






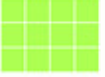




Owls, Investigations, Quizzes & Tournaments: How to Help at Home

Step 1: Choose an owl

	Bod Bod knows all about numbers to 10. You will learn to count forwards and back wards, add 1 and 2, find out about odds and evens, and investigate the numbers that add to make ten. You will need 10 counters.	
	Teeny Teeny gets her name from the teens numbers. You will practise counting in 1s and 2s, find out all about the teens numbers, and investigate the numbers that add to make 20. Teeny will also help you learn about addition, angles, and making number problems. You will need 10 counters of one colour and 10 counters of another colour.	
	Didgie Didgie will help you learn how to add and subtract any single digit numbers. She will make sure you know your important number facts and show you how to use them to work out other facts: near ones, near tens and near doubles. You will also learn more about adding and subtracting with odds and evens.	
	Mully Mully will help you to explore the nine numbers, teach you how multiplication works and introduce you to factors of 10 and 20. You will need counters or cubes and one rod.	
	Honey Honey will teach you all about numbers up to and past a hundred. You will learn to count past 100 and to add and subtract 10s and 8 or 2 digit numbers. Honey will also teach you some ally number names (like eleveny) which will help you to understand how some work and will help you understand the nine pairs that make 100 (like 30 + 70). For this owl you will need a metre stick and some ten rods.	

Each owl in Maths Investigations teaches a different set of skills. The owls are arranged in increasing order of challenge,

Your child's teacher will guide your child as to which owl to start with.

You might also find this table useful.

Ages 6-9	Bod, Teeny, Didgie, Mully, Honey
Ages 7-10	Divvy, Sticky, Fizzy, Addisub, Quarty
Ages 8-11	Toodie, Dessy, Fracto, Multeena, Trihexnonny
Ages 9-12	Doquadrocty, Equi, Decipericy, Decimully
Ages 10-13	Fraperof, Fradespequi, Mulperindi, Neggy

Remember: children learn at different rates. What is right for one child may not be right for another.

Step 2: Work through an investigation together

The investigations are designed to be worked through page by page.



Your children will learn most effectively if you work through the activities together and TALK about the ideas.

Several activities recommend practical equipment to help with understanding. Use pasta shells as counters and make your own metre stick and tens sticks!



If your child is working at a level where he or she is already secure, it should take about 20 minutes to work through an activity. If you are working together on something new you may wish to spread the learning over a couple of days.

Step 3: Set Challenges

Get full marks in quizzes:



The quizzes should be done by your child working alone. If he or she does not get full marks, spend more time on the investigation and then set the challenge of doing the quiz again.

Collect stars:



If you get full marks in a quiz and come back to it a week later, you can collect a star. Get full marks again and come back in a month, and you will get your second star. This helps to transfer learning from short-term to long-term memory.

Collect jewels:



Jewels are found by digging, which in Maths means thinking! If your child spends time with you discussing the Maths, jewels will pop up magically to collect.

Collect an owl:



Some children might like working through activities in turn. If you get more than 25 points in every investigation in an owl, and full marks in every quiz, you can collect the owl. A realistic target might be to collect your first owl over two weeks.

Do a tournament:

Some children might prefer to start with the tournament at the bottom of a page. This must be completed by your child **alone** and will flag up (with red triangles) the activities that your child most needs to work on.



After spending time on these activities and getting full marks in the quizzes, your child can try the tournament again. A score of 100 earns a mini egg.

Four mini eggs in a row earns a big egg and shows solid understanding.

The **Progress** page in 'My Things' shows how your child is getting on.