

# Maths Activities

## Infants to Second Class

- Dot to dot activities (attached)
- Colour by number activities (attached)

### Board Games

- Connect 4/Line Up 4
- Snakes and Ladders

**Number Snap:** You could use number cards, word cards and picture cards. I have attached number and word cards to 20 and number and picture cards to 20 (J.I. could just use number and picture cards to 10)

**Bingo:** This could be done simply with numbers or with addition and subtraction tables. Divide a mini whiteboard or piece of paper or card into 4 boxes. Choose your tables e.g. +5. Write one sum in each of the boxes you have made on your mini whiteboard such as  $1+5$ ,  $3+5$ ,  $7+5$  etc. The caller calls out the answers to +5 tables (in any order from  $0+5$  to  $12+5$ ). If you have the sum that matches the answer called then tick it. Shout Bingo when all your sums have been ticked. The first player to have all their boxes ticked is the winner.

**Memory Game:** Write out the sums for your chosen set of tables on small pieces of card. Do the same as above for the answers of each sum. Place the sums (face down and in no particular order) on one side of your playing surface and the answers (face down and in no particular order) on the other side of your playing surface. Choose one card from each side (one from the sums side and one from the answers side). The aim of the game is to try and get a matching pair e.g. the sum  $3+7$  and the answer 10. If you are unsuccessful place both cards back (faced down) exactly where you found them and try again when your turn comes around again. This could be done for addition and subtraction tables. Infant classes could have number cards on one side and picture cards on the other. (Same as in Snap)

**Hopscotch:** Draw a hopscotch with chalk on the tarmac like the one pictured below. You could change it up a little by swapping the numbers for simple sums/addition or subtraction tables.



**Bowling/Skittles:** You could use empty plastic bottles as skittles. Attach numbers of your choosing to the bottles. Try and knock the bottles with a ball. If you knock the bottle numbered 3 and the bottle numbered 2 then you have to add the numbers i.e.  $3+2=5$ .

**Dice addition:** Practise your addition using 2/3 dice (2 for Junior Infants). Roll the dice and add the numbers together. e.g.  $2+3=5$ / $5+1+4=10$

**Dice Subtraction:** Roll 2 dice and take the smaller number from the bigger number. (4 in a row Addition and Subtraction Dice game attached)

**Pasta activities:** Dye some pasta in a plastic food bag using a few drops of food colouring and leave to dry. When dry:

- Sort the pasta according to shape/size/colour
- Make patterns with the pasta

Patterns could also be made with coloured blocks/Lego pieces

**Rice/Sprinkles activities:** Fill a tray with rice or sprinkles. Practise number formation/simple sums in the rice/sprinkles

**Flip the egg:**

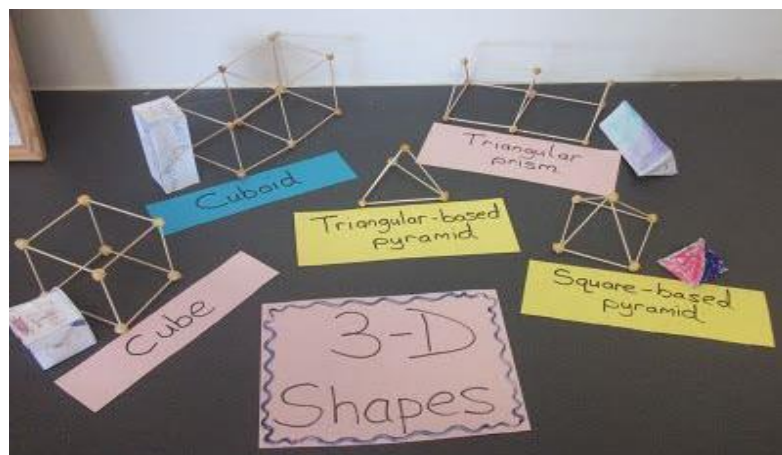
Write simple sums on the fried eggs (template attached). Leave them out on the playing surface faced up. Call out the answers in no particular order to the sums written on the eggs. Your child has to find the egg with the sum that makes that answer and flip the egg.

**3-D Shapes:**

Infants: cube, cuboid, cylinder, sphere

First/Second: cube, cuboid, cylinder, sphere, pyramid, triangular prism

- Try and build some 3D shapes out of junk art materials - cereal boxes, cardboard tubes etc.
- Try and build some 3D shapes using cocktail sticks/cotton buds and blu tack/playdough - cube, cuboid, square based pyramid, triangular prism (building cards attached)



- Build the 3D animal nets

**2-D Shapes:** Cut out the 2D shapes and use them to build a bee or a castle (file attached) or make a picture of your own choosing using the shapes.

**Length:** Measure the length and width of some objects around the home using Lego blocks (of equal size), cubes, lollipop sticks or a piece of metre long string (First/Second Class)

**Money:** Play Shop - Price some items in your kitchen e.g. pieces of fruit, bar of chocolate, packet of biscuits etc. Buy and sell the items. Make sure you are given the correct amount of money. You may even be given too much money and might have to give back change. Junior Infants use coins to 5c, Seniors to 10c, First Class to 50c and Second Class to €2.

