## A Useful Guide for Parents of Children in Grade 1

Enriching lives, opening minds.

Co-funded by the European Union

## WHAT IS DIDUNAS?

## Digital <br> Identification and Support of UnderAchieving Students

The purpose of DIDUNAS is to address students' under-achievement in mathematics early in schooling in Grade 1.

App for the identification of under-achieving students
Support material for students
Material for teachers
Material for parents
s*
University of Cyprus

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UNIVERSITY

## Parents as supporters of their child's mathematics education.

- Enchancing positive attitudes toward mathematics
- Similarities and differences
between parents and child mathematics education
- Mathematical thinking and learning through daily activities
- Pedagogical material, mathematical games, and digital tools


## 1. Enhancing your child's positive attitudes towards mathematics

- Be positive about math
- Show confidence
- Listen to your child



## 1. Enhancing your child's positive attitudes towards mathematics

- Think out loud
- Trigger curiosity
- Reward



## 2. What's the same as when I went to school, and what's different?

- Mathematics content
- Mathematical problem-solving
- Development of mathematical skills
- Mathematical terminology

- Data representation with graphs and tables


## 3. What's the same as when I went to school, and what's different?

- Connection with daily life
- Conceptual understanding
- Communication and justification of reasoning
- Experientially learning
- Collaboration



## 3. Ways for facilitating your child's mathematical thinking and learning through daily activities

- Count the items you shop, fruits/

GO SHOPPING vegetables

- Perform simple additions and subtractions
- Challenge for estimation the total cost or calculation of the change



## 3. Ways for facilitating your child's mathematical thinking and learning through daily activities

## Helpful questions:

GO SHOPPING

- "How many more packs of cereals are on the shelf compared to the packs of chocolate biscuits?"
- "We bought five red apples and four green apples. How many apples we bought in total?"
- "If the milk is around $€ 2$ and the bread around $€ 3$, how much money I will pay?"



## 3. Ways for facilitating your child's mathematical thinking and learning through daily activities

- Count the number of ingredients

COOKING

- Perform simple additions and subtractions
- Decorate cookies or cake following a pattern, e.g yellow, red, green, yellow, red, green... or red, red, blue, red, red, blue...



## 3. Ways for facilitating your child's mathematical thinking and learning through daily activities

## Helpful Questions:

COOKING

- "We need two spoons of white sugar and one spoon of brown sugar. How many spoons of sugar we need in total?"
- "We baked 9 cookies. If we eat 2 cookies, how many cookies will be left?"
- "There are 8 eggs in a pack. I need 10 eggs for a recipe. How many more eggs I need?"



## 3. Ways for facilitating your child's mathematical thinking and learning through daily activities

IN THE CAR

- Seeing the numbers on sings or license plates



## 3. Ways for facilitating your child's mathematical thinking and learning through daily activities

## DINING

 glasses- Compare the number of items
- Number of plates, bowls and

Helpful Questions:

- "Are there as many knives as forks?".



## 3. Ways for facilitating your child's mathematical thinking and learning through daily activities

## READING MATH STORIES

- Eugene Trivizas, Aris the shoemaker
- Eugene Trivizas, Foufichtra, The witch with the vacuum machine



## 4. Pedagogical material and games

## Tools

 <br> \[\left\|\left\|\| $$
\begin{array}{l}
\text { sticks or } \\
\text { straws }
\end{array}
$$\right.\right.
\] <br> \section*{Sticks or <br> \section*{Sticks or straws} straws}

Blocks


Cards with numbers

Counters

## 4. Pedagogical material and games

Tools

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: | ---: |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 10 |

Number chart
1-10, 1-20, 1-100

## 4. Pedagogical material and games

## Math Games- Towers

Goal:
Practice subtraction game for 2 players


Equipment:

- 20 blocks per player
-1 six-sided dice

-Paper or whiteboard


## 4. Pedagogical material and games

## Math Games- Towers

## Guidelines:

- Each player builds a tower with 10 blocks.
- Players take turns to roll a dice. They remove as many blocks from their tower as the dice shows. They write the subtraction sentence e.g., 10-3 $=7$.
- If the number rolled out is larger than the number of the blocks, the player misses his/her turn.
- The game continues until a player removes all blocks. The last roll should be the exact number needed to get to zero.


## 4. Pedagogical material and games

## Math Games- Number line

Goal:
Addition and subtraction game for 2 players

## Equipment:

Paper or whiteboards

A small figurine (or other type of counter)
6 -sided dice

## 4. Pedagogical material and games

## Math Games- Number line

## Guidelines:

- Use a number line (1-10).
- The counter starts on 5. "Player A" moves the counter right to get to 10 , "Player B" moves the counter left to get to 1.
- Players take turns to roll the dice. Then they move their to the right or to the left, according to the number on the dice. If the counter reaches 1 or further "Player B" wins. If the counter reaches ten or further "Player A" wins.


## 5. Digital tools

Shape Patterns


Counting numbers


Recognize numbers

| P | 1 | **** |
| :---: | :---: | :---: |
|  | 2 | $0^{10}$ |
| 式枵 | 3 |  |
|  | 4 |  |
| $\text { 6. } 6$ | 5 |  |
| -6. | 6 |  |
|  | 7 | 1 |
| ** | 8 | t |
|  | 9 | \%** |
|  | 10 | ¢ ¢ \% |

## 6. What your child is expected to learn at Grade 1 Basic Mathematical Concepts and Procedures

- Recognize, describe, and extend figural patterns.

- Name, recognize, and represent numbers from 1 to 10.



## 6. What your child is expected to learn at Grade 1 Basic Mathematical Concepts and Procedures

- Compare and order numbers from 1 to 10.

- Recognize and represent situations that involve addition and subtraction using mathematical sentences.



## 6. What your child is expected to learn at Grade 1Basic Mathematical Concepts and Procedures

- Add and subtract numbers up to 10

For example: $3+2,5+4,8+2,7-4,10-6$

- Solve simple addition and subtraction word problems.


