Prep Maths – Term 2

In Term 2, students focus on developing a strong foundation in number. This includes recognising, reading, writing, and representing numbers to 5 and then 10, as well as counting collections of objects with understanding. Students will explore numbers through hands-on activities, games, songs, and practical experiences that support one-to-one correspondence (counting and pointing to objects at the same time).

Families can support learning at home by:

- Pointing out numbers in everyday life, such as house numbers, street signs, prices, clocks, calendar dates or car number plates.
- Talking about the ages of family members, friends, pets, or favourite toys.
- Encouraging your child to count objects around the home, like cutlery, fruit, Lego bricks, or shoes, touching or pointing to each item as they count.
- Playing simple board or card games. Practice reading numbers on a dot dice 🎲.
- Sing counting songs or rhymes, and clapping or moving as you count together.
- Setting up small collections for sorting and counting, such as buttons, pebbles, or blocks.
- Cooking or baking together and counting ingredients, spoonfuls, or servings.
- Asking your child to help set the table, counting plates, cups, or utensils.
- Using digital resources sparingly, such as interactive counting apps or online games that match the numbers they are learning.
- Number writing practice- paint on concrete or the deck using water and a paint brush, write in the dirt or sand using a stick, write on the glass shower screen while showering, make using playdough.

Even a few minutes of counting and number talk each day helps children build confidence and enjoyment in Maths. The drive to and from school is a perfect opportunity to get some number recognition practice in.

Maths Masters

Practice your child's maths masters skills with them.

Skill Sheet available at: https://eps.vic.edu.au/wp-content/uploads/2025/05/1-White-Belt-Online-Resources-pdf.pdf

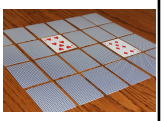
Board Games

Play any board games you have at home that require your child to read a dice and count along the gameboard. You can also pick these up cheap from the op-shops in town or make your own.

Memory

Memory is a classic matching game where several pairs of cards are placed face down on a table (in mixed up order). Players turn over two cards at a time, looking for matches. It is best to use only part of a deck of cards to keep the game manageable. You'll need to sort out pairs before playing.

Maths Skills Involved: Besides working to strengthen short-term memory, players can practice number recognition as well.



3 in a Row

How to play:

A player takes a card from the top of the deck. This becomes their lead card. They continue to pull cards looking to create three in a row from their lead card. They can count forward, backward, or both. If I pull a 7 for my lead card, for example, and my next card is a 6, I can place it in front of the 7 in a row. I now have two in a row. I need either an 8 or a 5 to complete my three in a row. Players take turns pulling cards until someone gets three in a row. Discards are put in the bottom of the deck.

Maths Skills Involved: Counting on/back

Battle

Battle is a classic game sometimes called 'War'. Players each have a deck of cards (or split a deck of cards evenly.) They stack their cards face down, then each player turns over one card at a time. The player with the largest number gets both cards. If there is a tie, players each add two more cards (one face down and one face up.) The player with the largest number on the new cards gets all 6 cards.

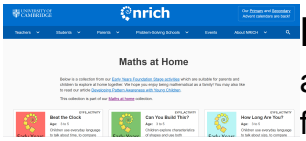
Maths Skills Involved: This is a great game for comparing numbers. Variation: Use dominoes instead of cards. Each player turns over a domino and counts the total number of dots. The player with the largest total gets both dominoes.

Go Fish

Go Fish is the classic card matching game where you deal out 5-7 cards per player, then place the rest of the cards in a "lake" or "ocean." Players take turns asking for cards or being told to "go fish" until all the cards have been matched.

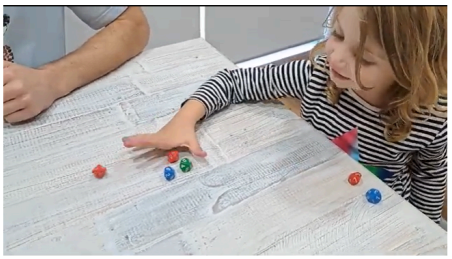
Maths Skills Involved: The traditional Go Fish game uses a deck of cards, so kids can practice recognising numbers to 10 with this math game.

Online Resources for families:



NRICH Maths at home website- find activities for Prep students and their families

https://nrich.maths.org/maths-home-age-3-5



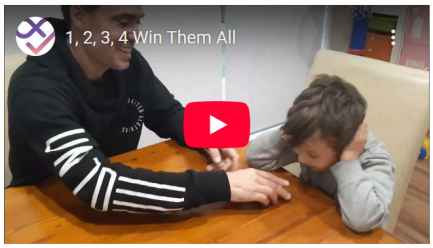
Tenzi

Concepts covered: Numeral recognition, counting

Equipment: Dice (ten-sided work best)

Good questions to ask while playing: *"Can you read that number?"; "How many __s did you roll?"*

Tenzi
https://youtu.be/p0Lrrrw6GB0



1, 2, 3, 4 Win Them All

Concepts covered: Counting, numeral recognition

Equipment: Deck of cards

Good questions to ask while playing: *"Can you read that number?"; "Can you count the __ on your card to check?"*

Shout-out to Paul Swan for teaching me this game.

1, 2, 3, 4 Win Them All
https://youtu.be/tgwehqhQ-Cs

GET OUT OF MY HOUSE 2.0

Concepts covered: Sequencing numbers

Equipment: Deck of playing cards, counters/tokens, paper and pens

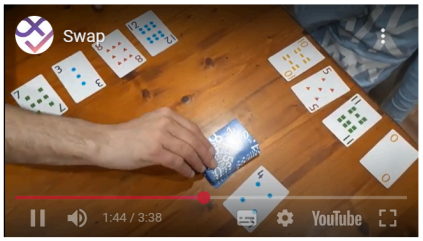
Good questions to ask while playing: *"What's the other number you can place your counter on?" (Students might initially only focus on what number comes after their card and neglect to consider what comes before.); "Is it a good idea to place lots of tokens on the one square? Why/why not?"; "What would you do differently next time you played?"*

Shout-out to Kerri Smith for providing ideas for this game.

GET OUT OF MY HOUS…

https://youtu.be/1RgxMM-aexo

**Another great comparing numbers game:
Which Is Bigger
https://youtu.be/tS8m9ylVOck



Swap

Concepts covered: Ordering numbers

Equipment: Deck of cards

Good questions to ask while playing: *"Why did you choose to swap that card?"; "What card would go before/after the __?"*

Shout-out to Paul Swan for creating this game.

Swap
https://youtu.be/TmVKNKrmSRg

Order, Order

Concepts covered: Sequencing numbers

Equipment: Deck of cards

Good questions to ask while playing: *"Can you read that number?"; "Why did you choose to place that card next?"; "What card would go before/after the __?"*

Shout-out to Paul Swan for creating this game.

Order, Order
https://youtu.be/1SEHow-V1tk

One Minute Challenge

Concepts covered: Counting

Equipment: Ball, stopwatch

Good questions to ask while playing: *"How many catches do you think you will get the next time we play?"; "What makes you think that?"; "Would it be more than less than 30? How do you know"*

*Modify to a shorter time eg 30 seconds on the timer to reduce number size if needed.

One Minute Challenge .
https://youtu.be/ZDqP6rfDcBk