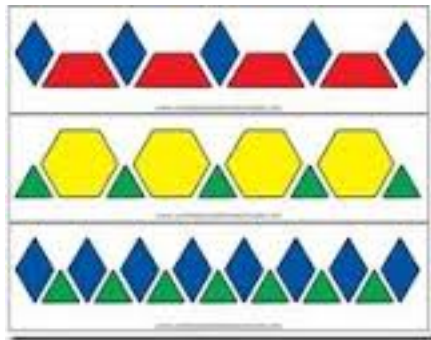
				
1	2	3	4	5

1. Choose these shapes
2. Make balls of dough
3. Make numerals
4. Match them

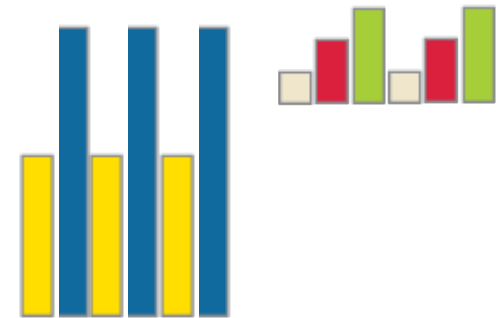
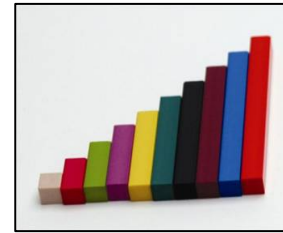


