



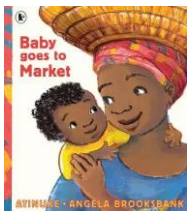


Baby's Maths

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| Number | Shape Space and Measures |
|--|--|
| <p>Play a game with 2 small baskets and mini oranges and bananas. Roll a dice, count that many into the basket until all the fruit is gone. Who has more? Can child tell by looking?</p>  | <p>Guess the object from the market by putting it in a feely bag/ box or using a blindfold (banana, flip flop, orange etc.) feeling it, then identifying which item from those that the child can see that they think it was. Support using hand under hand by describing e.g. It feels long/round/pointy at the end/we can roll it.</p>  |
| <p>1:1 correspondence Set up a stall on a table with the items from the story: 6 bananas, 5 oranges, 4 biscuits, 3 corn on the cob, 2 pieces of coconut. Give each item a price label- 1p. Have a pot of 1p coins on the table and take turns to buy a set of items. How many 1p coins will they need? Role play being the stall holder and the person buying the items.</p>  | <p>Explore repeating patterns using cut up fruits and paint- orange, banana, chilli pepper. Can child copy and then continue a pattern e.g. banana, orange, banana, orange? Repeat with star cutters and paint alternating colours e.g. red, blue, red, blue. Repeat through making fruit skewers to eat</p>  |



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'Act out' some of the take away one scenarios in the story using props or real foods e.g. 6 bananas, baby eats 1, how many go in the basket?

You could also do some eating subtraction games- roll a spotty dice, count out that many raisins/ grapes etc. Eat one. How many now?

For children who cannot do this- make a large cut out of baby's face in the story with an open mouth and 'feed' the item to this each time.



Set up a market stall using play and real fruits, baskets, price labels, 1p coins. See SHOR handout '[Setting up a Shopping Activity](#)'.

Add scales to explore weighing fruits and baskets with different capacities.

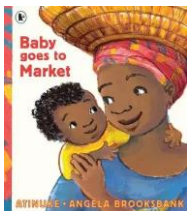


Put different numbers of fruits and other items from the story into baskets and balance on the child's head. Which has more? Which is heavier?



When story is very familiar- match foods to numerals/dot cards, matching to book if needed.


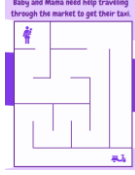
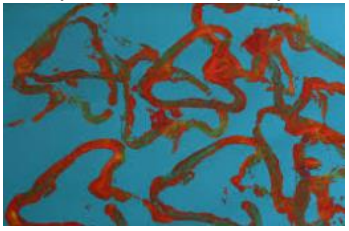

Create a large maze for baby and mama to get to their taxi and children try to find the correct path (you could do this in the playground with chalk). Create small versions and use finger/pens to trace along the route to get there

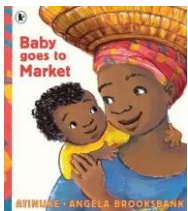


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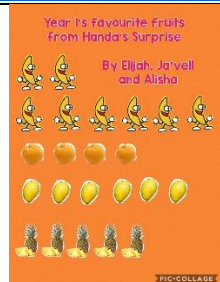


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| <p>Sing number rhymes and songs with props linked to taking away 1 and counting down:</p> <p><i>5 Little Monkeys jumping on the bed</i> <i>5 Little Men in a Flying Saucer</i> <i>Zoom, zoom, zoom, we're going to the moon</i> <i>Ten in the Bed</i></p> | <p>Cut up and explore the fruits and stones/seeds (orange, banana, pepper, coconut). Use cut up fruit to print different shapes.</p>  |
| <p>Retell the story using fruits/foods and baby doll, taking one item away each time and counting how many are left to go in the basket.</p> | <p>Use a balance to compare weights of the different items from the story e.g. six bananas and a pair of flip flops.</p>  |
| <p>Ask children in the class to choose their favourite food from the story and make a simple pictogram to show this.</p> | <p>Use pictures of the stalls from the story to create a simple market map and explain it using positional language- e.g. the orange stall is next to the banana stall.</p> |



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You could repeat this with photographs from the class market/shopping trip.