1.

Maths 4 Mums and Dads – A website with information for parents about how to help with the everyday basics of numeracy from KS1 upwards:

http://www.maths4mumsanddads.co.uk/maths.php

This site also held the following information and links to other useful resources:

USEFUL LINKS

Here are some useful resources that I can recommend which can also be used to help your child with numeracy.

1. The BBC has some very good numeracy games and activities that are suitable for supporting your child's work in maths. You can see these on their website: http://www.bbc.co.uk/schools/parents/search/
2. Some schools have been sending home Parent Booklets that give a list of numeracy targets for your child for the year, and give ideas of how to help your child with mathematics. You can download these for yourself at: http://www.standards.dfes.gov.uk/primary/publications/mathematics/12792/
3. The Government's Parents' Centre website also has lots of information about numeracy and other educational matters.
4. Department for Education has produced some information for parents to help support their children in Year 5 and Year 6 with learning mathematics.
5. NIACE (The National Institute of Adult Continuing Education, England and Wales) have some helpful publications for parents. Their Count and figure it out together has some useful ideas for parents to support their children's learning about maths using everyday objects. See also www.maths4us.org which has many other useful resources and links.
6. The National Centre for Excellence in the Teaching of Mathematics (NCETM) aims to meet the professional aspirations and needs of all teachers of mathematics and realise the potential of learners through a sustainable national infrastructure for mathematics-specific continuing professional development (CPD).

2.

This is a glossary of terms that I found when searching that explains each concept clearly in 'parent friendly' language:

Glossary

Array
This is an organised arrangement of objects.

Average
An average is a way we summarise data to give a 'typical value'. There are three types of average, the mean, the median and the mode. (See below.)

Decimals or Decimal Fractions
Decimals, or decimal fractions to give them their full name, are fractions with denominators 10, 100, 1000, etc. We use a special notation to write these

fractions, called decimal notation, and write $\frac{1}{10}$ as 0.1, $\frac{1}{100}$ as 0.01, etc. **Denominator**

See fractions.

Fractions In every day life, we use the word fraction to mean something smaller. Fractions have a similar meaning in mathematics except that when you split something into fractions, either an item such as a cake, or an amount such as 30p, you split whatever you start with into smaller equal parts. Halving is splitting the something into two equal parts; splitting into thirds means splitting the something into three equal parts.

We use special symbols to show a fraction.

A half is written $\frac{1}{2}$. The bottom number (the **denominator**) tells you the number of equal parts, the top number (the **numerator**) tells you the number of these equal parts you want.

Inverse Operations
These are operations that reverse or 'undo' the original operation.
Division and multiplication are what are known as inverse operations. Addition and subtraction are also inverse operations.

E.g. With addition and subtraction, starting with 4, then add 3, we get 7. But, 7 *minus* 3 gets us back to 4, the number we started with. The subtraction undoes the addition.

Written out, it looks like this: 4 + 3 = 7, and 7 - 3 = 4.

The same happens with division and multiplication. If we start with 3 multiplied by 4 we get 12. If we divide 12 by 4 we get 3, the number we started with.

Written out, it looks like this: 3 x 4 = 12, and 12 ÷ 4 = 3.

Mean
The mean is one of the ways we describe an average.

The mean is found by adding together all the values, and then dividing the sum by the number of values.

For example, find the mean of this club's football scores:

    1, 5, 2, 0, 7, 2, 1, 2, 6, 2, 5

There were 11 scores, so we add together the scores, and divide the total by 11.

$$\text{Mean} = \frac{0+1+1+2+2+2+2+5+5+6+7}{11} = \frac{33}{11} = 3$$

Median
The median is one of the ways we describe an average. The median is the middle value, when we have rearranged the data, putting the values in order, starting with the lowest (see [folio 66]).

Mode
The mode is one of the ways we describe an average. The mode is the value that occurs the most often. So if we look at the number of goals scored by a football team in eleven matches:

    1, 5, 2, 0, 7, 2, 1, 2, 6, 2, 5

The score that occurs the most often is 2. And so the mode is 2.

Numerator
See fractions.

Partitioning
This is splitting a number into 100's, 10's and units etc. For example, twelve is a ten and a two, or 12 = 10 + 2.

Range
The range is the difference between the highest and lowest values in a set of data.

Ratio
A ratio is a way we compare two or more quantities. The list of ingredients for a recipe is an example of a practical way we use ratios.

Sequence
A sequence is a list of numbers (or shapes) that are in a given order, and there is a rule for continuing the sequence and finding the next member, and as many subsequent members as we may want to find.

Symbols
: We use a colon, :, as the symbol to mean ratio.

> Means 'is greater than'. For example, 7 > 3, which says, '7 is greater than 3'. Please note, the larger number is at the wide side of the symbol, and the smaller number is at the pointed side of the symbol.

< Means 'is less than'. For example, 43 < 85, which says, '43 is less than 85'. Please note, the smaller number is at the pointed side of the symbol, and the larger number is at the wide side of the symbol.

3.

Some useful and fun links to support Maths learning.

Online resources:
www.bbc.co.uk/schools/ks2bitesize/maths/
Supports with topics through quizzes, activities and information. Suitable for revision for SAT topics
www.bbc.co.uk/schools/websites/4_11/site/numeracy.shtml
General range of mathematic programmes
www.primarygames.com/math
Range of mathematic games
www.primarygames.co.uk/
Interactive games that are used in school. The site does charge to go beyond the initial evaluation pages but games can still be played at this stage.
www.teachingtables.co.uk/
www.teachingtime.co.uk/
Same company as above so there is a charge to access this site fully. Home user download costs £10. However, a resource to support the teaching of the x tables, time
www.ictgames.com/
Interactive games aimed more at the lower level
www.woodlands-junior.kent.sch.uk/
Range of interactive games

4.

A website that provides games and information linked to topics covered throughout school.

http://www.show.me.uk/parents/parents.html