



CATALYST

Somers Heath

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Wednesday 14th January 2026

Number Day

Dear Parents/Carers,

We are delighted to be supporting the NSPCC by taking part in Number Day on Friday 6th February 2026. Everything the NSPCC does protects children today and prevents abuse tomorrow. The NSPCC need our support more than ever. By raising money, we can help to fund their vital services such as Childline – the helpline that's always there for children and young people whatever their problem or concern. On average, a child contacts Childline every 45 seconds. Making maths meaningful, Number Day is a great way to make maths fun and bring about a positive, 'can-do' attitude towards it. On Friday 6th February, we are having a fun day of maths activities, and we will be taking part in **Dress up for Digits**. Pupils are asked to wear an item of clothing with a number on it (for example a football shirt or a cap). Or get even more creative by dressing in a maths or numbers theme (for example a dice, calculator or ruler) or even a TTRS Rockstar! To help raise money for the NSPCC, we are asking for £1 cash donations, and we'd love everyone in the school to take part in this special event.

Additionally, as part of our commitment to make match exciting and high profile in our school, we are taking part in a friendly competition involving schools in the United Kingdom for NSPCC Number Day. The competition runs from 07:30 to 19:30 GMT on Friday 6th February. It is all done online via play.ttrockstars.com. Children can play in any game mode with every correct answer to a multiplication or division question, earning themselves, their class and the school a point. Children can play in any game mode with every correct answer to a multiplication or division question, earning themselves, their class and the school a point. The Times Tables Rock Stars platform will calculate the class average (the number of correct answers per pupil in the class who play during the competition hours, subject to a 60-minute limit (see below). Winning classes in the school and in the competition as a whole, will be the ones with the highest average. To support player well-being, there is a daily time limit of 60 minutes per player. Once the player goes beyond 60 minutes of play on that day, they will still earn coins but will no longer earn points towards the competition. In the spirit of the competition, please don't play on their behalf but by all means, encourage and support them to the extent that it doesn't cause high stress levels or impact on family plans.

Thank you in advance for your support,

Mr Bwomono
Maths Lead

