

An individual approach to education



St George's School
Edgbaston

St George's Lower School

Holiday Activities Pack



St George's Lower School believes the partnership between staff and parents as primary educators is paramount. The School has a comprehensive Homework Policy which has already been shared with you, however many of you have sought advice as to how you can support your child without paper and pen. We have pooled our ideas and produced some fun activities which all the family can get involved with.

These activities can be done at home, or when you are 'out and about'.

Whether you're going on a long family journey, or just to do the weekly shopping, anytime is a good time to teach your children a thing or two!

Try to make it a habit that every few times you go out for a car ride you try to reinforce your child maths or literacy skills. These simple games/activities should give you some good starting points.

Remember – some of these activities are age and ability dependent. If your child finds an activity difficult, try a different game and come back to the harder ones another time!

Maths games:

License Plates:



Be the first one to add up the digits in the license plate of any car ahead of you, or any car that passes you.

What is the smallest single number on the license plate? What is the largest?

Try making the largest number from a license plate by rearranging the order, then repeat the process to make the smallest number.

Have children tell you which numbers in the license plate are odd and even, or which ones are prime.

Multiply the first two numbers in the license plate or the last two numbers. Can your child multiply the first two numbers, then multiply the total by the third number?

Give your child a 'total'. Can they work out which two numbers from the number plate you have used and which number operation - did you add, subtract, multiply or divide the numbers to reach your total?

Skip count with the first number (or last). For instance, if the first number in a license plate is 4, see how far you can count by 4's - 4, 8, 12, 16, 20 etc.

Can you round the first two digits to the nearest 10? Can you round all three digits to the nearest 100?

Prediction:

Estimation and prediction are essential skills in math.

Have children try to predict what the most popular colour of car will be during the first 10 minutes of your journey (time can be adjusted to suit). Have them count and compare their answers.

Have children predict how many lorries they will see.



Tell them how many miles your trip is and have them predict the time - you'll need to use speed limits to assist. Extend the game by asking for example, 'What if I drove at 50 miles per hour? 60 miles per hour?'

Ask them to predict how long the traffic light stays a certain colour.

Brainstorming:

Brainstorming helps assist the problem solving process, and is also a skill that will assist children throughout their academic and working careers.

Each time you see a speed limit, brainstorm all the possibilities that the number can be reached. For example, if the speed limit sign is 60, state all the ways that 60 can be reached: 6×10 , $40 + 20$, $100 - 40$, $120 \div 2$, $6000 \div 100$. Make sure you remind your children to use all four operations (add, subtract, multiply and divide).



Each time you see a car that's a certain colour, brainstorm all the items that are that colour. For example, yellow: banana, lemon, sun, dandelion, bee etc. An extension of this activity is to brainstorm all the words you can think of that begin with the same letter as the colour of the car. With yellow, they need to think of every word they can that begins with the letter 'y'.

Data Management/Statistics:

Data and statistics occur early in school these days, and these skills are focused on from Reception Class – Year 6.

Teaching tally charts is necessary for this in the car activity. Keep a tally of the colour of trucks and cars and the colours they are. Make a chart and put a tally mark under each colour, use c for car and l for lorry. At the end of the trip, analyse your data using questions like: What's the most popular colour for lorries? Cars? Why might that be? What is the least colour seen? What seems to be the second favourite colour?

Activities like these are similar to the classroom activities and help to strengthen skills in data management and analysis.

Facts:

There are 12 months in the year, each time you get in the car, take the first 5 minutes to review the facts based on that particular month. If it's July, that's the 7th month. Have your children skip count by sevens and do some quick drill on the 7 times tables. When the month changes, so does the math fact. Remember to keep practicing the months of the year (and days of the week). Ask your child questions such as 'What is the fourth month of the year? What month comes before March? What month comes after?'

Counting:

The first game you can play with your child is the counting game. Give them a car colour to look out for. Each time they see it, they need to count aloud. So, let's say 3 green cars drive by, they need to count "1, 2, 3" aloud. Now, give them another car colour, let's say its silver. Now they need to count the silver cars until you ask them stop. Once they have their number they either need to add, subtract, or multiply the two numbers together. This helps them not only with their numbers but their colours!



Guess my number:

Play the guess my number game with your child.

