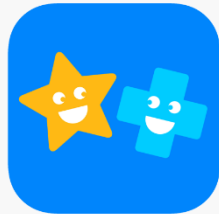


Is your child a ROCKSTAR?

Times tables remain a huge focus across the school, especially from Year 3 onwards, as they underpin so much of the maths curriculum. Regular practice at home is essential, and Times Table Rock Stars is a fantastic way to do this in a fun and motivating way. Ask your child: *What's your rock status?* Just a few minutes a day can significantly boost speed, confidence and recall and it really shows in class.



Doodle Maths!



We would like to take this opportunity to re-introduce and remind families of the benefits of using Doodle Maths at home. Alongside the weekly assignments set by class teachers, children can make real progress by following a *little and often* approach and completing their daily activities, which are carefully pitched to match their individual ability. We are incredibly proud at Windhill21 that many of our children have built daily streaks of over 500 days – an amazing achievement that shows real commitment and responsibility for their learning at home. This consistent practice is having a very positive impact on children's confidence and fluency in maths in the classroom.

Spring Term Curriculum:



Many year groups will now be moving away from number and place value, having spent much of the Autumn Term consolidating their understanding of number and using mathematical operations appropriate to their year group.

This spring, children will begin exploring different areas of measurement, including length and height in Years 1 and 2, mass and capacity in Years 2 and 3, and perimeter and area in Year 5. This learning builds directly on their secure understanding of number and gives children lots of opportunities to apply their maths in new and meaningful contexts.

You can support this learning at home by involving children in real-life measuring activities: baking together, helping with DIY jobs where measuring is needed, or even a trip to IKEA to explore the length, width and height of objects.

Maths really is everywhere!

Vocabulary

1. Place Value

The value of a digit based on where it is in a number.

2. Multiply

To find the total of equal groups.

3. Divide

To share a number into equal parts or groups.

4. Estimate

To make a sensible guess without working it out exactly.

5. Reason

To explain how you know your answer makes sense.