

Help Your Child Succeed in Math

Math tips for parents

For students in primary grades

When parents are involved in their children's education, they will do better in school. Here are some tips for parents on how you can help your child succeed in math.

Be positive about math

- Make your mathematical interactions with your child enjoyable and risk-free
- Express confidence in your child's ability to succeed in math
- Share positive memories from your own past

Connect mathematics to daily life

- Point out math situations to your child and encourage your child's math curiosity
- Talk about the ways in which you use mathematics in your job and daily life (around the house, in the kitchen etc.)
- Allow time for your child to count and explore with numbers and shapes, match objects, estimate and measure, using objects found in the home
- "Talk" math, discover number relationships and search for patterns with your child
- Look for math in the environment by taking a "shape walk" or a "number walk"
- Take out math literature from the library and read with your child (counting books, shape books etc.)

Stay informed

- Ask about math. What topics? What homework? What's interesting?
- Read the curriculum documents for your child's grade
- Attend math sessions at your child's school and talk to your child's teacher about the mathematics program

Help your child master basic facts

- Play family and board games to add excitement to repetitive practice
- Purchase age-appropriate math computer games for your child
- Encourage your child to explore numbers and patterns using a calculator

Be supportive during homework completion

- Encourage your child to explain his homework assignment to you
- Encourage her to explore and explain processes and solutions – even if she is not sure if she is correct
- Encourage the use of the following problem solving strategies:

1. Guess and check
2. Look for a pattern
3. Draw a picture
4. Choose an operation
5. Make a table or a graph
6. Brainstorm for ideas
7. Explore solutions with a calculator