Someone think of a number and the others ask number facts questions to work out what the number is. Stick to fact questions such as: Is it a two/three/four digit number? Is it odd/even? Is it bigger than/smaller than? More than/less than 100? Can it be evenly divided by 5?

If they are struggling to identify the number go over the answers to the questions asked so far e.g. 'So it's a two digit number, it's bigger than 60 but less than 100, it's even..'. Encourage more questions that can help to pin point the number rather than shouting out random numbers!



Sign Arithmetic:

Look for mathematically significant road signs on your car adventure. Every time you see a sign with numbers, for example a city distance sign, have them add, subtract or multiply the numbers together.



Can you add the distance to the next two towns on a road sign to get to the distance of the third town listed on the sign?

Petrol Prices Rounding:

It's almost a guarantee that while we're driving we will run into some type of petrol/service station. When you do, have your children round the prices to the nearest number of your choice. For example, you drive by and it's £1.28 per gallon, they could round to either the nearest 10p (£1.30), or to the nearest 100p (£1.00).

Do Some Petrol Maths:

Ask your child to think about how much money they think it will take to fill up the tank, as well as how many times the tank will need to be filled before you reach your destination. Also, have them keep track of how many miles you were able to go before needing to get more petrol.

Animal Leg Maths:

Have fun with adding the number of legs different animals have. Give your child word problems to solve such as: I have three pets in my house – two dogs and a bird. How many legs do they have altogether?

Throw in some trick questions – include animals with no legs or more than four legs. For example: Four fish and two octopuses live in my garden pond. How many legs do they have altogether?

Be as silly as you like – include some three legged dogs, centipedes, five legged spiders!

Literacy and Language Games:

Categories:

Take it in turns to pick a category e.g. fruit. Go around the car and think of as many items that belong in the category as you can think of. When someone is having difficulty thinking of an item other players can give them hints e.g. It's yellow and monkeys like to eat them!



Count how many items you can think of in each category and try and beat your scores each time you play.

An alternative to this game is

Guess the person/animal/thing:

One person thinks of 'something/someone' in their head e.g. pineapple. They then describe the 'thing' to the other players and have to guess who the character is. Try using famous pop or movie stars with older children.

Extend the game by asking questions to guess the 'thing/person'. The winner is the person who gets the answer in the least number of questions!

20 Questions:

For children who have outgrown I Spy, try coming up with an item (animal, vegetable or place) and take turns asking questions to narrow it down. The goal is to guess the item in under 20 questions. Modify 20 Questions for younger children by starting with "I'm thinking of an animal (with a long neck)" . . .

Number plate game:

This literacy game is lots of fun too. Use the letters on number plates to make up a sentence e.g. SJP 539 (Spiderman jumps on the pizza). Make them as funny or as silly as you can.

Make a Speech:

A good way to increase your child's language is practice. In primary school I used to have to do a two minute speech every day in front of the class about the most boring objects. I was excited if I got paperclips! I quickly learnt that even the most boring topic can be made interesting. I learnt that there are hundreds of great game ideas that use paperclips – I could use my imagination and a few white lies. I do remember telling the class that someone built a paper clip tower so high that it reached the moon! So while you are in the car, take it in turns to choose a topic for each other and start talking. Time the talk by distance a distance e.g. until we get until the next red traffic light...until we pass a McDonalds (that might not be such a long speech!)



I spy:



An oldie, but still a goodie! There are many different ways to play I spy. With your little ones first practice outside the car with three objects lined up. This will help them grasp the concept of eye spy. Always remember any clues you have given so that you can repeat them back to your child. They may need help to organise and remember the clues. Some different

variations of eye spy are listed below:

- Attributes: it's white and it's found in the sky
- First sound: I spy something beginning with the 'ch' sound
- Last sound: I spy something that has the 'sh' sound at the end of the word
- Rhymes with: I spy something that rhymes with bye

Name Game:

Parent and child take turns, each giving the name of a boy, girl or animal as you start with the letter "A" and continue through the alphabet to the letter "Z".

You can extend this game by focusing on one letter at a time e.g. ALL the names you can think of starting with the letter 'A' before you move on to letter 'B'.

