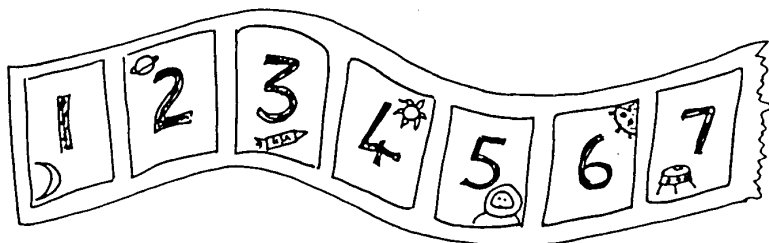


Track games

Make a number track to 20, 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 20. 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.

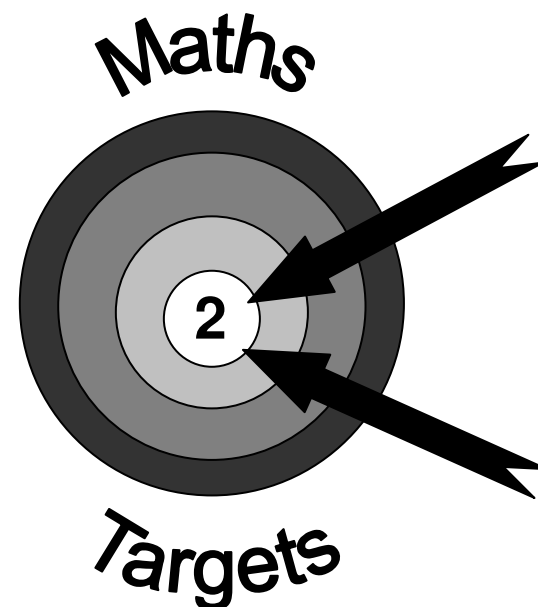
Cupboard maths

- ◆ 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!

Fractions

Talk about finding half of an object (e.g. an apple) or a quantity (e.g. a box of eggs).

Helping your child with Maths in Year 1



A booklet for parents

Fun mathematical activities to do at home

This is some of the maths your child should be able to do by the end Year 1.

- . count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- given a number, identify one more and one less
- represent and use number bonds and related facts within 20
- Read and write numbers to 100.
- Solve problems that involve addition and subtraction using real objects.
- Compare, describe and solve practical problems for:
 - Mass or weight (heavy/light, heavier than, lighter than)
 - Time (quicker, slower, earlier, later)
- Sequence event in chronological order using language such as: before and after, next, first, today, yesterday, tomorrow, afternoon and evening.
- Recognise, find and name a half as one of 2 equal parts of an object, shape or quantity
- Recognise and name common 2D and 3D shapes including:
 - 2D shapes (e.g. rectangles (including squares), circles and triangles)
 - 3D shapes e.g. cuboids (including cubes) pyramids and spheres

The activities given will all help your child towards achieving some of the maths they should be able to do by the end of Year 1. You can also help your child by practising counting using real objects and using some of the maths language mentioned above in real life situations e.g. What shapes can you see? How many more plates do we need?

Takings

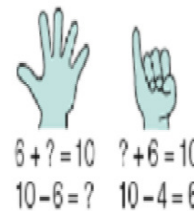
For this game you will need a dice and a collection of small things such as Lego bricks, sticky shapes or dried beans. You will also need pencil and paper.

- ◆ 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.

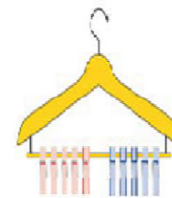
- ◆ You can only take your beans if you are right.
- ◆ The first person to collect 20 beans wins!

Learning number bonds to 10



Use fingers or pegs on a coathanger to practise number bonds for 10.

Also choose different numbers and practise bonds for that number. Start with numbers less than 10



$$\begin{array}{l} 0 + 10 = 10 \\ 1 + 9 = 10 \\ 2 + 8 = 10 \\ 3 + 7 = 10 \\ 4 + 6 = 10 \\ 5 + 5 = 10 \\ 6 + 4 = 10 \\ 7 + 3 = 10 \\ 8 + 2 = 10 \\ 9 + 1 = 10 \\ 10 + 0 = 10 \end{array}$$

Make it real!

I have 7p in my pocket. How much more do I need to make 10p?

3p. Why?

Because 3p and 7p totals 10p

I have 4 oranges. If I buy 6 more, how many do I have altogether?

Call out!

Play number ping pong! Start by saying 'ping', child replies with 'pong' Repeat and then change to numbers i.e say 2 and they reply 8

Dominoes

Find 2 dominoes that make a number less than 10 that you choose