

About Numicon

Numicon aims to facilitate children's understanding and enjoyment of maths.

Numicon was founded in the daily experience of intelligent children having real difficulty with maths, the frequent underestimation of the complexity of the ideas that young children are asked to face and a recognition of the importance of maths to them and to society as a whole.

We appreciate the complexity of these early number ideas and seek to foster the self-belief necessary to achieve in the face of difficulty; we are not about 'making maths easy'.

We believe that the combination of action, imagery and conversation helps children to structure their experiences, which is such a vital skill for both their mathematical and their overall development.

By watching and listening to what children do and say, we and many others are finding that our developing multi-sensory approach provides learners with the opportunity to play to their strengths, thereby releasing their potential to enjoy, understand and achieve in maths. This enjoyment in achievement is also shared by teachers and parents.

We strive to support teachers' subject knowledge and pedagogy with teaching materials, Professional Development and ongoing support as we continue to develop a better understanding of how we can work together to encourage all learners in the vital early stages of their own mathematical journey.

Download our [Numicon Resource Guide here](#), with full details of what *Numicon* is, why and how it works.

Our History

Numicon grew out of a classroom based research project funded by the Teacher Training Agency carried out between 1996 and 1998 by *Numicon* authors Ruth Atkinson, Romey Tacon and Dr Tony Wing. They sought to discover why it was that so many children failed in arithmetic where they were successful in all other curriculum areas. They wanted to find out whether using visual structured imagery would support children's arithmetic understanding. Through the research a programme of teaching activities was devised using *Numicon* Shapes in a multi-sensory way that would be easily followed by teachers and make maths fun for learners. This programme has formed the basis of the *Numicon* teaching materials.