

Secret numbers

- Write the numbers 0 to 20 on a sheet of paper.
- Ask your child to secretly choose a number on the paper. Then ask him/her some questions to find out what the secret number is? e.g. *Is it less than 10? Is it between 10 and 20? Does it have a 5 in it? Is it an odd/even number?*
- Once you have guessed the number, it is your turn to choose a number. Your child asks the questions.
- For an easier game, use numbers to 10. For a harder game use bigger numbers or limit the number of questions to 5.

Takings

You need a dice and a collection of small things such as Lego bricks, buttons or counters, paper and a pencil.

- Take turns.
- Roll a dice. Take that number of buttons. Write down the number.
- Keep rolling the dice and taking that number of buttons. BUT before you take them, you must write down your new total. E.g. Sam has 7. He throws a 4. He has to work out how many he will have now. He starts counting from 7: 8, 9, 10, 11. He writes 11.
- You can only take your buttons if you are right.
- The first person to collect 20 buttons wins!

Cupboard Maths

- Choose 2 tins or packets from your food cupboard.
- Ask your child to hold one in each hand and tell you which is heavier/lighter. (Check by reading the weight on the tin or packet.)
- If your child is right, they keep the lighter one. Then choose another item from the cupboard, trying to find one that is lighter still.
- Carry on until your child has found the lightest item in the cupboard.

Useful websites to use:

<https://www.topmarks.co.uk/maths-games/5-7-years/counting>

<https://www.bbc.co.uk/bitesize/subjects/zjxhfg8>

<https://www.oxfordowl.co.uk/for-home/kids-activities/fun-maths-games-and-activities/>

The Colleton Primary School

Maths in Year One



A booklet for parents

Help your child with mathematics

This year we will be covering the following skills, knowledge and understanding in Maths:

- count forwards and backwards to 100 from any given number
- read and write numbers to 100 in numerals and to 20 in words
- count in multiples of twos, fives and tens
- identify one more/less than a given number to 100
- to be able to double and halve numbers to 20
- add and subtract one-digit and two-digit numbers to 20, including zero
- to know by heart all pairs of numbers that make 10/20 and use number bonds and related subtraction facts within 20
- to use the words *add, total, take away, subtract, minus, difference between...* in practical situations
- to use and apply maths to solve simple problems involving adding and subtracting, doubling or halving in the context of numbers, measures or money e.g. *to pay and give change*
- recognise and name a half and quarter of a shape or quantity
- recognise and know the value of coins and notes
- use language relating to dates, including days of the week, months and years and words such as yesterday, tomorrow
- tell the time to the hour and half past the hour
- to compare 2 objects or containers, and say which is longer or shorter, heavier or lighter, which holds more or less
- to name and describe simple flat and solid shapes

About the statements

These statements show some of the things your child should be able to do by the end of Year 1. Some statements are harder than they seem, e.g. children who can count up to 20 may still have trouble saying which number comes after 12 -they may have to start at 1 and count from there.

Car number bingo

- Each person chooses a target number, e.g. 10. Think about which pairs of numbers add to make your target.
- You have to see a car that has 2 numbers that add up to your target number, e.g. **K456 XWL** $4 + 6 = 10$, Bingo!
- Extend the activity by looking for 3 numbers which add up to your target number.

Adding circles

You will need a dice, pencil and paper.

- Each of you draws 4 circles on your piece of paper. Write a different number between 2 and 12 in each circle.
- Roll the dice twice. Add the 2 numbers.
- If the total is 1 of the numbers in your circles then you can cross it out.
- The first person to cross out all four circles wins.

Dicey coins

You will need a dice and about twenty 10p coins.

- Take turns to roll the dice and take that number of 10p coins.
- Guess how much money this is. Then count aloud in 10's to check.
- If you do this correctly you keep one of the 10p coins.
- First person to collect £1 wins.

Shape activities

Talk about the shapes of things at home e.g. plate, window, door

- Choose a shape for the week e.g. a square. How many squares can your child spot during the week, at home and when you are out?
- On the way to school, see how many cuboids, spheres and cylinders you can spot. What did you see most of?
- Ask your child to help unpack the supermarket shopping and tell you the shape of each packet/tin cube, cuboid, cylinder, cone, sphere.

Telling the time

- Practice telling the time together, using an analogue clock or watch.