



INTRODUCING Bring Back Maths

*Numbers of all shapes and sizes are about to invade the homes of Gresford Public School families as **Bring Back Maths** starts to roll out across the school.*

From next week, students will start bringing home Bring Back Maths packs, based on the Numeracy Activities at Home program, to complement the numeracy work they do in the classroom.

Numeracy is maths in everyday living. Every time we use a mobile phone, cook some food, check the time on the clock, find a space to park the car, shop at the supermarket, pay an account or use a computer we use numeracy skills.

Bring Back Maths is based on traditional family games that use playing cards, dice and board games. It aims to encourage families to support what is taught in the classroom while also having fun and enjoying their children's company.

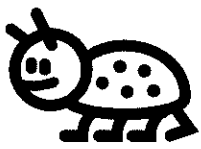
Students of all ages will bring activities home each week, similar to the successful Buddy Reader program that supports literacy development. Each Bring Back Maths kit contains instruction sheets and all materials needed to play the games which have been shown to enhance basic numeracy skills.

*Families are asked to join in the games and activities with their children before returning the kits to school at the end of the week. Each student will also have a Student Record Card where parents can rate the activity, add comments and alert staff to any missing pieces or problems with the activity. Parents are also asked to fill in the attached introductory survey and return it to school by **Friday, March 18.***

If you have any queries about the program please contact the school on 4938 9304.

Julie Hartigan
Gresford Public School
Community Liaison Officer

☛ *An example of one of the Bring Back Maths activities is shown overleaf.*



Numeracy Activities at Home

Beetle (or Bugs)

Number of players: Minimum two (2)

Resources: One (1) six sided die
Paper/Pencil per Player

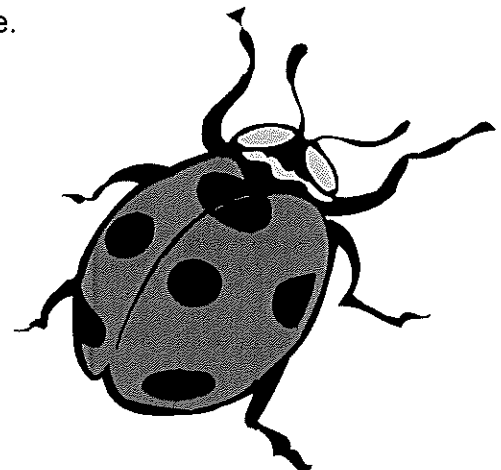
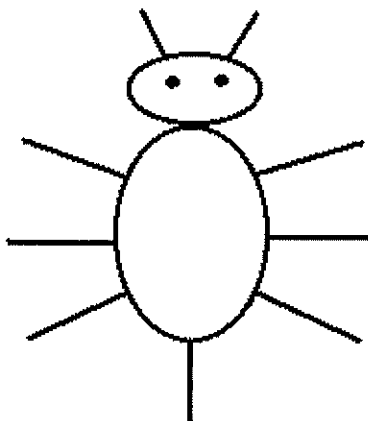


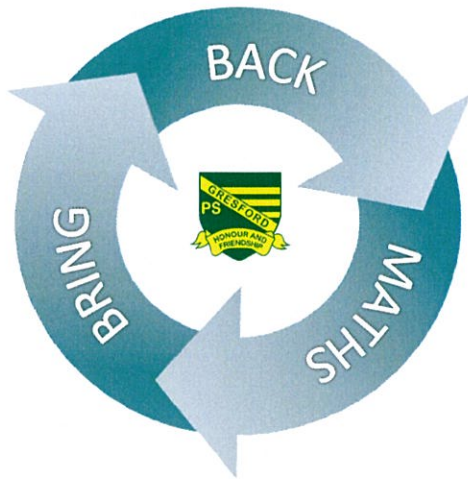
Aim:

To complete a drawing of a beetle. To add parts to the beetle, the Player must roll "special numbers".

Rules:

1. Players take turns to roll the die and add parts to a drawing of a beetle. Players must roll a one (1) before they can start to draw their beetle and particular numbers to add each other part of the body. The other parts of the body may be drawn in any order.
2. To complete their drawing of a beetle, the Players must roll:
 - ➦ one (1) to draw the body
 - ➦ two (2) to draw the head
 - ➦ three (3) to draw one set of two legs
 - ➦ four (4) to draw one eye
 - ➦ five (5) to draw an antenna
 - ➦ six (6) to draw the tail
4. The beetle must have a body, a head, two antennae, two eyes, six legs and a tail.
5. The first Player to complete the beetle, wins the game.





Bring Back Maths PARENT SURVEY

PRE

Bring Back Maths, based on the Numeracy Activities at Home program, is about to be launched at Gresford Public School. The school is keen to monitor the success of the program in its first year of operation. To assist in the gathering of data, could you please fill out this survey and return it to school. There will be a follow-up survey towards the end of the year.

(Circle a number) **YES**

NO

1. I liked numeracy/maths at primary school

1 2 3 4 5

2. I liked numeracy/ maths at high school

1 2 3 4 5

Comment on questions 1 & 2.....

3. I want to help my child/ren with their homework

1 2 3 4 5

4. I feel comfortable helping with numeracy/maths homework

1 2 3 4 5

Comment on questions 3 & 4.....

5. I think my child/ren enjoys learning about numeracy/maths

1 2 3 4 5

Comment...

6. My child/ren enjoys doing numeracy/maths homework:

1 2 3 4 5

Comment...

7. At home, we spend time playing games as a family,
e.g. dominoes, cards, board games, etc.

1 2 3 4 5

Comment...