Challenge 1:

Learn a counting song and perform it to one of your family members. E.g. 1, 2, 3, 4, 5 once I caught a fish alive.



then has to work out how

many coins have been stolen.

Challenge 2:

Collect 30 items to start the game. Take turns rolling the dice and collect the corresponding number of items.

The person to take the last item wins the game!



Count to 20. Get a grown up to time you. Can you do it again and beat your previous time?



Challenge 4:

Pirate game! Start with 5 coins. One player covers their eyes whilst the second 'steals' some of the coins, hiding them in their hand. The first player

Year R Summer 1 Maths Rocket Challenges



Challenge 5:

Shape game. Cut an A4 piece of paper in half to make 2 right-angled triangles. How many new shapes can you make by fitting the triangles together? Can you make a shape with 3 sides? With 4 sides? Can you make a rectangle again?

Challenge 6:

Complete a puzzle. Are you able to rotate the puzzle pieces into the correct position? If you don't have a puzzle at home you can make your own using paper and scissors.



Make a garden ten frame using sticks. Can

you use it to count 9 items? What does 9

look like on a ten frame? What happens if

you add 1 more item?

Challenge 9:

Count out 5 items. Cover the items with a cloth. Then, add a hidden number of items to the items underneath the cloth. How many items are there now? How many were added?



Challenge 7:

It's story time. Can you tell a story using the words first, then and now using your toys? E.g. First there were 3 dinosaurs. Then 2 more dinosaurs came along. Now there are 5 dinosaurs altogether.

Challenge 10:

Download the White Rose 1-minute maths app for FREE and play a subitising game.







Scan these QR codes for some maths stories that support our learning this half term.







Record the challenges in any way you choose. For practical tasks, adults may want to sign to say the children have completed it. Bring your work into school when it is all completed for a special certificate!