**Magic Squares:** First and Second Class (attached)

**Multiplication Dice Game:** Second Class (attached)

**Maths Trail:** Juniors to Second (attached)

**ICT Games:**

IXL Maths (app also available)

## Third to Sixth Class

### Board Games

- Connect 4/Line Up 4
- Snakes and Ladders
- Monopoly
- Pay Day
- Card Games

**Bingo:** This could be done with multiplication and division tables. Divide a mini whiteboard or piece of paper or card into 4 boxes. Choose your tables e.g. x6. Write one sum in each of the boxes you have made on your mini whiteboard such as  $9 \times 6$ ,  $4 \times 6$  etc. The caller calls out the answers to x6 tables (in any order from  $0 \times 6$  to  $12 \times 6$ ). If you have the sum that matches the answer called then tick it. Shout Bingo when all your sums have been ticked. The first player to have all their boxes ticked is the winner.

**Memory Game:** Write out the sums for your chosen set of tables on small pieces of card. Do the same as above for the answers of each sum. Place the sums (face down and in no particular order) on one side of your playing surface and the answers (face down and in no particular order) on the other side of your playing surface. Choose one card from each side (one from the sums side and one from the answers side). The aim of the game is to try and get a matching pair e.g. the sum  $3 \times 9$  and the answer 27. If you are unsuccessful place both cards back (faced down) exactly where you found them and try again when your turn comes around again. This could be done for division tables.

**Bowling/Skittles:** You could use empty plastic bottles as skittles. Attach numbers of your choosing to the bottles. Try and knock the bottles with a ball. If you knock the bottle numbered 12 and the bottle numbered 9 then you have to multiply the numbers i.e.  $12 \times 9 = 108$ .

### 3-D Shapes:

- Try and build some 3D shapes using cocktail sticks/cotton buds and blu tack/playdough - cube, cuboid, square based pyramid, tetrahedron, triangular prism, pentagonal prism, hexagonal prism, octagonal prism, octahedron (building cards attached)

Sudoku: File attached (4x4, 6x6, 9x9)

Multiplication Dice Game: File attached

Maths Trail: Third to Sixth (attached)

### Try and solve the puzzle below

Make the numbers below using only the numbers 3, 6, 5 and the symbols  $+$   $=$   $\times$   $\div$

Each number can only be used once. The symbols can be used as many times as needed.

1. 23
2. 9
3. 10
4. 33
5. 4
6. 90
7. 3
8. 27
9. 12
10. 8

### Senior Puzzle 1: The Tomato and the Bean

Tom's Dad sowed some tomato seed in February. He gave Tom one of the tomato plants in a pot.

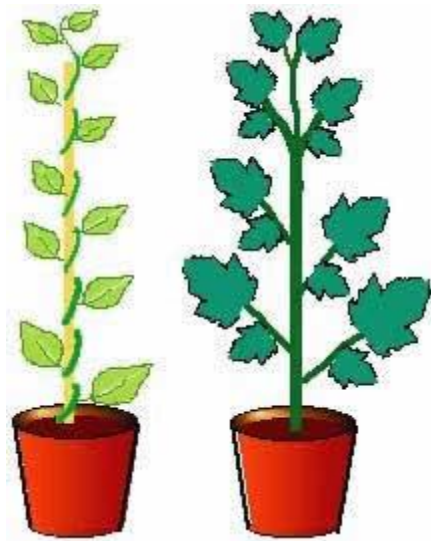
At the beginning of May, Tom put his tomato plant outside. On the same day he sowed a bean in another pot.

Ten days later the bean plant was just 1 cm (centimetre) above the soil surface. Tom measured his tomato plant which was already 38 cm tall.

Each evening Tom measured his two plants.

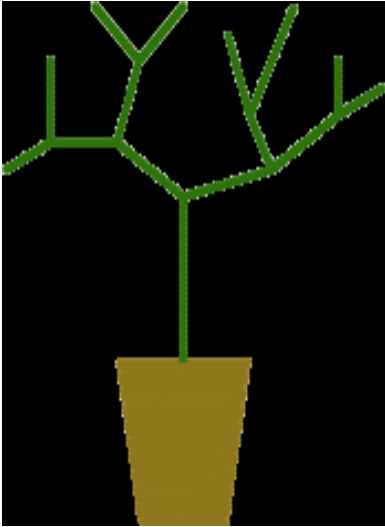
On the evening of the next day the little bean plant had grown another 2 cm so it was 3 cm high. Each day it continued to grow double the amount it had grown the day before.

The tomato plant grew at a steady 5 cm a day.



After how many days were the two plants the same height when Tom measured them in the evening? How high were they?

## Senior Puzzle 2: The Amazing Splitting Plant



The splitting plant grows in a special way.

In the first week, the stem splits into two branches.

In the second week, each of these two branches split into another two branches - making four branches altogether.

This keeps happening every week, until at the end of the sixth week each branch grows a flower.

How many flowers will the plant have?

### ICT Games:

IXL Maths (app also available)