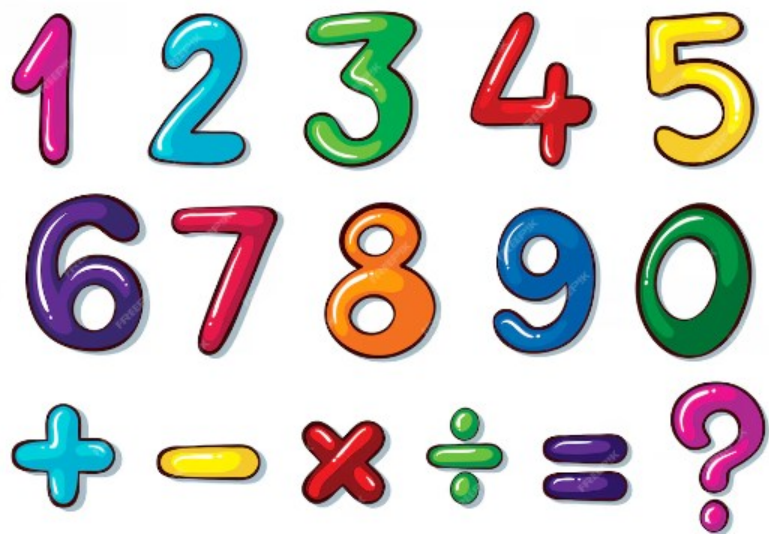


Greythorn Primary School

Maths

Y1



Year 1

- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- Read and write numbers to 100 in numerals and from 1-20 in words
- Count in multiples of 2s, 5s and 10s
- Say 1 more and 1 less than a number to 100
- Know addition (+), subtraction (−) and equals (=) signs
- Use number bonds and subtraction facts within 20
- Add and subtract one-digit and two-digit numbers to 20, including 0
- Solve one-step problems using addition and subtraction and missing number problems such as $7 = ? - 9$
- Solve one-step multiplication and division problems using objects, pictorial representations and arrays
- Recognise half and a quarter of an object, shape or quantity
- Use simple measures
- Know the value of coins and notes
- Sequence events in chronological order
- Use language of days of the week, months and years
- Tell the time to the hour and half past the hour
- Recognise and name 2-D and 3-D shapes,
- Know whole, half, quarter and three-quarter turns

Fun activities to do at home

Secret numbers

- Write the numbers 0 to 100 on a sheet of paper.
- Ask your child secretly to 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 40 and 50? Does it have a 5 in it? He / she may answer only yes or no.
- 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 up to 10. For a harder game, use only 5 questions, or use bigger numbers.

Shape activity

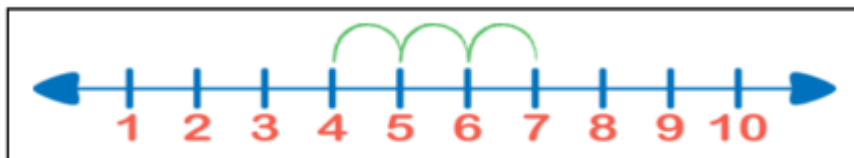
At home, or when you are out, look at the surface of shapes. Ask your child – what shape is this plate, this mirror, the bath mat, the tea towel, the window, the door, the red traffic light, and so on.

Choose a shape for the week, e.g. a square. How many of these shapes can your child spot during the week, at home and when you are out?

Dice game

You need a 1–6 dice, paper and pencil.

- Take turns.
- Choose a number between 1 and 10 and write it down.
- Throw the dice and say the dice number.
- Work out the difference between the chosen number and the dice number, e.g. if you wrote down a 2 and the dice shows 5, the



Cupboard maths

- Choose two tins or packets from your food cupboard.
- Ask your child to hold one in each hand and tell you which is heavier, and which is lighter. (Check by reading the weight on each tin or packet.)
- If he / she 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. It might be suitable to eat as a prize!

Takings

For this game you will need a dice and a collection of small things such as Lego bricks, sticky shapes or dried beans. You will also need pencil and paper.

- Take turns.
- Roll a dice. Take that number of beans. Write down the number.
- Keep rolling the dice and taking that number of beans. BUT, before you take them, you must write down your new total.

For example, Sally has 7. She throws 4. She has to work out how many she will have now. She starts counting from seven: eight, nine, ten, eleven. She writes 11.

- You can only take your beans if you are right.

Track games

Make a number track to 100, or longer. Make it relevant to your child's interests – sea world, space, monsters... Then play games on it.

- Throw a dice. Move along that number of spaces. BUT before you move, you must work out what number you will land on. If you are wrong, you don't move! The winner is the first to land exactly on 100. Now play going backwards to 1.
- Throw a dice. Find a number on the track that goes with the number thrown to make either 10 or 20. Put a counter on it, e.g. you throw a '4' and put a counter on either 6 or 16. If someone else's counter is there already, you may replace it with yours! The winner is the first person to have a counter on 8 different numbers.

Adding circles

For this game, you need a dice and pencil and paper.

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

