

What to do

*IMPORTANT Parent or Carer –
Please check that you are happy with any weblinks or use of the internet.*

1. Counting practice

- Remind children that there are 60 seconds in a minute!
- Ask your child to start counting up to sixty slowly and clearly.
- Stop them by clapping once.
- They must whisper the number they would be saying next. Are they correct?
- Repeat this several times, stopping them at different points.

Extension

- Do as above but counting backwards from 60.

2. Working together

- Read the instructions for *In a Minute!* below and then set up your competition. May the best person win!
 - You will need a timer, which can accurately time one minute (60 seconds), pencils or pens and paper and counters, which can be Lego™ pieces, dried beans, wooden beads or even something edible like raisins!
- Play several times to see if you get faster. Does the same person always win?

Try these Fun-Time Extras

- Use the clock faces below, and draw on the little (minute) hand. It must point at a number. The first one is done for you!
- Read the time, e.g. it is four o'clock. Explain to your partner what you might be doing at that time in the day, e.g. I would be having my tea. They have to guess the time.
- If they guess correctly, they eat a raisin!
- Now they do the same for you.

In a Minute!

You will need

A stopwatch (most mobile phones have one)

A timer, which can accurately time one minute (60 seconds)

The number track (see below)

Pencils or pens and paper

Counters, which can be Lego™ pieces, dried beans, wooden beads or even something edible like raisins!

How to play

- Use a stop watch on a phone and with the child, watch it count from 0 seconds to 60 seconds. That is one minute. Notice that as soon as it reaches 59 seconds, it turns to 1 minute!
- Lay the number track where the child can see it.
- Both lay out your piece of paper and take up your pen ready to start.
- Now set a timer for 1 minute.
- You both have to write numbers, starting with 1, and working up to towards 10. You write as many numbers as you can before the timer goes off – that is in just 60 seconds.

Rules

- 1. The numbers you write must be easy to read and correctly formed. So, you MUST start at the top.*
- 2. The grown-up must write with the hand they do not normally write with, e.g. if they are right-handed, they must right with their left hand. And vice versa.*
- 3. If a number is not well-written, it does NOT count!*

- When the timer pings, stop writing.
- Look at each other's work. Who has written the most, correctly formed, numbers?
- The winner takes a counter.
- Play again. First person to collect 3 counters is the winner!

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