A Useful Guide for Parents of Children in Grade 1







WHAT IS DIDUNAS?

Digital
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







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

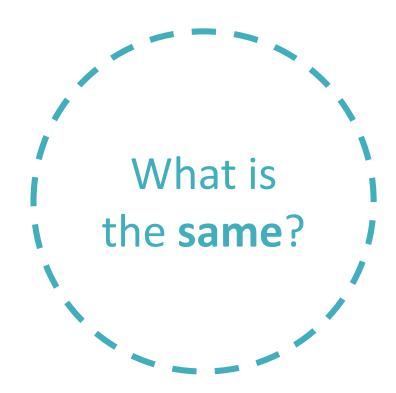
Trigger curiosity

Reward



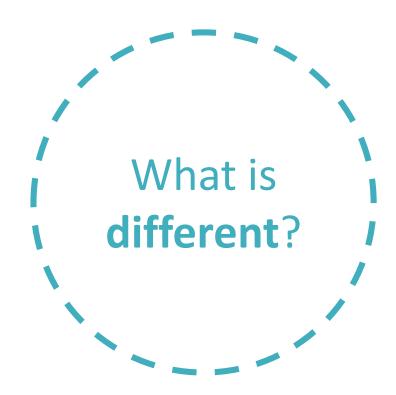
2. What's the same as when I went to school, and what's different?

- 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



- Count the items you shop, fruits/ vegetables
- Perform simple additions and subtractions
- Challenge for estimation the total cost or calculation of the change

GO SHOPPING



Helpful questions:

- "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?"

GO SHOPPING



- Count the number of ingredients
- 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...

COOKING









Helpful Questions:

- "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?"

COOKING









Seeing the numbers on sings or license plates

IN THE CAR



DINING

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

Helpful Questions:

"Are there as many knives as forks?".



READING MATH STORIES

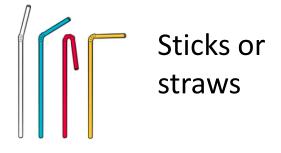
- Eugene Trivizas, Aris the shoemaker
- Eugene Trivizas, Foufichtra, The witch with the vacuum machine

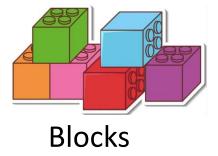


Tools



Dices







Cards with numbers











Counters

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 0

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

Math Games- Towers

Goal:

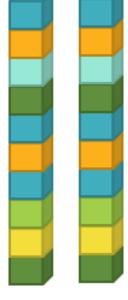
Practice subtraction game for 2 players



- •20 blocks per player
- •1 six-sided dice
- Paper or whiteboard







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.

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





















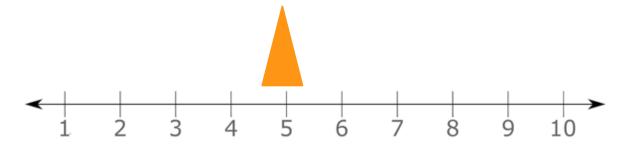


Math Games-Number line

Guidelines:

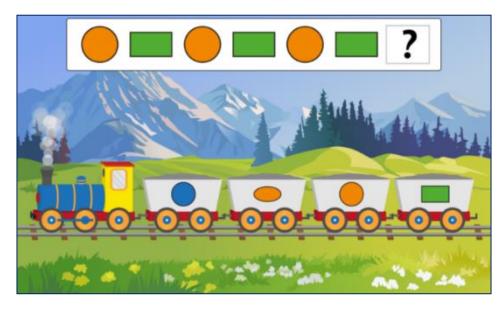


- The counter starts on 5. "Player A" moves the counter right to get to 10,
 "Player B" moves the counter left to get to 1.
- Players take turns to roll the dice. Then they move their to the right or to the left, according to the number on the dice. If the counter reaches 1 or further "Player B" wins.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

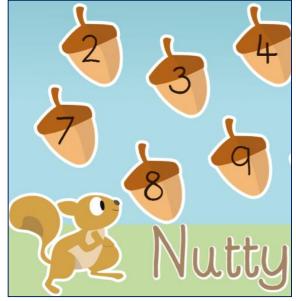


5. Digital tools

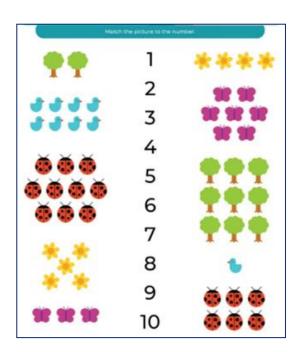
Shape Patterns



Counting numbers



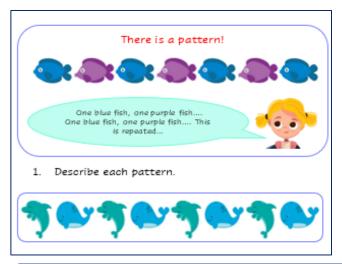
Recognize numbers



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.

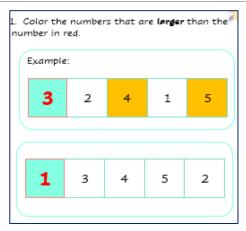


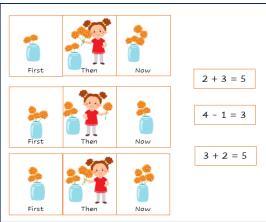


6. What your child is expected to learn at Grade 1 - Basic Mathematical Concepts and Procedures

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 1-Basic 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.