Word Hunt:

Have your child think of words that can be found in the grocery store, like half, chocolate, bargain, cereal, orange, free. Choose two words and write them on a sheet of paper designed as a score sheet. As you and your child walk down the aisles, hunt for the two words and see which one you can find the most times. Pick out some new words next time. Or play the word hunt game while running errands in your neighbourhood. Try words like bank, flowers, red, bus.

Find It A - Z:

Search billboards, signs, license plates etc. that contain the letter 'A'. Then the search is on for B, next C and so forth until you come to Z. This can be a cooperative game, with everyone in the family searching for the next letter in the alphabet.

Rhyming Hunt:

Say, "We're going on a rhyming hunt. Let's find some things that rhyme with clock."

Try it with words like: floor, blue, shoe, coat, wall, book, door, red, hog, mouse

Line Rhyme:

Say an easy rhyming word like cat. Go around the car and have each person take turns saying another rhyming word until there are no more letter/sound combinations. For children who get stuck, help supply the beginning sound. "Let's try putting the 'f' sound in front. What would it be? Fat. That's right. Fat."

Rhyming Riddles:

Say, "I'm thinking of something that you use to eat cereal. It rhymes with moon." (spoon)

- Where you sleep that rhymes with red. (bed)
- Put on over your sock that rhymes with blue. (shoe)
- It's a pet and rhymes with bog. (dog)
- It can fly and sounds like rain. (plane)
- It has four legs and rhymes with fat (cat)

Tell a Tale:

If you remember the plot line, you can tell your child these stories without reading a book. Or have your child tell you the story. Here's a few to get you going:

- The Three Little Pigs
- Three Billy Goats Gruff
- Little Red Riding Hood
- The Boy Who Cried Wolf
- The Gingerbread Man
- Cinderella



- Snow White

- Rumpelstiltskin

- Goldilocks

Or **add a twist** to these stories. For example, Goldilocks and the Three Bears could become Goldilocks and the Three Hares, or Snow White and the Seven Dwarfs could become Snow White and the Three Little Pigs.

Family Stories:

Recalling childhood memories and recent experiences are excellent ways to involve children in family storytelling. Here are a few prompts:

- The day your child was born or adopted.
- How the child's name was chosen.
- What the first school you attended was like.
- Where you lived as a child.
- The pet(s) you had as a child.
- Your most memorable holiday.
- How you met your husband/wife.
- Your favourite family story.
- What your grandparents were like.
- Your first job.
- How holidays were celebrated in your family.
- Your best friend as a child.
- What kind of chores you did.
- Stories your parents/grandparents shared with you.



Story Starter:

One person makes up a sentence that could begin a story. The next person continues the story by adding a sentence of their own. Keep taking turns until you've completed your story. If you want, write it down to read again later.

If you want to make things harder, try retelling a familiar tale with each person taking it in turns to contribute one word at a time. You will find both challenge and fun as you cannot predict the direction each person's word will take the story!

Fortunately-Unfortunately:

This game helps teach kids to look at the bright side of things in a silly way.

For example, you say, "Unfortunately, there's a tiger in the car." Your son says, "Fortunately, he doesn't eat boys." Your daughter says, "Unfortunately, he's looking at me and licking his lips." You say, "Fortunately, I brought along my ham sandwiches!"

And so on, alternating between fortunate and unfortunate things.

Dr. Anybody Gets Hip:

Dr. Anybody thinks he's found the only body part with three letters in its name... hip. But we know he hasn't. Think of as many three lettered body parts as you can and make a list. Dr. Anybody just gave you one, "hip," but there are at least nine more! Try this game with syllables (beats in a word) – how many body parts can you identify with one syllable, two syllables etc?

Travel Scavenger Hunt:

Give each family member a list of items to watch for while driving. The list can be made up ahead of time and adjusted for the scenery. Here are some ideas to get you started:

- Red light
- Bus
- Stop sign
- Dog
- Supermarket
- Train
- Library
- Bike
- Church
- Playground
- Red car
- Post office
- Cows
- Red car
- Barn
- Dog in a car
- Bridge
- Hat
- Truck
- Chicken
- Tractor
- Pond
- Petrol station
- Cat
- White car
- Garden
- Police car
- Person talking on a cell phone
- Fast food sign
- Funny bumper sticker



We hope you and your children enjoy these games. Joining in with these activities will give you a good insight as to how your child uses and applies the skills they learn in school – and hopefully lots of family fun too!