1	2	3	4	5
6	7	8	9	10

1. Put the shapes in order
2. Match the numerals



Make patterns like these



Make patterns with the rods

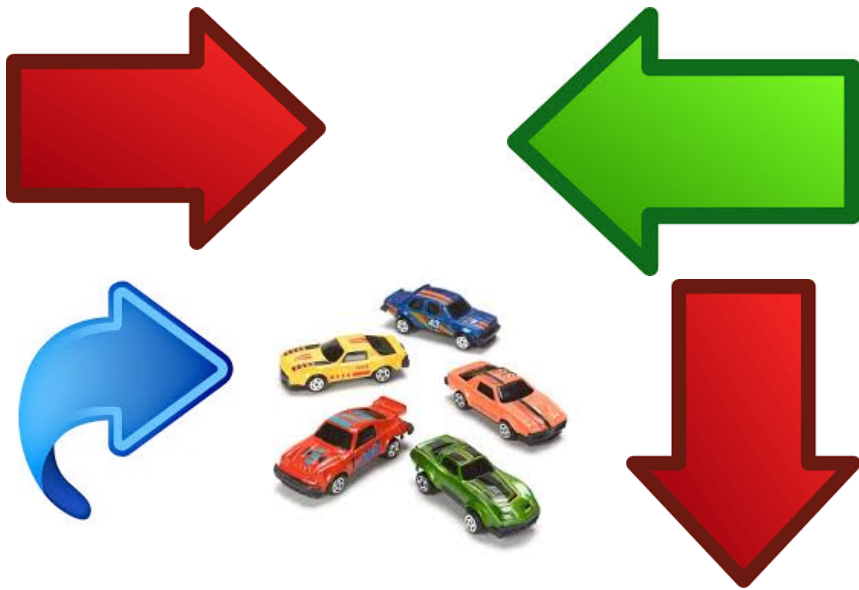


Put the numbers  
in order



Play SWAP  
with the shapes  
and numerals





next

first

then

last

after

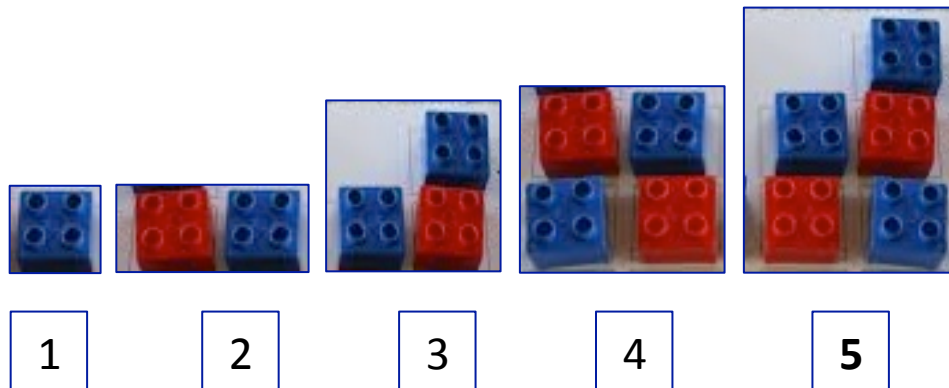
before

Play an arrows game  
with cars.  
Use the word cards

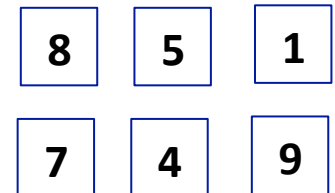
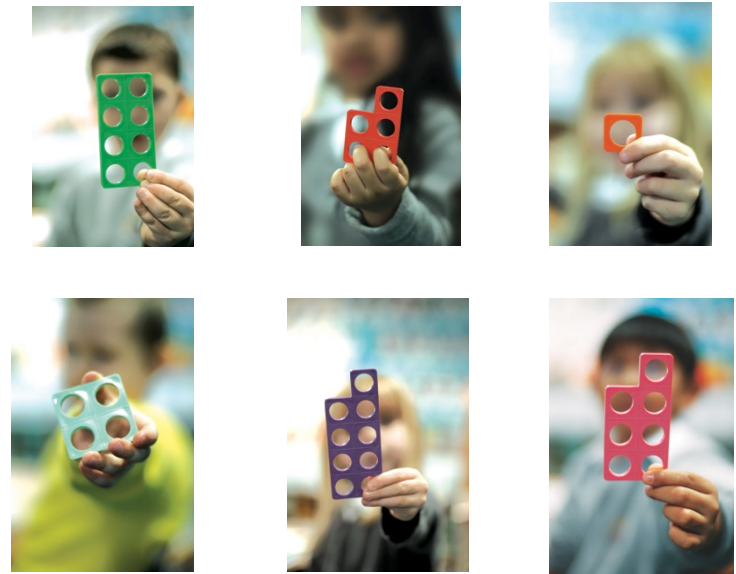


Make Numicon  
patterns with toys

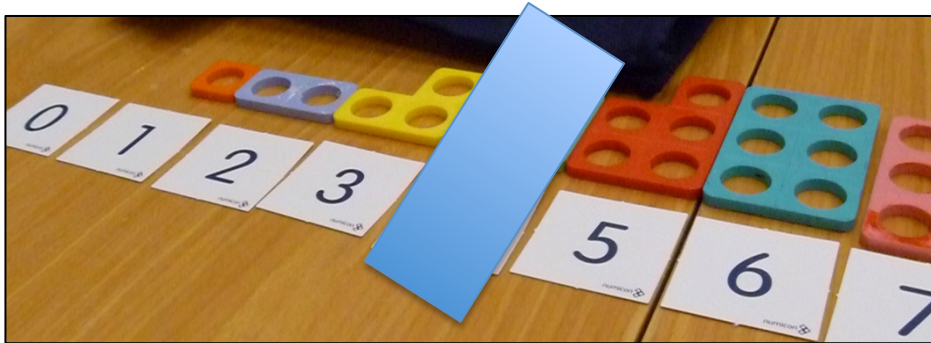




Count with Lego



Find the shapes in  
the Feely Bag and  
match the numbers



Play What's Missing!

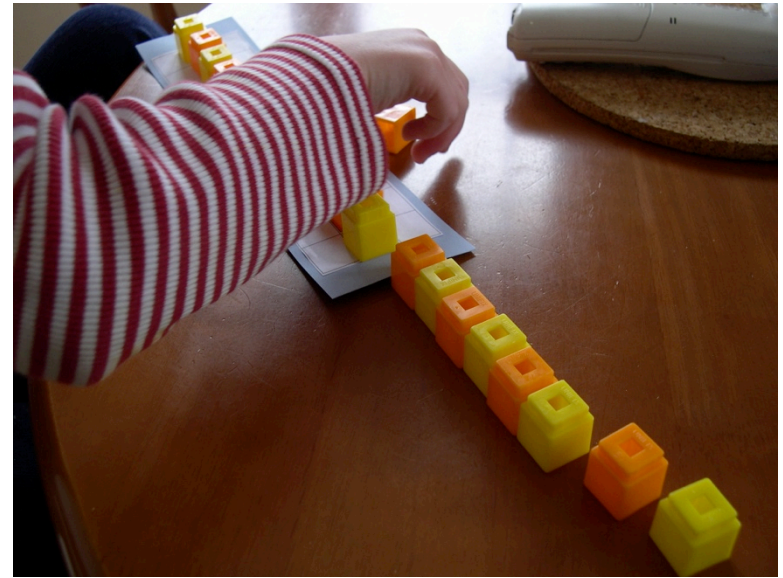


Close your eyes.

Picture the shape  
in your mind!



Match the shape to the  
number from the Feely  
Bag



Make patterns  
with blocks